

The Jedi Handbook

Everything you ever wanted to know about Jedi but were too lazy to look up.

Version 1.2

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<http://homepage.interaccess.com/~echmyr/TheJediHandbook.html>

<http://w3.uokhsc.edu/czacher/swrpg/jedihb/findex.html>

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Introduction

Since the birth of the Galactic Republic, the Jedi Knights upheld the peace. From system to system, grand Jedi Praxeums were established to train potential Jedi in the ways of the Force. For twenty-five thousand years the Knighthood functioned as explorers, educators, and enforcers of justice. Through their strong connection to the Force, they

were capable of amazing feats of mind and body. This handbook is a collection of various works by numerous people (mostly from the Star Wars Role Playing Game Mailing List) as well as a quick and easy reference tool to help in the design and play of Jedi in Star Wars RPG. The contents of this handbook are in no way meant as a substitute for buying the books; instead, it is an alternate way of looking at the rules and a quicker way to find information than fumbling through several hardbacks.

All the information in this booklet (Version 1.2) has been adapted for my own games. An “at symbol” (@) is used throughout the text to indicate a, usually drastic, change in the rules published by West End Games.

The contents of this book were written by various people each with their own unique view of the Force. No reader is expected to agree completely with everything provided. Some people don't believe the Force may be used to manipulate electronics. That's fine. Others feel that a Jedi using the Force to take a life (as with Lightsaber Combat and Force Bolt) always awards a Dark Side Point. This view is also fine. The bottom line is this, when reading the Jedi Handbook remember the Golden Rule: *“If you don't like the rule, don't use it!”*

Any gripes, flames, opinions, objections, compliments, questions, and (most importantly) contributions for the next edition should be e-mailed to Dave Barnhart at Dbarnhar@vt.edu (until December 1997).

What's New?

Changes since Version 1.1 include:

- Expanded FAQ
- Revised Introduction
- Corrected Credits
- Revised/Expanded/Corrected Rules
- General Revisions: Character Sheet, Ilum Gem Costs, Lightsaber Modifications,
- Spiffy new tables
 - The Dark Side (Revised)
 - The Jedi Academy (Revised)
 - Monks of Shimura (Revised)
 - Part IX: The Aiki Order, Jedi Kung-Fu Style
 - *Complete* Martial Arts Rules
 - Part X: The Shadow Dragons, Dark Assassins
 - Adventure Idea: “Raisers of the Lost Ark”
 - Adventure Idea: “Into Extinction”
 - Alternate Rules: Learning/Improving Skills and Powers through Research,
 - Learning Powers through self-discovery and enlightenment, Force Modifiers
 - Powers edited to reflect changes in the Tales of the Jedi Companion
 - New Weapons: Lightbo, Light Sai, Lightbow
 - Appendix V: Random Jedi Text Creation Tables
 - Revised Powers: Empower Self, Track Hyperspace Trails
 - New Powers: Empowered Lightbo Combat, Force Static, Lightbo Combat, Force Archery, Regenerate, Regenerate Other, Bloodlust, Pacifism, Aiki Combat, Surge,

Release Spirit, Discharge Spirit, Break Bones, Wisdom, Dream, Survive in Hard Vacuum, Cloak of Darkness, The Dragon, Hands of the Jhemadan, The Clouds Parting, Crimson Burst, Shadow Mist, Jhemadan Combat, Shadow Split, and Mind Sand.

Part I: Frequently Asked Questions

1) Can a non Force-Sensitive character receive Dark Side Points?

Yes, but only through undeniable acts of evil including using a Force Point to commit evil.

2) Can a non Force-Sensitive character “Call Upon the Dark Side?”

@ No. In order to call upon the Dark Side the character must have a strong connection to it (i.e. Force-Sensitive). The Dark Side simply ignores those who are not gifted.

3) Can a non force-sensitive character ever become force-sensitive?

Yes, but at the cost of 20 character points and a reasonable explanation why.

4) If I am force-sensitive, do I have to be a Jedi?

No.

5) What’s the use of being force-sensitive if I’m not a Jedi?

Well on the good side you start with 2 Force Points, instead of 1, and you have the option of later learning Jedi Powers. On the bad side, you feel the full effect of the Force just like a Jedi and will receive Dark Side Points just like one (even if you’ve never heard of the “Jedi Code”).

6) Why do powers like Electronic Manipulation grant Dark Side Points even when used for good?

When it comes to the Force, the ends do not justify the means. Certain powers like Electronic Manipulation, Telekinetic Kill, and Force Wind all may be used for good, but they *must* be fueled by hate, anger, or aggression (i.e. the Dark Side). Using hate, anger, or aggression with the Force is always darkness through action (see Part II: The Dark Side).

7) I don’t get it. Why can’t I use Electronic Manipulation while at a state of calm?

Here’s a cheesy answer . . . because the power’s description says so. If you were to use the Force to restore a computer’s original programming while at a state of calm you would not be using Electronic Manipulation. You would be using a similar power which requires a calm state of mind; CyberLocke perhaps (see New Powers). If a Jedi wished to be able to manipulate programming while both angered and calm he would either A) have to learn both powers or B) have to “stretch” one of the powers as described in the rules section. Look at Emptiness and Rage. They essentially have the same effect but one is Light and the other is Dark.

8) The Rulebook mentions receiving a Dark Side Point whenever a Jedi uses the Force to take a life. Does this mean that I get one whenever I add Control to my Damage dice as per Lightsaber Combat?

It depends. If a Jedi kills in defense, of himself or another, than no. If the Jedi struck out of anger, was filled with aggression, or the use was “unjustifiable violence,” then yes. See Part II: The Dark Side for more details.

9) Can a droid be Force-Sensitive?

This is another one of those heavily debated topics on the Star Wars RPG Mailing List. People can, and will, debate this until they’re blue in the face, but the bottom line is it is up to each individual GM to decide how the Force affects droids, if at all, in their games. The only thing WEG has said on the matter is that droids may expend Character and Force Points just like other characters. This at least shows they may manipulate the Force to some degree.

In *my* games it is possible for a droid to be Force-Sensitive, but it must meet several requirements:

First, the droid must have free-will. As part of standard manufacturing and Republic/Empire regulations, all droids are built with programming specifically designed to prevent free-will. This basically states that the droid must obey it’s master, may not harm a living being, impersonate a deity, etc. If it wasn’t for these safeguards, the droids would quickly figure out that they’re stronger, smarter, and tougher than their masters, and turn on them.

Second, the droid must embrace the understanding that it is a life form. The Force is created by all living things and requires the belief of life to manipulate it (even subconsciously). It is not required, but it is most likely, that a droid be designed to emulate life in order to grasp this understanding (it is much more likely that a Protocol droid would understand this than an Astromech).

Third, The droid must be able to learn and evolve. The Force is always in motion and must be experienced to be understood. No programming could ever allow an individual to understand it. Thus, the droid must be designed to learn and adapt instead of programmed. In game terms, the droid learns and improves skills just like a normal character and doesn’t undergo any sort of programming.

Last, the droid must be sentient using the definition of sentience as self awareness that does not involve perception. There are a lot of subtle, minute aspects of a person’s being which determine if it is sentient/living or not. Just saying, “I’m alive,” is not enough to prove you’re alive. Call it destiny, fate, the fabric of life, the Force, a soul, or whatever, but if you don’t have one (or if its not on your side) then you’re not sentient. This is solely up to the GM to determine. Droids should not try to become Force-Sensitive. In the rare times it happens it is almost always brought on by external factors and used as a plot device (example: Johnny 5 being struck by lightning in *Short Circuit*).

Note: If a droid has its memory erased or will-inhibiting programming added, it loses all Force-Sensitivity. Also, remember that meeting all the above criteria does not make a droid Force-Sensitive. It merely shows the *possibility* of being Force-Sensitive. In game terms, the droid would still have to pay 20 Character Points and offer a reasonable explanation to the GM as to why it is now in tune with the Force. Data from

Star Trek and Janice from *Robotech II: The Sentinels* fit this mold.

10) When is the “*by the books*” version 2 coming out?

In short: never. The original concept of putting all the official rules into a clear, concise format for players and GMs alike does not fall under “Fair Use” copyright laws, and the project has been postponed indefinitely.

11) I’m new to these games, what do I need to purchase to play Star Wars RPG?

All you need to purchase is a copy of the Star Wars Role-Playing Game 2nd Edition, Revised and Expanded from West End Games. Purchasing the Tales of the Jedi Companion (also from WEG) is *HIGHLY* recommended for running Jedi centered games.

12) This Handbook makes several mentions to a Star Wars RPG Mailing List. How do I join?

To Subscribe to the SW-RPG list send e-mail to:
mailserv@drycas.club.cc.cmu.edu with a blank Subject line. In the body of the letter type: SUBSCRIBE SW-RPG. Do not include a signature or any other information.

13) Where on the World Wide Web can I find more information about Jedi and the SW-RPG?

The Jedi Handbook may be found on-line at Darryn Glass’ page without frames:

<http://homepage.interaccess.com/~echmyr/TheJediHandbook.html#PartIV>

and at Charles F. Zacher’s page with frames:

<http://w3.uokhsc.edu/czacher/swrpg/jedihb/findex.html>

The ULTIMATE Dark Jedi Site is: <http://members.gnn.com/RBKugel/page-1.htm>

A wealth of Jedi information is available in the resource pool via ftp at:

<ftp://drycas.club.cc.cmu.edu/jae/star-wars/sw-list/resource/>

The following Fan Pages also support the Jedi Handbook:

The Star Wars Insider at <http://www.geocities.com/Area51/8166/swrpg.htm>

Part II: @ The Dark Side

Gaining Dark Side Points:

There are three ways a Force-Sensitive character may gain Dark Side Points: Through Action, Inaction & Calling Upon the Dark Side.

Action: Anytime a Jedi *knowingly and willfully* breaks the Jedi Code he gains a Dark Side Point. This includes any use of unjustified violence and justifiable violence fueled by hate or anger. It is the GM’s duty to decide what is and is not “justifiable violence.” A good guideline is any act that makes you say, “Damn, that’s cold!” is unjustifiable.

Example: A Jedi uses Telekinesis to suspend a target off the ground (thus taking away its chance to dodge) while other PCs gun him down. This is unjustifiable.... cool,

but still unjustifiable.

A Jedi receives a Dark Side Point this way through using “Dark Side” powers (Inflict Pain, Telekinetic Kill, Force Lightning, etc.). Any character who uses a Force Point for evil also gains a Dark Side Point in this manner.

Inaction: Also known as “Evil by Association,” this is when a Jedi sits idly by while an act of evil is committed, or passes on an opportunity to bring justice to an evil doer. When a Force-Sensitive character is around those who choose to do evil, he must intervene or gain a Dark Side Point. Failure to do so allows the Dark Side to strengthen its grip on the character through his feelings of guilt and doubt.

Calling Upon the Dark Side: When a Jedi’s back is in the corner he may attempt to gain a Force Point by opening himself to the influences of the Dark Side. Through selling his soul the Jedi gains a Force Point (which must be spent that round) and an accompanying Dark Side Point (Whether the attempt is successful or not). It is easy to call upon the Dark Side, especially when angry, at first. The first time a character calls upon the Dark Side, the difficulty is Easy. If the actions are not intended to bring harm or pain to other beings, increase the difficulty by two levels. The difficulty raises by 3 points each additional time the character calls upon the Dark Side. The character rolls his Control versus the difficulty number to determine whether or not he is successful. Luke Skywalker gains a Dark Side Point in this manner during the climatic battle scene in RotJ.

The Effect of Dark Side Points:

The consequences of gaining a Dark Side Point differ according to how a Jedi obtained them. If a Force user gets a Dark Side Point from his actions it is due to the temptations to commit further violence. This also opens up new, easier ways of contacting the Force, so the character receives a +1D bonus to all Force Skills. Example: A Jedi uses Lightsaber Combat and strikes out in anger. He gains a Dark Side Point for the action but realizes he is a better combatant when angry. He now receives a +1D bonus until he A) Wishes to atone or B) realizes that his actions are leading him down the dark path and refuses the bonuses.

If a Dark Side Point is due to his inaction, it is due to his fear and guilt. Since these emotions weaken, instead of strengthen, the character does not receive any bonuses to his Force Skills.

Calling Upon the Dark Side, in addition to the one Force Point already awarded, gives a +2D Bonus to all Force Skills starting the round after the Force Point is spent. After calling upon the Dark Side the character will feel a rush of power remain.

The character may not immediately realize that the added power is something that shouldn’t be used, so every time the character successfully uses a Sense power, while using the extra bonuses, the GM rolls a d6. If the roll is greater than the number of dark Side Points the character has, the character senses that something is wrong with his or her connection with the Force. Using the Sense Path power will immediately reveal the influence of the Dark Side, and the danger of using the bonuses, although it may do so in a cryptic manner.

Once Dark Side Points have been atoned for, and even if the Jedi does not atone, the bonuses last only for as long as the Jedi is in the Light. The moment the Jedi turns to the Dark Side, the bonuses are lost. The Dark Side, having snared the Jedi in its power,

takes back its favors. However, bonuses gained from calling upon the Dark Side may remain after turning as a reward for actively seeking out the Dark Side (see below).

Lure of the Dark Side:

If the bonuses granted for having Dark Side Points are used for anything but the purest intent, you receive a DSP for accepting the bonus. The DS may also try to influence your actions... If you refuse the bonus, your difficulties for skills increase +3 per DSP for the intense concentration necessary to drive out the DS. (for Force- Sensitives)

Turning to the Dark Side:

A character may not be turned to the Dark Side until he reaches 6 Dark Side Points. Up until that time a character is “safe,” but his actions are influenced by the Dark Side. Whenever a character with Dark Side Points is in a position where he may commit evil, the GM rolls a d6 and if that number is less than or equal to the number of Dark Side Points then the Dark Side demands some action for the Jedi to perform.

When a character has 1 to 3 Dark Side Points, they are tempted to commit actions that involve the immediate situation. For example, if an enemy was subdued, the Jedi fighting him may be tempted to kill the villain, even though he has surrendered. To resist this temptation, a Force Sensitive character must make an opposed roll of Willpower, or PER, vs. the GM's roll of one die for each Dark Side Point the character possesses. Therefore, if the character had 3 Dark Side Points, then the GM would roll 3D. Non-Force Sensitives add their Willpower and PER die codes together(with only one wild die) for their roll to resist, since they are not affected by the Dark Side as much. If the character succeeds, they resist the tempting voice of the Dark Side, and may act normally, but if they fail, the character must perform that action. As an example of such an action, the character is contemplating throwing a grenade into a bunch of Stormtroopers, even though there are some innocents around. If he failed his Willpower roll, he would throw the grenade, thus having the possibility of injuring some innocent people.

When the character has 4 or 5 Dark Side Points, their temptations turn to causing unnecessary harm and destruction, or initiating unprovoked attacks. The character is still entitled to a Willpower/PER opposed roll, as above. If they succeed in the roll, then they may act normally, but the Dark Side enacts a punishment, according to the following table.

Table 2.1

PC rolls > GM roll by	Character Loses
0 - 5	1 Force Point (or Character Point's equal to # of Dark Side Points x3)
6 - 10	Character points equal to # of Dark Side Points x2
11 - 15	Character points equal to # of Dark Side Points
16+	Character points equal to # of Dark Side Points x.5 (rounded up)

* If the character is unable to pay off the cost he must “take” 1D from the attribute or

Force Skill of his choice. Naturally, all skills based on that attribute will be reduced also. If any attribute ever reaches 0D, the character is consumed by the Dark Side and dies.

If the roll fails, then the character must perform the dictated action, which is usually a direct attack. If the Willpower/PER roll wild die comes up as 1, then the Jedi will actually use the Force in their attack, if it is appropriate, but will not earn another Dark Side Point, since they were not in control of their actions. This may seem cruel, but by this point, the character has obviously made the choice that they don't care about turning to the Dark Side, or is actually seeking it out, so the Dark Side begins treating them appropriately. Note: that if the player character does not attempt to resist the call of the Dark Side, and performs the dictated action willingly, they automatically gain another Dark Side Point.

Down the Dark Path

In turning to the DS (6 or more DSPs) the majority of how you received your DSP rules how you were turned.

1. CONSUMED by the Dark Side: you took the path of INACTION & have become obsessed with your past inactions & the guilt & fear that have resulted from them. Many consumed go insane from their guilt.

- * You only gain FP when using FP for the DS
- * You gain CP as normal
- * You lose ALL bonuses received from the DS
- * ALL force skills & willpower are frozen at the level when turned (until returning to the Light- if you can...)

2. SEDUCED by the Dark Side: your ACTIONS took you down the path. You become more aggressive, quicker to anger & enjoy the fear created by your intimidation & actions. Retaining your personality with a newfound strength in your confidence. Anakin Skywalker is an example of Seduction.

- * You only gain FP when using FP for the DS
- * You gain CP as normal x 75%
- * You lose ALL bonuses except +1 pip for each DSP you received at the time you were seduced to the DS.

3. EMBRACED by the Dark Side: you have asked for the power of the DS, by CALLING on the DS. You become more aggressive & enjoy seeing fear in others often becoming more calculating & deceptive, holding your anger until the strongest retaliation can be achieved. Much of your personality remains only for its deceptive ability, that may give opportunities to further your newfound power. Emperor Palpatine is an example of being Embraced.

- * You only gain FP using FP in dramatic DS moments
- * You gain CP as normal x 50%
- * You lose ALL bonuses except +1D for each DSP you received when finally being Embraced.

Returning to the Light

In the Star Wars stories, we have seen three examples where someone who had succumb to the Dark Side was redeemed to the light, Darth Vader at the end of Return of the Jedi, Luke in the Dark Empire series, and Ulic in the Tales of the Jedi series by Dark Horse Comics.

The Star Wars RPG rules have a contingency for returning characters to the light, but in my experience it has left many people confused. The rule states,

“When a Jedi of the Light Side confronts a character of the Dark Side, mention of the fact that the Light Side is more powerful than the Dark Side will cause the Dark Side character to have a *Moment of Doubt*.

“The character loses a number of Dark Side Points equal to the number of dice that the Light Side character has in his control skill plus 1D. If the character is reduced to zero Dark Side Points, the character has been redeemed to the Light Side of the Force.” pg. 58 (Rulebook, 2nd Edition).

This rule is a good one, but it needs some clarification, otherwise, most adventures would end with the following exchange,

Jedi: “Hey, did you know that the Light Side is stronger than the Dark Side?”

Dark Sider: “Really? Wow! I guess you are right...I feel much better now.”

The only changes that should be made to this rule is that the character only need drop below 6 Dark Side Points to be redeemed, and must atone for the rest in the usual manner, and that a Jedi of the Light Side cannot just say to the Dark Side character that the Light Side is stronger, they must prove it. If the Jedi can show the Dark Sider that the Light Side offers more strength, the situation forces the Dark Sider to have their moment of doubt. Luke's strength in the Force, and his convictions to remain in the Light caused Vader to have his “Moment of Doubt” several times during the Empire Strikes Back and Return of the Jedi. Although he did talk to his father, and try to convince him to return to the Light, he made no mention of the Light Side being the stronger side of the Force.

Force users who have been Seduced to the Dark Side lose a number of Dark Side Points as per the rulebook.

Those who have been Consumed by the Dark Side are much easier to turn back. Since their guilt is what caused them to turn in the first place, helping them to resolve their guilt or to set things right, in an acceptable, justifiable manner, will reduce the character's number of Dark Side Points to 6. He may not return to the Light until he spends a Force Point in a selfless manner at the dramatically appropriate moment, which he probably had to do to resolve his guilt.

Those who have Embraced the Dark Side are the hardest to turn back to the Light. The number of Dark Side Points they lose, for each “Moment of Doubt”, is reduced by a number equal to twice the number of Dark Side Points they received through Calling Upon the Dark Side (which would be either 4, 5 or 6...for Palpatine it would most likely be 6).

Returning to the Light Side of the Force is not an easy task though, once the Dark Side user drops below 6 Dark Side Points, the Dark Side enacts its revenge by taking all

of the character's Force Points and character points.

Regardless of how a character was turned, he may not drop below 6 Dark Side Points and re-enter the Light until he proves his commitment to the Light by spending a Force Point in a *selfless manner* at the dramatically appropriate time (and does not gain the usual two Force Points at the end of the adventure).

If a character turns to the Dark Side a second time, he loses 1D from the attribute or Force Skill of the player's choosing.

The entire purpose of this system is to give the player a sense of what the Dark Side is going to do to his or her character. Just rolling the d6 and taking the character away isn't entirely fair. We don't believe in dictating to a player what they can and cannot do, and telling a player that what they are going to do will earn them a Dark Side Point seems, well...pointless. Players are usually very aware of what their character is doing, and what the consequences will be. Luke did not have some voice-out-of-nowhere tell him that what he was doing was wrong, so the characters really shouldn't be afforded that luxury. This system gives a player ample warning of what is to come for their character, and allows them the opportunity to redeem the character before it is too late. It also makes for wonderful role-playing possibilities.

Atonement:

When you have 1-5 DSP you may begin to atone the cleansing of the corrupting influence of the DS is a long & difficult process & you must be of serious mind while attempting to atone (GM discretion). You must choose your way of atoning based on spiritual belief. (the Jedi usually fast, reflect through ritual & meditation & renew their commitment to live by the Jedi Code & the ways of the Light). When atoning you must actively work against evil from occurring, & follow a base code in creating your personal spiritual atonement process, with the following guidelines:

Reaching each through non-violent solutions when possible

1. Preserve the existence of Life
2. Preserve the rite to gain knowledge & enlightenment
3. Preserve the rite of peace & harmony
4. Defend the defenseless

Time required: of approximate atonement, all atonement must begin again if a DSP is received during atonement.

- 1 DSP = 40 days
- 2 DSP = 60 days
- 3 DSP = 80 days
- 4 DSP = 100 days
- 5 DSP = 120 days

Part III: The Rules

Using Force Points:

Force Points are the manifestation of the Force in the form of a character's determination and luck. Anyone may spend Force Points. When a Jedi uses one he actively seeks out the Force to give him strength in a moment of crisis. When other, more skeptical, characters use Force Points they pass it off as skill, talent a guardian angel or luck.

When a player spends a Force Point (and he may only spend one per round) all skill, attribute and special ability (like Force Skills) die codes double for the rest of that round. Any die codes not part of the individual (blaster damage, cybernetic implants, ship hull codes, maneuverability, etc.) remain the same. The only exception occurs when a Jedi uses CyberLocke (see New Force Powers). A Jedi who successfully uses CyberLocke in the same round as a Force Point loses 1D for activating a Force Power but all die codes for cybernetic limbs/implants are doubled. This does not effect an implant which could not be manipulated by will or has an external affect (i.e., the Strength of a 5D cybernetic arm becomes 10D for lifting but a 4D finger blaster still only does 4D damage).

Since a character is focusing everything he has into the use of the Force Point, the character can not spend any Character Points that round.

When determining the damage for melee combat double only the strength portion of the damage code. Example: When a character with a 2D+2 Strength uses a knife (+1D damage) in the same round a Force Point is spent, the damage is 5D+4 ((2D+2 x 2) + 1D). The maximum damage of melee weapons (normally 6D for knives) is ignored when using a Force Point.

The bonuses from Force Points allow any number of different actions in a given round as long as the usual dice penalties for multiple actions are used. In other words, you are not limited to one action during the round a Force Point is spent.

Gaining Force Points:

All Player Characters begin their careers with at least one Force Point; Force-Sensitives start with two.

When a character uses a Force Point to commit an evil act (killing an innocent, causing gratuitous violence, killing when not in defense of others, using while angry or hateful, etc.) The character gains the bonuses listed above, receives a Dark Side Point, and forever loses the Force Point.

When a character spends a Force Point in a selfish act (to save his ass, gain power or wealth, avoid trouble, or pass lies and deception) he forever loses the Force Point but does not gain a Dark Side Point.

If a character uses a Force Point in a heroic effort (placing himself in great danger, fighting the forces of evil, or saving someone's life) he temporarily loses that point but gains it back at the end of the adventure.

When a character acts heroically at the *dramatically appropriate moment* (any time success is vital to the story, during a climatic encounter with a villain in a heroic effort, saving many lives, or blowing up a Death Star), but without spending a Force

Point, he gains a Force Point at the end of the adventure.

When a character spends a Force Point at the dramatically appropriate moment, he temporarily loses that point but gains *two* back at the end of the adventure.

Finding a Teacher:

Unless your last name is Skywalker, you don't just learn the Force . . . you need a teacher. Luke may have learned a lot through self discovery but that's because he's Luke, and you're not.

Finding a teacher, especially during the Empire, should never be easy. Finding a teacher should take place over several adventures with the GM dropping clues every now and then. If Darth can't find him, I'm sure you'll have a tough time. If your game is taking place during the Old Republic you have the advantage of a Jedi Academy . . . but that really doesn't make it any easier. It takes much more than a pretty application and a fat wallet to make it into this school; you must prove yourself. After applying to the academy, a Jedi Master, if interested, will send the applicant on a mission of self discovery to prove he has what it takes to be a Jedi Knight. These tasks are always difficult and few applicants return successful to become Apprentices (See Part IV: The Jedi Academy).

Taking on Pupils:

For a Jedi character to teach another the ways of the Force he must have at least 3D in the desired skill(s) and the teacher's skill level must be higher than the student's.

For a Jedi to accept a pupil, the student must be pure in his connection to the Force (have no Dark Side Points). A Jedi may not knowingly teach a student with Dark Side Points. If a Jedi knows his pupil has Dark tendencies and decides to train him anyway, he gains a Dark Side Point for himself (Action if he willfully intended to train a person with Dark Side Points, Inaction for guilt and remorse resulting from accidentally tainting a soul). A master is responsible for the actions of his students. If a student is turned to the Dark Side, it is the moral obligation of the teacher to bring him back to the Light.

Learning Force Skills:

Force Skills are Die Codes which govern a character's ability to manipulate the Force in various ways. Control dictates the Jedi's ability to master his bodily functions, Sense allows a Force-user to feel the Force in his surroundings, and Alter allows a character to change and manipulate the way the Force affects and interacts with others.

Force Skills may be learned in two ways: 1) From a Master and 2) Through Research.

Learning Skills from a Master:

To learn a new Force Skill a pupil must undergo one week's worth of intensive training and pay 10 Character Points. @ This amount of time may not be reduced through spending additional Character Points. The Force should never be taken lightly and is never quick or easy. At the end of the week the student gains the new skill with a code of 1D and knows three Force Powers of the Master's choosing.

To improve a Force Skill by one pip costs a number of Character Points equal to the current number before the “D” (just like normal skills). Double the point costs if a teacher is not available. Characters with a teacher must spend one day per Character Point spent (two days per Character Point if a teacher is not available). Training time may be reduced by one day per every additional Character Point spent. A Jedi may learn a new power (of his teacher’s choosing) whenever he raises a skill by one pip. A character never gains a new power when a skill increases if he doesn’t have a teacher.

Learning Skills through Research:

It is possible for a talented student to learn and improve Force Skills through researching Holocrons and ancient texts. @ To do so, a Jedi must spend a month of intensive research with a tome or two weeks with a Holocron before even attempting a new Force Skill. Then the character spends 20 character points and makes a Willpower (or Ka Lore for Monks of Shimura) roll with a difficulty of 15 for Holocrons and 20 for texts (these difficulties are guidelines and may be altered depending on the extent of information contained in the tome or Holocron). If successful, the Jedi knows the new Skill with a rating of 1D, and knows one power contained in the Holocron or text (provided he meets the required powers of course). The character points are lost regardless of the success of the willpower roll.

Once learned, the Skills may be improved *up to* 3D through research. The base cost and time required for increasing a Skill by one pip through research is *twice* the number before the D in the Skill’s Die Code, and a number of days equal to the amount of Character Points spent. To improve a Skill using a Holocron (but not texts), the Jedi must first convince the keeper of the lore contained in the Holocron he is worthy of the knowledge (a great opportunity for some fine Role-Playing) and, of course, he may only be taught the powers contained in the Holocron (anywhere from 5 to 50 Powers depending on how much knowledge was encoded in the Holocron’s design). Once the student has gained the keeper’s trust and selected a Power to be taught, he may roll a number of dice equal to his Knowledge plus the Instructing (a Perception based skill) Die Code of the Holocron’s holographic Master. For every full five points over 25, the base cost (i.e. twice the normal cost) is reduced by one Character Point, and the time required is also reduced by one day. No matter how spectacular the roll, the cost may never be fewer than x where the original Die Code is x D, and time may never be fewer than x days of intensive research.

A Jedi may also improve his knowledge of a particular Skill through using texts (provided the text contains detailed rituals and cadences specifically for the purpose of teaching Skills, not just Powers). Assuming the Jedi understands the text (tome, datapad, knowledge crystal, etc.) he may roll a number of dice equal to his die code in Research, Ka Lore, Jedi Lore, or Sith Lore (depending on the nature of the text) plus a number of dice equal to the text’s Complexity Rating (0D for scrolls, and stone tablets. Up to 5D for whole volumes dedicated to one specific Skill) versus a difficulty of 25. As above the cost of a one pip improvement ($2x$) decreases by one for every full five points the difficulty is beat by, but can never be reduced below x .

Learning through research should never be as easy as learning from a Master. Finding a Holocron or text should be the culmination of several adventures and then

proving yourself worthy to a Holocron's keeper or having a text accurately translated (provided you don't have the Translation Power) should also be the focus of at least one night's gaming.

Learning Force Powers:

Force Powers are different effects a Jedi may use to manipulate the Force. A Jedi may not use a power he has never learned but may be able to "stretch" a known power to have a different effect. To do so the GM determines if the desired effect is in the spirit of the power and then assigns a higher difficulty depending on how far removed the new effect is from what the power was designed for. @ There are three ways to learn new Force Powers: 1) From a Master, 2) Through Research, and 3) Through a Spiritual Journey of Self Discovery.

Learning Powers from a Master:

Jedi characters may gain a new power after raising a skill by one pip (as stated above) or at the cost of 5 Character Points and seven days of training with his Master. If the desired Power is composed of multiple Skills (such as Affect Mind, which is a Control, Sense, and Alter Power) the cost is 5 times the number of skills required. Thus, to learn Affect Mind from a Master, without having first improved Control, Sense, or Alter, the cost would be 15 Character Points, and take one week of intensive training.

Learning Powers Through Research:

As with Skills, new Powers may be learned from researching texts. The process is very similar to learning Skills from research. First, the researcher must gain full access to the material (i.e. must either prove his worth to the Keeper of the Holocron, or be able to fully and accurately read the text). Next, the student selects the power he wishes to learn (provided, again, that he knows all the powers required for the desired Power). Then he spends a time of study equal to two weeks (for both Holocrons and texts). At the end of this period he spends 10 Character Points plus 5 for every Skill used in the Power (15 for Control Pain, 25 for Affect Mind). The base cost and time may be reduced, as above, by rolling your Research Dice plus the text/Holocron's Complexity Dice. For every full 5 points the roll beats the target of 25 by, the cost is reduced by one Character Point and one day of intensive training. No matter how heroic the roll, the cost may never be less than 5 plus 5 Character Points for every Skill used in the Power (10 for Control Pain, and 20 for Affect Mind). The time of research required may not be less than five days.

Learning Powers Through Self-Discovery:

In certain situations a Jedi may go on a spiritual quest. The cause of this could be as part of atonement, a rite of cultural acceptance, an attempt to gain harmony with one's soul, to contact the Spirit Fathers, or any of a number of other causes. When a Force-User decides to attempt a quest of self-discovery he must first separate himself from society. This is accomplished in one of two ways: 1) he simply travels to a remote location (mountain top, deserted isle, uninhabited planet, etc.), or 2) enters a meditative state which removes him from his surroundings (Emptiness or Rage). The nature of the quest must reflect the character's personal beliefs and culture. A character based on

Native American lore may opt to enter a sweat hut and meditate to the point of exhaustion, at which time he hopes to receive a vision which will unlock the hidden knowledge of the Force. A cybernetic Artificer may decide to connect his consciousness to a computer generated reality via CyberLocke, while a Naturalist might climb the highest mountain of her homeworld. At any rate, the quest should be more than just something to do on your day off, it should become a religious experience.

At the end of the quest (as determined by the nature of the quest; it wouldn't take as long to climb the sector's highest mountain bare-handed as a year long walkabout) the GM decides if he wishes to award a vision. This is solely up to the GM to decide if the player receives a vision. Then the GM determines the nature of the vision. Is it a glimpse of the future? Is it a blessing from your god? Have the Dark Lords of Ancient smiled on you with a gift of power? Understanding the vision may be handled in one of two ways. First is the Role-play method. Here the GM describes or acts out the vision to the player (in private of course). If the player can figure out the meaning, he receives the enlightenment (which could be anything. . . a new power, a hint about upcoming struggles, or reassurance that a loved one is safe).

The second method is the quick and dirty mechanical method. Here the player simply rolls Willpower (or the appropriate Lore skill) to determine if he understands the vision's meaning. The difficulty should be determined by the GM based on the extent of the quest and how well it was played out. Regardless of method employed, the vision should reflect the quest. A highly physical quest (passing out in a sweat-hut) is likely to award a Control Power, while staying in Rage to the point of incapacitation should grant a Sith Power.

This system is designed for Role-playing and thus doesn't require the expenditure of Character Points, but at the same time the player doesn't receive any points for the experience of a quest. It should be reinforced that few characters should ever receive more than one vision in their lifetime and certainly shouldn't in the same adventure. Players should not look to quests as a means of gaining power when teachers and texts are unavailable, but as an essential step in their character's growth.

Force Powers:

Using a power is just like any other action. @ One power equals one action and reduces the dice pool by 1D regardless of how many skills are incorporated into the power. By the time a Jedi masters a new power it is second nature to him. He doesn't think, "OK... first I'll activate Control, then Sense . . .," he just opens himself to the Force and does it. If a Jedi wishes to use Projective Telepathy (Control and Sense) he may roll both skills with no penalty. If he wishes to use the power and dodge in the same round, all die codes are reduced by 1D (not 2D).

Dramatic Force Use:

During stressful times when many lives hang in the balance a Jedi may reach out with the Force and attempt to use a Power he hasn't yet learned (Nomi blocking Ulic's connection to the Force at the end of Sith War for example). At a dramatically appropriate moment a GM may allow a Jedi character to spend a Force Point and 10 Character Points so he may use a power he has never learned. The effects of the power

last one round, the user may not learn the power in this manner, the Jedi must make all rolls with normal die codes (the use of the Force Point does not double all die codes as usual), the points are lost even if the effect fails, and if used for selfish reasons the character gains two Dark Side Points.

Keeping Powers “up.”:

There are some powers a Jedi may keep going rounds after activated. If a power may be kept “up,” it’s description will say so; otherwise the power drops at the end of the round it was activated. To keep a power “up,” the player must declare he is doing so when activating the power. The power continues to run, without further rolls, until the character either wishes to drop it or is stunned (or worse). @ While keeping a power “up” all die codes are dropped by 1D for every power up . . . not for every skill involved in the power. If a Jedi keeps Lightsaber Combat (Control and Sense) and Absorb/Dissipate Energy (Control) “up” all die codes are reduced by 2D, not 3D.

Time to Use:

Unless otherwise listed, all powers are activated in the round they are activated. All other powers are activated at the end of the time listed. A Jedi must continue to concentrate on the power being kept “up.” If he suffers a distraction (see below) he loses concentration and must activate the Power again.

@ Modifiers to Force Use:

Use of a Focus:

Although some feel this doesn't fit into the atmosphere of most games, there are a few instances where the Force is treated like "magic." If a Jedi does something which allows him to concentrate easier on the power he wishes to use, he receives a bonus. Example: A shaman of a primitive tribe draws a circle of mystical runes around the body of a wounded man. Due to his belief that the runes are "magic" the shaman's concentration and connection to the Force is strengthened, giving him a +1D bonus to using Accelerate Another's Healing.

Research:

The Jedi intensely studies a power from a text before using a power. If a Jedi spends one full day studying and memorizing a power, he gets to add the complexity rating of the text in question to his use of the researched power one time only. If a Jedi researches with a 2D text for an entire day, he may use the power he studied with a +2D bonus for one time only (and must be the first time the power is used after researching). Example: A Sith Warrior is planning an assassination. The day before is spent researching Force Lightning in a text with a 3D complexity. On the day of the attack he may use Force Lightning with a bonus of +3D on the first use only.

Preparation:

If a Jedi spends an entire round before a power is activated, concentrating on the power he gains a bonus of +1D.

Acting in Concert:

If a group of Jedi all know the same power and all wish to use it at the same time for the same reason, they may gain the usual bonuses for co-operation as listed in the books.

Extra Effort:

In times of high stress, a Jedi (usually a Dark Sider since this can be viewed as being fairly aggressive) may sacrifice his own health for a boost in Force strength. For every level of damage he causes to himself, he gains a +1D bonus to a single Force use in the same round. If a perfectly healthy Jedi wishes to gain a +1D bonus, he forces his mind past its usual limits, becomes Stunned, but gains +1D to a single Force Power before the stun takes effect. If he wished to gain +3D he'd be Wounded Twice, +4D Incapacitated, +5D Mortally Wounded, +6D heroic effort resulting in Death. No other actions may be taken in the round Extra Effort is used, and the damage gained from such a "boost" may only be healed through rest.

Distractions:

Whenever something happens during the round a Jedi is concentrating (determined by the "Time to Use" listing) which could distract a Jedi he must roll Willpower versus a difficulty determined by the GM to avoid losing concentration and stopping. Some examples may be: 3 for a sudden unexpected breeze, 10 for a blaster shot, 15 for an unexpected explosion, 20 for a companion or innocent screaming out in pain, 50 for a Nebulon B Frigate crashing next door. If a Jedi loses concentration, he mentally "fumbles" the power he was activating as well as all powers he was keeping "up," and must start activating the power(s) again from scratch the next round.

Part IV: @ The Jedi Academy

Background:

Twenty-five thousand years before the birth of Luke Skywalker, a band of noble Jedi formed the Knighthood and built the first Jedi Academy on Deneba. It was a place to teach the Jedi ways and expand the knowledge of peace and tranquillity throughout the galaxy. From the day of its inception until its destruction during the Clone Wars, it was the heart of the Jedi Knighthood. Supported by the Old Republic it had many resources available and trained numerous honorable Jedi; such as Nomi Sunrider, and Ulic and Cay Qel-Droma.

Getting Accepted:

As mentioned earlier, becoming a Jedi is never easy. It takes years of hard work and an indomitable will. The first step in becoming a Jedi Knight is undergoing Force Sensitivity tests. In these tests a *Jedi Acolyte* (non Force Sensitives and lowest ranking

Apprentices who act as assistants, advisors, etc. to the Knighthood) assigned to the applicant's home system (or nearest system) briefly meets with the candidate to ascertain his beliefs and reasons for wanting to join the knighthood. The Applicant is then given tests designed to measure the possibility of Force Potential (these tests are designed to rate the likelihood of Force Potential, the only way to be sure is through the Force) and behavior in high stress situations (such as the questions Dekker asks while interviewing suspected replicants in *Blade Runner*). The Acolyte then sends a recommendation based on the test results to the nearest *Jedi Praxeum* (Small teaching instillation consisting of one to ten Jedi Masters who report directly to the Academy). After a Master reviews the reports he may take interest in the candidate and invite him to visit the Praxeum. There the Master uses the power Sense Force Potential to determine if the aspirant is gifted enough to wield Force Powers (is he Force Sensitive?) and then gives the aspirant a Quest to prove his worth to the Knighthood. This can be as simple as a riddle (Such as a Zen Koan or "How many apprentices does it take to change a glow rod?" depending on the Master) or, more often, a long, arduous journey filled with danger and temptation. Regardless of the method, the Quest should be a journey of self discovery and humbling insight. If the candidate returns successful (as determined by the Master.... there are often hidden objectives to be accomplished during Quests) he is admitted into the Praxeum.

Graduation Requirements:

The early years of training are spent learning the *Core Curriculum* (Skills and powers all Jedi must know) and working as an Acolyte to neighboring systems. At this time of training an aspiring Jedi will train under several Masters (provided there is more than one at the Praxeum). When a Master has certified that the student has mastered (gained a rating of 3D or two pips higher than the base, whichever's higher) in all the core skills and knows all the required powers, he is immediately promoted to the rank of *Jedi Apprentice* and must choose a *Discipline* (specialized area of study). Once the Apprentice decides what Discipline he would like to pursue he must find a Master of that Discipline willing to further his education. This often leads to Apprentices leaving the Praxeum to find that rare teacher. He then begins intense study of that Discipline's selected skills and powers. After mastering those requirements (again a level of 3D or two pips higher than the base is standard) the Master has the power to promote the student to the rank of *Jedi Adept* and assign him however he wishes (following the Academy's approval). This may include being sent as representatives to a new world, liaisons to the Republic, returning home as an advisor and protector of the peace, or employed in the ongoing war against the Dark Side. At any rate, you are now a Jedi and bound to do as your Master bids.

Core Curriculum:

Upon entering a Praxeum a student begins learning these skills and powers as well as the Control and Sense Force Skills (Alter is not a necessary skill in all disciplines). A Master will usually not allow a student's Alter to be higher than his Sense.

Core Skills: Law Enforcement, Willpower, Command, Alien Species, Languages, History: The Republic, and Systems.

Core Powers:

Control: Accelerate Healing, Control Pain, Hibernation Trance, Concentration

Sense: Life Detection, Receptive Telepathy, Sense Force, Life Sense

Control & Sense: Projective Telepathy

Total Powers: Control = 1D+2, Sense = 1D+2, Alter = 0D

Disciplines:

After a Master is satisfied that a student has mastered the basics, he promotes the student to the rank of Apprentice and allows him to choose a Discipline. There are numerous Disciplines (Both Light and Dark) but this guide will only cover the most common of the Light: Artificer, Factotum, Investigator, Meditative, Naturalist, and Warrior.

Artificer

The Artificers are the creators, tinkerers, and inventors of the Jedi Knights. They tend to be very technical in nature and possess heightened mechanical empathy. A good example of an Artificer is Cay Qel-Droma who would rather tune a lightsaber's blade than listen to his Master's stories.

Skills: Astrogation, and Computer Programming/Repair plus . . .

Pick five from the following: Droid Programming, Droid Repair, Ground Vehicle Repair, Repulsorlift Repair, Space Transports Repair, Starship Repair, Starship Weapons Repair, Cybernetics Repair, Security, Blaster Repair, Capital Ship Repair, Armor Repair, Walker Repair, Lightsaber Repair, Sensors, Capital Ship Piloting, Capital Ship Shields, Communications, Ground Vehicle Operation, Repulsorlift Operation, Powersuit Operation, Space Transports, Starship Piloting, and Starship Shields

Powers:

Control: Absorb/Dissipate Energy

Sense: Instinctive Astrogation, Magnify Senses, Cyber Sense

Control and Sense: Speak with Machines

Control, Sense, and Alter: Conduit, CyberLocke

Minimum Skills for Graduation: Control = 3D, Sense = 3D+2, Alter = 1D

Recommended Studying: Warp Matter, Lightsaber Combat, Commune with Machines, Thermogenesis, and Transmutation.

Factotum

Factotums (Peacekeepers) are Jacks-of-all-trades. They tend to be speakers, storytellers, educators and the like. They are trained to adapt to any environment and are given a pretty wide berth when choosing their studies. Factotum is the only Discipline where an Apprentice does not have to tie himself down to one Master. These students tend to roam the universe seeking knowledge from Master to Master (but, as always, what a Master says goes . . . an Apprentice may not take his leave without his current Master's permission). Many governmental leaders prefer liberal advisors and request Factotums. In general, if you don't know what you want to study, be a Factotum.

Skills: Pick your four favorite attributes. In Attribute #1 choose 3 skills, 2 skills in Attributes 2&3, and one in the fourth. Chosen skills may not be part of the Core Curriculum.

Powers: Choose two powers from each other discipline which are unique to it.

For Example: A Factotum may decide to learn Cyber Sense, Speak with Machines, Contort/Escape, Eclipse, Postcognition, Enhanced Coordination, Weather Sense, Beast Languages, Telekinesis, and Lightsaber Combat.

Recommended Studying: Anything and Everything

Investigator

Whenever there is a mystery or report of Sith activity, an Investigator (often referred to as "Shadows" in some circles) is sent to check it out. These are the detectives, archeologists, and spies of the Jedi. They search for Sith strongholds, research artifacts, infiltrate enemy organizations and solve enigmas of all sorts. These are the rarest of the Jedi and finding a Master is a near impossible task. It is currently under discussion in the Jedi Council to discontinue these teachings due to the risk of losing an undercover Jedi to Dark temptations and the moral dilemmas of teaching deceptive arts. Exar Kun may have been an Investigator before turning.

Skills: Bureaucracy, Streetwise, Archeology (a Knowledge based skill), Investigation, Search, Sneak, Security, Hide, and Persuasion.

Powers:

Control: Contort/Escape, Enhance Attribute
Sense: Danger Sense, Magnify Senses, Postcognition
Control and Sense: Disguise
Sense and Alter: Dim Other's Senses
Control, Sense, and Alter: Affect Mind, Eclipse

Minimum Skills for Graduation: Control = 3D+1, Sense = 4D+1, and Alter = 1D

Recommended Studying: Force of Will, Remain Conscious, Short-Term Memory Enhancement, Lightsaber Combat, Combat Sense, Storytelling, Cyber Sense, CyberLocke, Speak with Machines, Eyes of the Eagle, Mental Translocation, Induced Sleep, Lesser Force Shield, Force Bolt, and Doppelganger.

Meditative

Those who study the Meditative arts prefer to exercise their minds, not muscle. They are the thinkers and masters of the mind and spirit. In times of conflict they coordinate the Warriors' actions through their powerful Jedi Battle Meditation while shattering their enemies' wills to win. Make no mistake, they may not charge into battle with lightsaber drawn, but are among the most brave and powerful of the Knighthood. To find an example of a Meditative master, look no further than the legendary Nomi Sunrider.

Skills: Tactics, Survival, Persuasion, History: Jedi, Stamina, Scholar: Area of Interest, and Law: Republic.

Powers:

Control: Emptiness, Force of Will, Short-Term Memory Enhancement
Sense: Postcognition
Sense and Alter: Affect Emotions
Control, Sense, and Alter: Affect Mind, Battle Meditation, Enhanced

Coordination

Minimum Skills for Graduation: Control = 3D+2, Sense = 3D+1, Alter = 1D+1

Recommended Studying: Farseeing, Remove Fatigue, Storytelling, Instinctive Astrogation, Anticipation, Lightsaber Combat, Danger Sense, Commune with Nature, Commune with Machines, Life Bond, Place Another in Hibernation.

Naturalist

The Force is created by all living things, and therefore must be protected. These Jedi have a special connection with Nature and all life. They are much more than simple park rangers yet far removed from eco-terrorists. They are often sent to frontier worlds to

help in the formation of colonies and adapting to alien life. If you wanna scrap with a Naturalist, you gotta go through his Rancor pets. The Twi'lek Jedi Tott Doneeta displayed some of these abilities.

Skills: Tracking, Search, Survival, Hide, Sneak, Climbing/Jumping, Running, Beast Riding, and First-Aid.

Powers:

Control: Detoxify Poison, Emptiness
Sense: Weather Sense, Beast Languages, Magnify Senses, Translation
Control and Sense: Eyes of the Eagle, Call Animal
Control and Alter: Fertilize, Accelerate Another's Healing
Sense and Alter: Commune with Nature
Control, Sense, and Alter: Control Animal

Minimum Skills for Graduation: Control = 4D+1, Sense = 4D+2, and Alter = 1D+1

Recommend Studying: All "Healing" Powers (Naturalists are known throughout the Galaxy as healers), Weather Sense, Transfer Force, Danger Sense, Thermogenesis, Weather Control, Predict Natural Disaster, Transmutation, Lightsaber Combat.

Warrior

Although the Jedi Knights are devoted to peace, they understand the Galaxy is not perfect and violence is a necessary evil. These noble Samurai do not believe in peace through superior firepower . . . but superior compassion. Life is precious and should only be taken as a last resort. The Warriors are the primary peacekeepers. They are sent wherever there is strife, anarchy, or the Sith. An obvious example of a Warrior is Ulic Qel-Droma.

Skills: Dodge, Survival, First-Aid, Stamina, Tactics, Lightsaber, Brawling, Lightsaber Technology and Running.

Powers:

Control: Absorb/Dissipate Energy, Remain Conscious, Reduce Injury
Sense: Danger Sense, Combat Sense, Magnify Senses
Control and Sense: Lightsaber Combat
Alter: Telekinesis
Sense and Alter: Lesser Force Shield
Control, Sense, and Alter: Force Bolt

Minimum Skills for Graduation: Control = 3D+1, Sense = 3D+2, and Alter = 1D

Recommend Studying: All "Healing" Powers, Dim Other's Senses, Enhanced Coordination, Enhance Attribute, Magnify Senses, Resist Stun, Greater Force Shield,

Remove Fatigue, Anticipation, Transfer Force, Battle Meditation, and Affect Mind.

Training at the Academy:

Training at the Academy, or at a Praxeum, is slightly different than usual training. Through thousands of years of trial, error, and refining, the Jedi Masters have developed very efficient means of educating. Whenever a character is at a Praxeum, or the Academy, and wishes to learn a new power or increase his knowledge in a skill (provided he has already been taught that skill), add the Master's die code in Instructing (a Perception based skill) with the pupil's die code in Knowledge and roll against Very Difficult (modified by resources available. i.e. Tomes, a library or Holocron.... GM's call). For every full five points the total beats the difficulty by, reduce Point Cost and time required to learn by one; one Character Point equals one day training. No matter how spectacular the roll, training always costs at least one Character Point and takes at least one day of intensive training.

After Graduation:

Once a Master is satisfied with his pupil's performance (at least 3D, or two pips higher than base . . . whatever is higher, in all required skills and has learned all required Powers) he has the authority, granted by the Academy, to promote the Apprentice to Adept. The Master then sends the Adept on whatever errands he wishes (reporting all the while to the Academy). After the Adept displays proper understanding of the Jedi Code and has a total of at least 13D in Force Skills, the Master may promote the Adept to the rank of *Guardian*. The Guardian is still in the servitude of his Master and after demonstrating superior resourcefulness, true understanding of the Light, and a total of 17D in all Force Skills, he goes before the ruling council of the local Praxeum and may, on an unanimous vote only, be promoted to the rank of *Knight*. At this point a Jedi is still bound to his Master but is usually given freedom to conduct his own business. When a Jedi gains a total of at least 27D in Force Skills he may, with the recommendation of his local Praxeum, travel to the Academy and undergo review of the Ruling Council for the rank of *Master*. As with the rank of Knight, the vote must be unanimous. The next, and highest, rank in the Jedi Knights is that of *Grand Master*. There may only be nine Grand Masters, the Ruling Council of the Academy, at any given time. They hold their office until death or retirement and may only be replaced by a Master with a rating of 15D in all Force Skills who has the support of 90% of the Jedi (ranks Adept through Master) and the support of all members of the Ruling Council. Once a Jedi obtains a seat on the Ruling Council he has achieved the greatest honor available to a Jedi. All members of the Ruling Council are equal regardless of seniority.

Technology in the Old Republic @:

There are a few minor changes which must be made to the established rules to reflect four thousand years of technological advances (These suggestions are supplied for those who have not yet purchased the Tales of the Jedi Companion). Here are a few suggestions:

Vehicles:

All die codes remain untouched. Keep all the stats the same because as long as every aspect to the technology increased proportionally it should still be fine. In other words, if you want to use what was considered to be a good fighter in the TotJ time period, use the X-Wing Stats and give it a new name... if you want to use what was considered to be an old fighter in the TotJ time period use the Headhunter Stats and give it a new name. The only real problem that would arise is when a fighter from the TotJ time period encounters a fighter from the RPG time period... which should be next to never.

Double the time listed on the Astrogation Gazetteer to reflect older hyperdrives. All repair times are doubled.

Jump Stations, Hyperspace Buoys, or Instinctive Astrogation is required to safely navigate hyperspace. When a ship contacts a Jump Station or Hyperspace Buoy, the credit of the ship's Captain, or sponsor, is automatically deducted the standard fee for using that route. Prices range from 10 credits for a slow or common route to 10,000 credits for a fast or rare route. In this era, lightspeed doesn't come cheap. One obvious way around this is to ignore the navcomputers and trust in Instinctive Astrogation.

Medical:

Bacta tanks have not been invented yet.

MedPacs are reduced to 1st Aid Kits (same as MedPac but each difficulty is increased by one level, time to use is twice as long, and only one may be used per day).

Weapons:

Nothing heavier than a light repeating blaster (which requires an articulated harness ALA Aliens).

Ammo in each Power Pack is reduced to 3/4 normal.

Blasters cost twice as much.

Firearms are the weapons of choice.

Part V: The Characters

Pre Empire:

Before the empire Jedi were pretty common. There would be a band stationed in every civilized system and perhaps a few in every major nation. The people of the Republic knew, trusted and respected (well, most of the people anyway) the Knighthood. They were law at its highest level and charged with the duty of keeping the Galactic Peace. I suppose you may be able to think of them as the Galaxy's United Nations Task Force. They protected all systems but reported directly to none, not even the Republic. Please note: The Republic has no official power over the Knighthood. They've just developed a mutually beneficial symbiotic relationship over the years.

Most Jedi characters of this time period are fresh from the Academy. If you want to start players fresh after their early training, have them make characters the usual way. Let them make/modify templates however they wish.... an Artificer will have a much higher Technical score than a Naturalist. Guidelines for beginning attribute die codes are

provided in the appendixes. Also, it is reasonable that only space-faring races should be allowed to attend the Academy. This means: NO EWOK JEDI!). After they have their characters, give them 2D more in each force skill and 3D more to be divided up between their required skills to represent their training at the Academy. They are now Jedi Adepts (assuming they use their points wisely and meet all the requirements) and ready for their Master's first assignment. Just to keep things fair, let non-Jedi make their characters like normal but with 15D (instead of 7D) to be added to their characters, provided that no more than 3D be added to more than two skills. Just as a fair warning... Jedi tend to be obnoxiously powerful. If you're going to run a Jedi based game let it be known that it is "high level" and the stakes are great. Non Jedi may have to be creative with their characters in a Jedi based game to describe why they're working with the Knighthood. Some possibilities could be that they're Acolytes, just doing what they can in the name of Galactic Peace. They could be members of a government the Jedi are sent to assist in a time of crisis. They could be hired by the Academy to transport the Jedi to their assignment. The possibilities are endless.

Empire:

Bad news for Jedi during the Empire. They want you dead.... bad. Ever since the Clone Wars the Empire has hunted down your kind. The Jedi are no longer treated with the reverence they received during the Old Republic. The Jedi Knighthood is either considered an old legend or just some "hokie religion." If a PC tells someone they're a Jedi they should be laughed at, turned into the Empire, or both.

Jedi characters of this period should simply choose either the Minor Jedi or the Young Jedi template and create the character as usual. Jedi of this era tend, for obvious reasons, not to be as powerful as those in the Golden Age of the Jedi. They don't hit the "obnoxiously powerful" stage for a good while; and by that time all the other characters are sporting 9D Blaster skills so it pretty much evens out.

Post Empire:

After Palpatine takes that nifty radiation bath, the Jedi begin to slowly pop up again. Those who have been hiding for so many long years resurface and Luke Skywalker erects a new Jedi Praxeum to rebuild the old Knighthood. Players could either be a member of the new Praxeum, a Jedi who was apprenticed to a Master at the end of the Great Purge and went into hiding afterwards, one of the Emperor's Dark Apprentices turned to the Light, or a Force using Alien of some kind. In other words, base your character on a template as usual.

Character Backgrounds:

Characters should never be as two-dimensional as the game makes it. Sure its quick and easy to whip out a template and slap on a few D, but, as Yoda is so fond of teaching: Quick and easy are traits of the Dark Side. Templates are quicker, easier, more seductive; they are not better. What Yoda was saying is that players ought to take time with their characters, molding them into three-dimensional beings. By the time you start playing you should know every important fact about your character. I strongly suggest having players fill out a Character Background Sheet (as shown in the Appendixes).

Have players fill them out and then award bonus Character Points based on depth and originality. Even more points should be awarded to players who incorporate their background sheet into the character.

Examples: Say I'm going to play a Bounty Hunter. I could just fill out the template and know next to nothing about my character or I could fill out a Background Sheet and know how he'd react to any given situation. Better yet, a truly creative player would put his thoughts down on the Background Sheet and write the Bounty Hunter's Resume to be turned in to the GM. Or an Outlaw could write his Criminal Record, or an ISB Agent could type up his Imperial Personnel Record. Sure it takes a bit longer but it REALLY adds to the over-all enjoyment of the game. Remember... this should be *Role-playing*, not *Roll-playing*.

Another good way to flesh-out characters is to incorporate rules from other systems. If you have a copy of a White Wolf Player's Guide, incorporate the Merits & Flaws rules into your characters. A 1 point flaw pretty much equates to a 1 pip bonus to be added to beginning skills. You might also be able to use the Advantages and Disadvantages of GURPS. Perhaps a 5 point Disadvantage is equal to 1 pip. Whatever works. If it helps bring life to your character, by all means use it.

Part VI: The Path of Baadu

The Baadu, or Gray Jedi, are a rare breed of force users. They consciously try to remain neutral in the struggle between the Dark Side and the true ways of the Jedi. This is not an easy task, and it is harder to attain even a fair amount of neutrality when one is working with the Force. A very specialized Force Power (The Cleansing) is needed for the existence of the Baadu.

NOTE: Baadu are *very* rare. NO non-force users (except those with Scholar: Jedi Lore 10D+) should have heard of them, and only Jedi Masters (or any Force users with 30D in total Force Skills) should have heard of them. Note that I say "heard," and not "be a fountain of youth in the Ways of the Baadu." GM's should not have their favorite tavern owners spinning off tales of the dozens of Baadu-related stories that they've heard.

History of the Baadu:

The Way of the Baadu was spawned from Biirta Baadu, a human Jedi Master who flirted with the Dark Side for much of his very long, Force using life. He never actually became an adept of the Dark Side, but became quite well versed in its use. Biirta managed to develop a Force power that was able to keep him somewhat free from the clutches of the Dark Side. He was always just beyond reach. He never taught anybody his findings, but his journal survived. A few copies of his journal were made, and they exist scattered throughout the galaxy.

The Baadu tend to be very solitary. There is no unity in the ranks of the Baadu, and there may be enmity between members on the rare occasions they meet. The way of the Baadu is a lonely path, and few people can maintain the duality of consciousness it requires.

Most Baadu tend to lead "questionable" lives, doing things along the lines of bounty hunting, smuggling, etc. Although these acts are certainly illegal (for the most

part), their evilness can be questioned...

The Baadu and Dark Side Points/Light Side Points (Force Side Points):

When a Baadu commits an evil act, he receives a Dark Side Point, just like all of the other Force users of the galaxy. When a Baadu commits a good act, he receives a Light Side Point. The principle is the same as for the Dark Side Point, except one receives a Light Side Point when committing good acts.

Baadu are consistently attempting to have ZERO points in both. They want NO Light Side Points and NO Dark Side Points. This can be attained by one of two ways.

1) Removal of Force Side Points Through Deeds:

The Baadu can remove a Dark Side Point by not doing anything evil for ONE adventure/episode. Being “kind of good,” but not good enough to get a Light Side Point. GM's, use your discretion here. Baadu should be able to remove a Dark Side Point by not doing anything evil. Not necessarily being NICE, but even just the good side of neutral.

The Baadu can remove a Light Side Point by not doing anything good for ONE adventure/episode. Being “kind of evil,” but not evil enough to get a Dark Side Point. Stuff like killing people who deserve to die, and REALLY enjoying it. Or, if a Baadu was working for the rebels, they'd be able to remove a Dark Side Point by torturing an imperial person who wouldn't talk, to get valuable information.

2) Removal of Force Side Points Through the Cleansing:

When Birtaa Baadu first decided to be a neutral force user, he found that method #1 was unwieldy and cumbersome. There were times when he didn't know where he stood in his “alignment” at the moment. After years of intensive study, he managed to develop a unique and powerful force power -- the Cleansing. The use of this power facilitated advancement through the force. Baadu wondered how he kept the path without it. There were setbacks, but Baadu found the bonuses of the power to outweigh the setbacks.

How to Forget the Ways of the Baadu:

- 1.) If you are using The Cleansing, stop.
- 2.) If you want to become a Dark Side force user, simply get rid of your Light Side Points, and advance your Dark Side Points to 6. Once the Baadu's Dark Side Points equal 6, the Baadu way is forgotten, perhaps forever.
- 3.) The operation is the same if the Baadu character wishes to become a Jedi Knight. Simply get rid of all Dark Side Points, and increase Light Side Points to ten. (remember, the Dark side is quicker and easier) Once LS points are brought to ten, all Baadu hindrances and bonuses are lost.

Note: A Baadu character can exceed the Dark Side threshold of 5 DS points and still remain Baadu. To leave the way of the Baadu, a character must actively choose to leave, and the threshold must be exceeded.

Note: The difference threshold should be no more than seven at any time. (i.e. the Dark Side Points minus the Light Side Points should not be greater than 7 or -7) If the difference threshold is exceeded, Baadu lose their abilities (Subtract the lesser number of

the Force Side Points from the greater. If there are more Dark Side Points, the resulting number is how many Dark Side Points the Character has. If there are more Light Side Points, the GM can 1.) put Dark Side Points at zero, if the GM does not want to use the Force Side Point System for non-Baadu; 2.) put the resulting number in as Light Side Points.

The Baadu and Force Points/Control, Sense, & Alter Dice:

The Baadu receive Force Points for committing acts, just as other Force users do. When they spend a Force Point for good/evil, they get one Force Point back at the end of the adventure/episode. When they use a Force Point for good/evil at the dramatically appropriate moment, they get two Force Points back.

The Baadu can use Dark Side Powers without automatically gaining a Dark Side Point, however they do receive a Dark Side Point if the Dark Side power is used for extreme evil.

It costs 50 - 100% more cp's to raise force skills than a normal Jedi. For example, to raise Control 4D to Control 4D+1, with a Master it would take 6 - 8 Character points, depending on your GM's preference.

As an option, GMs should feel free to impose a dice limit of 5d-10d on Control, Sense, and Alter. This is suggested only if the GM feels this Force-using template is too powerful.

Curiosities/Miscellaneous:

Most Baadu use lightsabers, but some favor blasters. It is a matter of personal preference. If a PC wishes their character to be a blaster toting Baadu, GM's should incorporate the abilities of the Teepo Paladins.

A note on implementing the Force Side Point System for non-Baadu:

Please note that the Force Side Point system introduced for the Baadu might not be ideal for a normal Jedi. The WEG Dark Side Point system does the job quite well, as far as Jedi are concerned. If gm's wish to implement the Force Side Point system for non-Baadu, bear in mind that the Dark Side of the Force is MUCH easier to turn to. Jedi who were totally pure before can be turned to the Dark Side, just as easily as someone who's intentions for the Force were "questionable."

Editorial:

The Baadu Jedi have been a topic of much debate on the Star Wars RPG Mailing List. Many people (myself among them) feel that the Baadu is a cheap way of allowing Jedi to commit evil acts. Jedi should *never* be allowed to do evil without consequence. That goes against everything the Force is about. The major component in Force using, which keeps a Jedi in check, is his emotional connection to the Force. You take this away and things just become ridiculous. On the other side of the argument are those who feel the nature of the Force is dynamic and always in motion. Nothing, especially something as fluid as the Force, is so cut and dry as to allow only two sides; there has to be a middle ground. Whether you love them or hate them is you're decision, but it is the GM's decision to allow them in a game.

Part VII: Teepo Paladins: Quick Draw Jedi

The Teepo Jedi are fairly new in the long history of the Jedi tradition. They are a small, but fanatical branch of the Jedi order. They were founded around the same time that the Blaster became the common sidearm by a Twi'lek master named Nars Teepo.

Nars Teepo had a very odd view on life for a Jedi master. He believed in change. He did not think the traditions should remain so static. He believed that the Jedi should change with the times and adopt the use of blaster weapons. This wasn't accepted by the Jedi community and Teepo was shunned from the order for what was assumed to be embracing the Dark side. Teepo took this very hard and took on the life of a hermit dropping from the face of the universe, but he continued to apply his knowledge to the study of the blaster and its applications.

Many of his old friends and companions in the order refusing to let their friend, a distinguished master, fall to the Dark side traveled to him in hopes of convincing Teepo to change his ways. His fanaticism got the better of many of them. He could not be swayed, but instead had many new converts to his ideas. With this new influx of Masters and students the school flourished in a very isolated corner of the universe. Ignored by the rest of the Jedi community it grew but never overtook its humble beginnings.

After many centuries, the Jedi's were called to fight a great evil. This great evil was such a threat that the old order swallowed its pride and called upon the Teepo's for help. They fought side by side as brothers in the Clone Wars only to be wiped out by Palpatine and Vader in the ensuing political chaos. The Teepo's were no more safe than the Jedi's of old. Many masters hid, but were sought out and destroyed. The only thing that kept the smaller school alive was the hermitic tradition of its founder. Many students and Masters were in hiding from the outset of the Clone Wars and this saved them in the massacres that followed.

Teepo Tenets and Code:

Along with following the Jedi code, the Teepo's have some basic rules that they abide.

1. Never draw your blaster without being drawn upon first.
2. Aggression is the Dark side. It should never be consorted with. Be at perfect peace and harmony before acting. Even if it means being killed. A Teepo Paladin never acts in anger or hate. (This may seem to be a restatement of the Jedi code, but the Teepo's take it far more seriously. It has been said that some Paladins have been killed without even moving a muscle simply because they could not control their anger. Of course, these are the truly fanatical.)
3. Never use a lightsaber (Nars Teepo was very clear about this. He made it Teepo law that they should never touch one. This seems to be a remnant of his scorn for the knights who dismissed him. (This rule is worthy of some debate since Jedi, by definition, do not scorn).

Along with these rules there are some unstated regulations of the Teepo order. The Teepo never use Heavy blasters, or anything stronger. They never conceal a carried weapon (it is a symbol of who they are). They never wear armor of any kind (except a blast helmet, see below). The Teepo also endorse all aspects of the Jedi Code.

Miscellaneous Info.:

The Teepo prefer to call themselves Paladins, not Knights. This has something to do with distinction between regular Jedi. They are still Jedi, of course.

Some very adept Teepo have been known to wear blindfolds at all times. They use their powers to see the force and what it surrounds. During the Clone Wars many of the great Teepo began wearing blast helmets with the face shields welded shut so they could not see. It is the mark of a true Teepo master to actually do this. The more novice students would never wear helmets (it goes against the armor regulation), but many Masters say it is in the tradition of change that the order was founded.

Also some Teepo have been known to wield two blasters at once (see below). This is also a mark of status and ability.

Teepo Template:

Dexterity 3D+2	Perception 2D+2	Knowledge 2D	Strength 2D+2
Mechanical 2D	Technical 2D	Control 1D	Sense 1D

Skills of Note:

Blaster, Fast Draw, Speed Load, Willpower, Brawling, Search, Hide/Sneak, etc.

Equipment:

700 credits, two sets of clothing, blaster pistol (4D damage)

Tricks of the Trade:

Teepo Paladins have perfected blaster use to a fine art, and thus have developed a few tricks with their favorite weapon. First and foremost of these is the use of two blasters at once. Here's how it breaks down:

Teepo Paladins are able to fire two blasters simultaneously (one shot from each blaster counts as one action) with the following difficulties:

- The blaster in the Paladin's off hand suffers a +10 difficulty (unless he's ambidextrous).
- If Dexterity is 3D or above, ambidexterity costs 10 CP (or 1D worth of skill dice at character creation). If Dexterity is below 2D, character cannot become ambidextrous without increasing his Dex to at least 2D. If Dexterity is between 2D and 2D+2, ambidexterity costs 20 CP.

- Single target (a point on the body), +10 difficulty to each shot

- Single large target (a humanoid sized target; shoot a spot, any spot), +5

Difficulty to each shot.

- Two separate targets, first target = no penalty, 2nd target +10 difficulty. The player rolls either their blaster skill, or the Advanced Skill "Double Blasters". (A)Double Blasters has a prerequisite of 5D+ in Blaster. This only applies to pistol-type weapons (e.g.. Blaster Carbine and smaller).

Part VIII: Monks of Shimura

History:

Long before there were lightsabers there were Jedi. After the invention of those graceful weapons Jedi began to lose sight of what the Force was all about and fall into the Dark trap of technology, or so the revered Master Kambei Shimura thought. The Knighthood was beginning to rely too much on “convenient” technology. That’s not the way of life; the way of the Force. Jedi after Jedi took up the saber and left for the stars and the adventures they contained. A Jedi craves not these things. Disgusted at the behavior of his fellow Jedi, Shimura broke away from the Academy with a handful of devoted students and established a Temple on the sixth moon of the third planet of the Nikus system. There he taught his disciples the true gifts of the Force: perfection through inner peace, compassion, contemplation and, ironically, tolerance.

Millennia passed and student after student joined the Brotherhood and learned the teachings of Shimura and the way of *Ka*, the religious philosophy of the Monks. Similar to Zen, *Ka* teaches the inner spirituality of life and the soul. Everything is provided by the Force, there is little need for cold, unfeeling mechanisms.

During the Emperor’s great purge, the Temple of Shimura was located by Dark Lord Vader and torn asunder. Few of the Brotherhood were able to escape and spread across the galaxy like seeds. Today, with the Empire removed, these remaining skilled Monks are establishing their own Temples in remote systems to pass on what they have learned.

Beliefs/Lifestyle:

1) Avoid the use of (unnecessary) technology. “There is nothing that technology may provide that the Force cannot. Why artificially radiate food when nature provides fire? Why ride aback metal creatures when the wind can send you across sea just as surely? Technology is quick and easy. These are traits of the Dark Side. Life should be neither.” Although it is true that nothing can be provided by science that the Force cannot, very few Jedi have been able to step across worlds. The modern Brotherhood believes it is in the spirit of *Ka* to except one’s limitations. The Monks will avoid most technology whenever possible (datapads, blasters, lightsabers, scanners, holocrons, bacta tanks, etc.) but will reluctantly use other forms (starships) when needed (which isn’t often. Followers of Shimura discourage “adventuring” and tend to live entire lives in their Temples. The rare exceptions are traveling teachers and emissaries).

A Shimuran Monk would *never* accept cybernetic replacements or enhancements, nor are they likely to associate with droids.

2) The way of Shimura is the way of *Ka*. All answers may be found in it’s techniques. *Ka* is the foundation of all Shimura’s teachings. When a student is first accepted into the Brotherhood he begins learning *Ka*. First simple koans and history and later develop the physical disciplines. In line with the Brotherhood’s beliefs, the process is not quick or easy . . . it takes several years of hard work and devotion.

3) Follow the Jedi Code. Although the Knighthood has allowed technology to cloud their judgment, the Shimuran Monks still believe in the Code.

4) Tolerate the misgivings of others. Shimuran Monks *are not* retro, anti-technology fundamentalists. They *do not* attack technological centers or those who choose to use technology, nor do they harass commuters at starports with pamphlets damning them for their way of life. They simply have a different outlook on life. If asked, they will tell a koan of enlightenment. If sought out, they will teach their beliefs (but only those who prove worthy will learn Ka). The Monks *do not* hate the Jedi; in fact, they feel sorrow for their fallen brothers and would do anything to help bring them back to the Light.

The Art of Ka:

The Monks of Shimura are best known for their mastery of Ka, their proto-martial art. Practice of Ka strengthens the mind, body, and soul. Masters of this art are capable of incredible feats. Through Ka, Shimuran contemplatives seek perfection and enlightenment, and with it, they stand powerfully against all who would threaten the sanctity of their Temples. Ka can be broken down into three parts: Skill (Ka Lore), Martial Art (Ka Combat), and Force Powers (Ka and Empower Self). Those who are not Force-Sensitive may join the Brotherhood and learn the first two aspects of Ka but not the third.

Skill: Ka Lore

Time Taken: One Round to One Day

Description: This Knowledge based skill represents the philosophical teachings of Ka. Through development of this skill, the Monks intimately learn the foundations of the Force and the Universe as well as the pre-lightsaber Jedi Knighthood.

This skill is often used to 1) spin a useful (albeit confusing) tale, 2) teach the beliefs of Kambei Shimura, and 3) seek enlightenment. When a Monk is uncertain (Should I take an umbrella today? Which path is safest? Will this man betray me? Is this door trapped? etc.) he may meditate on the Ka. All answers are contained in its many teachings. If the Monk's roll beats a difficulty set by the GM, he is awarded with a cryptic answer ("You recall your teachings of the Sherlent and the Vornskr, and how the tiny Sherlent defeated the great and powerful Vornskr with a single mighty leap."). If the roll succeeds by more than 20, there is no need for riddles, the character knows the answer.

Martial Art (Ka Combat):

Cost: 10 Character Points or 1D starting skill dice.

Prerequisites: Brawling (4D), Brawling Parry (4D), Dex (3D), Ambidexterity +2D Brawling & Parry versus those with no Martial Art training +1D versus those with training other than Ka

Return Melee attack: used against an opponent striking with a brawling attack or melee weapon, the Monk redirects the energy of the attack back into the attacker. Roll Brawling Parry (with Ka bonuses if against an untrained opponent) versus attacker's strike roll +10. If successful the attacker hits himself for full damage. A failure means the Monk is struck. This maneuver counts as one action and cannot be used with a dodge.

Note: Ka Combat is not a skill but a special ability (i.e. it has no die code of it's own). If a player learns the martial arts aspect of Ka he may add the bonuses above and use the "Return Attack" maneuver.

Force Powers (Ka and Empower Self)

See the section below on Powers for more information about these Shimuran exclusive Powers (Ka => Control & Sense, Empower Self => Control & Alter).

Shimuran Template:

Dexterity 3D+2	Knowledge 3D	Mechanical 2D
Perception 2D+2	Strength 2D+2	Technical 2D
Control 1D	Sense 1D	

Skills of Note: (5D to be allocated to skills)

Willpower, Brawling, Brawling Parry, Ka Lore

Special Abilities:

* Ka Combat, Ambidexterity

Recommended Powers:

Ka and all required powers, healing and meditative powers, force bolt, force shield

Equipment:

50 credits, hand-woven Gi

* Ka Combat has a prerequisite of Brawling and Brawling Parry of 4D, therefore a beginning Monk of Shimura must allocate at least one pip of his starting 5D to each of these skills.

Part IX: The Aiki Order, Jedi Kung-Fu Style

History:

The order of Aiki Jedi order was founded a millennium ago, by Morihei Ushiba, a Jedi knight from a near-human, very long-lived race (though some historians attribute his long age to his very strong bond with the Force, and others dismiss his existence entirely). Ushiba, who was then 120 years old, was a Jedi who was fascinated with martial arts of various races. During his training at the Jedi Academy, he became a Warrior Jedi, but during his voyages through the galaxy he encountered a Shimuran Monk. Though he did not agree with Shimura's views on technology, he was fascinated with Ka. After studying Shimuran philosophy, he started his own school, where he taught the path of Aiki - the way of perfecting mind through the perfection of the body. His skills in both armed and unarmed combat were legendary, but since he started the Aiki Order, he never killed anyone - until his last fight. The Monastery of Aiki - as his school was named - was supposedly located on a moon in a system somewhere in the Core Worlds. However, nobody was able to find it, and some historians think that Morihei's school might have been located on a ship. The truth is that the moon was in reality a rouge asteroid, fitted with subspace beacons and sublight drives used to direct it's trajectory. There is a rumor that somebody in the Outer Rim territories has found a transceiver tuned to receive signals from Monastery's beacon... Morihei died at the age of 1,120 in his final fight.

Ushiba and his lightbo (lightstaff) against Darth Vader, Emperor Palpatine and 10 Dark Side Adepts. Ushiba maimed Darth, wounded Emperor Palpatine and killed all the Dark Side Adepts, but was finally killed by the Emperor's Force Lighting and a final stroke from Lord Vader's lightsaber. Some also say that he died to allow his son to escape...

Beliefs:

The Aiki Jedi believe that though technology is not evil in itself, the best weapon is one's own body. They follow the Jedi Code very strictly, and usually wander around the galaxy helping the poor oppressed (like Kane from "Kung-Fu" <g>). One must remember that being an Aiki Jedi is not just a way of having a cool character who can defeat an entire legion of Emperor's best troops with his bare hands. An Aiki is a person who resorts to violence only as the last resort, even more than "normal" Jedi Knights. Of course, the ability to disable enemies without permanently damaging them (unlike lightsaber wielding Jedi, who disable enemies by cutting their extremities off) really helps - and is more proof that your body is the best weapon you can get. The best comparison is that while Jedi Knights are based on samurai, Aiki Jedi are based on Buddhist monks.

The two core beliefs of Aiki Jedi are:

- 1) A commitment to peaceful resolution of conflict whenever possible.
- 2) A commitment to self-improvement through Aiki training.

Quotes:

"A mind to serve for the peace of all beings in the world is needed in Aiki, and not the mind of one who wishes to be strong or who practices only to fell an opponent. Aiki is not a technique to fight and defeat an enemy. It is a way to reconcile the world and make human beings one family."

"The secret of Aiki is to become one with the universe."

"Aiki is primarily a way to achieve physical and spiritual self-mastery."

Known Aiki Jedi:

Morihei Ushiba, a Warrior Jedi and the founder of Aiki Order, and his son, Musashi Ushiba, a famous Artificer and creator of many exotic weapons. There's also Arigato Ushiba, mythical elder brother of Musashi who never became a Jedi because he thought Jedi rely too much on Force and not enough on their own skills. Most historians think his existence is a myth - pointing out that the legends of Arigato tell that he routinely defeated Jedi knights in duels, using only an iron katana. (But then, the legends also say that Arigato's weapon was made of Mandalorian Iron and was a gift from Mushashi).

Aiki Martial Arts:

The Aiki order's combat style is based around a very complex set of martial arts rules. The following rules may be used for any martial artist in the Star Wars universe, but are provided to better understand the Aiki combat style.

Blunt Damage:

Brawling strikes (hand/foot/staff/baseball bat/etc.) inflict blunt damage. Physical armor protects at +150% versus blunt strikes. Instead of +2D Stormtroopers have +3D).

Damage from blunt strikes use the following table:

- < 0 - No damage done
- 0-8 - Stunned (0-3 and 4-8 is Stunned)
- 9-12 - Wounded
- 13-15 - Incapacitated
- 16-20 - Mortally wounded
- 21+ - Killed

Accuracy modifiers (Optional):

For each +5 over the difficulty number add to damage:

- +1D in case of energy weapons
- +2 in case of physical weapons (sharp, edged weapons and slugthrowers)
- +1 in case of blunt physical weapons (staves, fists, legs etc.)

There are no separate melee combat and melee parry skills - they're both under melee combat, and one can specialize in attack or defense (or in specific weapon). Brawling and Dodge skills have no specializations. There are no Brawling (Str) and Brawling Parry (Dex) skills. Use following skills instead:

Skill: Brawling (Soft) (DEX)

Time Taken: One melee action

Notes: +1D Brawling Defense; only -5 when Brawl Dodging, can inflict stun damage at no penalty; -1D Brawling Attack; no + to damage; Headlock (+10 Diff): inflict automatic stun damage unless opposed Soft or Hard (-1D penalty) Brawling test is made. Armlock (+10 Diff): arm/leg immobilized, if attack roll is +10 greater than defense, then opponent immobilized;

Skill: (A) Martial Arts (Soft)

Time Taken: One Melee Action

Prerequisites: Brawling (Soft) 5D

Notes: User can split dice between brawl defense or melee defense (+1D for 1D), dodge (+1 for 1D, max +1D); can split dice to damage or attack (+1 per 1D); can dislocate and break arms/legs like Brawling (STR) CP cost x3 (not x2), Without adequate Imperial Permit training or use is Class 3 Offense;

Skill: Brawling (Hard) (STR)

Time Taken: One Melee Action

Notes: +1D Brawling Attack, add +1 to damage for every full 3D in skill; +inflicts physical damage; -1D Brawling Defense; -15 when Brawl Dodging; can inflict stun damage at + 15 Diff. Headlock (+10 Diff): inflict automatic physical damage unless opposed DEX/STR or Soft Brawling (with +10) test is made. Armlock (+10 Diff): if attack roll is +0 to +10 greater than defense, then arm/leg immobilised; +11 to +20 then it is dislocated; 21+ - it's broken...

Skill: (A) Martial Arts (Hard)

Time Taken: One Melee Action

Prerequisites: Brawling (Hard) 5D

Notes: User can split dice between brawl defense, attack (+1D for 1D) and damage (+2 per 1D); can inflict stun damage at +10 Diff. CP cost x3 (not x2), Without adequate Imperial Permit training or use is Class 3 Offense;

Skill: (A) Wrruushi (Wookie Martial Arts)

Time Taken: One Melee Action

Prerequisites: STR greater than 4D, Brawling (Wookie) 5D and Height over 1.8 m

Notes: User can split dice between brawl defense, attack (+1D for 1D) and damage (+1 per 1D); inflicts stun damage at no penalty. When inflicting stun damage, add +1D to damage roll. CP cost x2,5 (not x2), training or use is Class 2 Offense;

Skill: Brawling (Wookie)

Time Taken: One Melee Action

Prerequisites: STR 4D

Notes: +2D to hit and damage when attacking arms or legs (but remember about +-1D called shot penalty). -1D when brawling normally...

Skill: (A) Noghri Martial Arts

Time Taken: One Melee Action

Prerequisites: STR 4D, DEX 3D+2 and Brawling (both) 5D

Notes: User can split dice between brawl defense, attack and damage (+1D for 1D); inflict physical or stun damage at no penalty. CP cost x2, training or use is Class 1 Offense (except for Noghri in Imperial service). And try finding a sensei for this one...

All (A) Martial Arts give a one free parry in a round (unless using unmodified 2nd ed rules - that would be too powerful).

And remember, kids - you cannot Dodge a lightsaber. Use Brawling Dodge instead... (remember to add modifiers for type of Brawling skill used).

Aiki vs. Shimuran:

Why include another martial artist Jedi? Is one better than the other? In a word: nope. Although they are very similar, the Aiki Order and the Monks of Shimura are each specifically designed for two totally different styles of game play. The Aiki are designed for realistic, rules-intensive martial arts fury. The Monks of Shimura are designed for simple, easy (yet effective) mechanics which easily fit into the established rules of SW-RPG. If you're looking for a cool character who you can immediately get into and fast combat rounds, go with the Monks of Shimura. If you don't mind the extra rules, mechanics, and complexity, go with the Aiki. I personally recommend the Shimuran Monks for most games, but when you want to run a martial arts based game (where most characters are martial artists), you can't beat the Aiki rules.

Aiki Jedi Template:

Dex 3D	Know 2D	Mech 2D
Str 3D	Per 3D	Tech 2D
Con 1D	Sense 1D	Alter 1D

Skills:

Brawling (Soft/Dex) 5D, Brawling (Hard/Str) 5D, (A) Martial Arts (Aiki) 1D, 2D left to assign to skills.

Force powers:

Aiki combat, Absorb/dissipate energy, Control Pain, Enhance Attribute, Concentration, and 4 other powers;

Equipment:

100 credits, robes, walking staff (STR+1D blunt).

And one more thing, the GM has the complete right not to allow Aiki Jedi in the game.

Part X: The Shadow Dragons, Dark Assassins

The Shadow Dragons and the Black Serpent organization are parts of the vast Yaeger sector. To better understand these Dark warriors (and to see one of the best netbooks on the web), go download the Yaeger Sector Boxed Set at Alter S. Reiss' Web Page at <http://www.geocities.com/Area51/2129/index.html> Do it Now!!!!!!!!!!

Background:

The reclusive leaders of the Black Serpent organization, the Shadow Dragons rule from their fortress on Lothos, an ancient temple known as the Temple of Shadows and Light, whose existence was one of the reasons for their choice of Lothos as a home for the Black Serpents. They have traveled far from their roots as the Jhemadan, a scholarly breakaway sect of Jedi. Now a ruthless organization of Dark Jedi, the Shadow Dragons have been the only known force users in the Yaeger sector for thousands of years, though rumors of a surviving Jhemadan Master have been floating around the organization for years.

The Shadow Dragons are an exclusively human and near human organization, making it their business to kill any non-human Force users that they can find, and they are very good at finding things. They recruit their members mainly from the Black Serpent organization, though when they find a natural force user elsewhere, they make it their business to either turn and recruit them, or kill them.

They have a very strict hierarchy, with the rankings being Acolyte, Disciple, Initiate, Student, Knight, Lord, Master, and Grand-Master. A member of one rank is completely subservient to the members of the higher ranks. The only way that a Shadow Dragon can reach a higher rank is by passing the requisite tests (that vary from level to level), and receiving a promotion by a member of Lord level or higher. In order to achieve the level of Lord or Master, the Shadow Dragon must pass the tests in the presence of all members of the level above the one he is striving for that are not on active assignment, and receive their approval. To achieve the level of Grand Master, a candidate must pass the tests, and if there is a sitting Grand Master, he must immediately defeat him in mortal combat.

The Jhemadan prided themselves on their simple, almost monastic lifestyle, and that ethic is still part of the Shadow Dragon lifestyle. All members below the rank of Student are restricted to the outer court, where they own nothing other than a coarse grey robe, and perform eight hours of backbreaking labor a day, in addition to their long and tiring lessons. A Student moves into the opulent Inner court, though he is still allowed no personal property other than his robe. Each student is made the personal servant of a Knight, who is also that student's instructor (another carry over from the Jhemadan). The Student will now leave the Temple of Shadows and Night for the first time since his arrival there, accompanying his master on his assignments. When the Knight judges him as being ready for his test, he is taken back to the Temple, and if he passes his test, he graduates to the opulent lifestyle of the higher ranking Shadow Dragons.

Generally speaking, the Shadow Dragons have around five Masters, ten to fifteen Lords, around a hundred Knights, and an equal number of Students (no Initiate is raised to Student unless there is a Knight without a Student), two hundred or so Initiates, four hundred Disciples, and nearly a thousand Acolytes. Around once every tenth generation, a Master attains the rank of Grand Master. The Shadow Dragons currently have a Grand Master, Iridian Soh, but Grand Master Iridian is almost two hundred years old, and beginning to become feeble and incoherent.

The relationship between the Shadow Dragons and the Black Serpent organization started as being a very close one, but the two organizations have drifted apart somewhat, with the Shadow Dragons viewing the Black Serpents as tools to be used to serve a purpose, and if necessary to be left by the wayside. The Serpent Tooth assassins are much closer to the Shadow Dragons than the rest of the organization is, and they serve as the Shadow Dragon's contact with the rest of the Black Serpent.

One of the facets of the Jhemadan that the Shadow Dragons have maintained is their devotion to the art of hand to hand combat. In fact, the school of martial arts that the Shadow Dragon's practice is still called the Jhemada school, though it a somewhat debased and formalized reflection of the original. The Serpent Tooth practice this form as well, but without the Force manipulations that the Shadow Dragons include.

The force powers of the Shadow Dragons are connected to those of the Jedi by a very tenuous thread, a thread that has been strained a number of times. Therefore, they do not have all of the powers that most Jedi know. They do not know: Absorb/Dissipate Energy, Enhance Attribute, Instinctive Astrogation Control, Short Term Memory Enhancement, Instinctive Astrogation, Force Lightning, Lightsaber Combat, Accelerate Another's Healing, Return Another to Consciousness, Doppelganger, Force Harmony, Telekinetic Kill, Transfer Life, or Transfer Force. However, they have an entire battery of powers that they developed on their own, which are unknown in the rest of the galaxy. They exclusive use Cloak of Darkness, The Dragon, Hands of the Jhemadan, The Clouds Parting, Crimson Burst, Shadow Mist, Jhemadan Combat, Shadow Split, and Mind Sand.

Part XI: The Weapons of the Jedi

Weapon Descriptions:

In addition to the traditional lightsaber, several more exotic (and if they're exotic for Jedi, they must be rare!!) weapons were produced by the Jedi. All are character scale, and normally unavailable, even to most Jedi. All have the same inherent danger to the user as the Lightsaber, except for the Teepo Blaster (unless otherwise stated, the wielder is hit with these weapons if the difficulty is missed by 10+). All listed damages are considered "base" as if constructed with a natural gem. Reduce damage by 1D if synthetic gems are used.

Lightdagger

Type: Compact lightsaber

Skill: Lightsaber: Lightdagger

Difficulty: Difficult

Damage: 3D

Notes: -1D to parry. Character is hit if difficulty is missed by more than 12.

This is a smaller version of the lightsaber. The handle was usually 13cm long (as opposed to 25-30cm), and slightly slimmer than the saber's. The blade is only about 20cm long, instead of the normal 60-70cm length of a lightsaber. It was typically used for training or utility purposes, or carried by Jedi as a combat backup (often used as Daisho).

Dual-setting Lightsaber

Type: Variable length Energy Sword

Skill: Setting 1: Lightsaber, Setting2: Lightsaber: Extended Lightsaber

Difficulty: Difficult (setting 1), Very Difficult (setting 2)

Damage: 5D (setting 1), 4D (setting 2)

Notes: +1D to parry others wielding lightsabers or melee weapons, but not to parry blaster bolts (in setting 2).

Must state setting to be used at the start of the turn.

This is a rare and unusual variation on the normal lightsaber, in that it had two different settings. In the first, it has the normal length, but more powerful, as the traditional lightsaber. In the second setting, the blade losses about 15% of it's power, but

doubles in length. This extra length is useful for keeping others at a greater distance, but makes it much more unwieldy to deflect blaster bolts and attack.

For these reason, it used primarily by young, reckless Jedi, who eventually decide to keep it in its first setting, or going to a traditional saber. It was, however, popular with some Jedi who rode into battle on beast back. The dual nature of the blade often gave it a stunning blade-within-a-blade appearance, with one color forming the core, and a second, clearly different one forming the outside sheath. Less than two hundred examples were ever made.

Double-bladed Lightsaber (Lightstaff)

Type: Double-ended Energy Staff

Skill: Lightstaff

Difficulty: Very Difficult

Damage: 5D

Notes: +1D to parry. If wielder misses difficulty by more than 5 points, the wielder struck.

Most specimens may be used as a regular lightsaber (specialty Lightsaber: lightsaber), but without the parry bonus. Must declare at the beginning of the round. Damage remains 5D.

An ultra rare light weapon, the double lightsaber consisted of an elongated handle (about 2.25 times the normal length), which projects a blade from each end. This gave it the versatility and speed against attacks of a quarterstaff, but made it MUCH more dangerous to the user. For this reason, it could usually be used like a normal, single bladed lightsaber. This was considered by many Jedi to be a Dark Side weapon, mainly because its most famous user was the Sith Lord Exar Kun. Less than a dozen examples where ever made.

Stunsaber

Type: Stun Effect Energy Sword

Skill: Lightsaber

Difficulty: Difficult

Damage: 5D Stun

Notes: When used against stun bolts, it can absorb up to its die in stun-damage die, like piece armor. The Jedi may add their Control die to the damage of a stun saber. May also be used to parry melee weapons and lightsabers.

Incapable of cutting matter, the Stun Saber produced a neurological shock to the target, who would wake up in about ten minutes with a planet shattering headache. This made a perfect weapon for dealing with an unruly mob that the Jedi can not pacify. It handles exactly like a lightsaber, making it the perfect training weapon. Unfortunately, it can not block projectiles or blaster bolts. Less than fifty are believed to have been made.

Force Lash

Type: Wave-guide channeled energy blade

Difficulty: Moderate

Skill: Force Lash

Damage: 3D

Note: Due to merged physical/energy nature, when used against an armored target, use Physical Armor -1D or Energy Armor, whichever is greater.

The Force Lash, when deactivated, looks much like a lightsaber handle. The actual lash is a telescoping wave guide, approximately 80cm long. The guide is encased in energy. This guide (and the energy wrapped around it) is somewhat flexible, but not enough to wrap around the target. It was used as a training aid, although some Jedi (especially Baadu and Dark Siders) carried them instead of a lightsaber.

Lightwhip

Type: Flexible, wave-guide energy lash

Difficulty: Very Difficult

Skill: Lightwhip

Damage: 5D

Notes: If character misses base difficulty by 10+, whip strikes wielder. If character beats base difficulty by 20+, the whip may wrap around the target doing 5D+/-Control damage per round.

Due to merged physical/energy nature, when used against an armored target, use Physical Armor -1D or Energy Armor, whichever is greater. Due to energy cocoon, may be used to parry lightsabers, and even ensnare them. Must roll lightsaber Vs lightwhip damage to see if they damage each other.

The lightwhip is the prized weapon of many Sith and Dark Jedi, but only a scant handful of Jedi. Similar in many respects to the Force Lash, the Lightwhips were harnessed energy coiled around incredibly strong, 2.5 to 4.5m long (length varies between users, and is based, in part, on the builder's height), alloy whips. They can easily cut through the strongest metals in the hands of a skilled user. Because the lightwhip is flexible and unwieldy, it is very dangerous to the beginner, and those without any formal training are as much a danger to themselves as they to others. In the hands of a skilled user, however, the lightwhip is capable of deflecting blaster bolts and solid projectiles, in addition to its formidable capabilities.

Light Boomerang

Type: Energy field assisted boomerang

Difficulty: Variable (see below)

Skill: (A) Light Boomerang

Ranges: 2-10 (moderate)/20 (difficult)/60 (very difficult)

Damage: 5D

Notes: If throw or catch difficulty missed by >10, the boomerang either activates too early (causing damage to user's hand), or isn't caught (inflicting damage randomly). Requires the Light Boomerang Combat Force power to use.

The light boomerang was at one time a highly prized weapon, used primarily by Jedi who enjoyed showing off or where on the front lines of the Sith conflicts. Today, there are none believed to still exist, and only a scant handful of scholars know of its existence. Like the light whip and force lash, it uses crystal, wave-guide and mirror technology to create an energy field around the actual weapon. For safety reasons, it may only be activated telekinetically, otherwise the user's hand would be instantly removed. Once thrown, the Jedi would be able to guide his weapon against several targets in one throw. Attempting to use this weapon without intense training is suicidal.

Light Claws

Type: Energy-blade claws

Difficulty: Moderate

Skill: Melee Weapons: Lightclaws

Damage: 2D (It is believed that some models were as powerful as true lightsabers)

Notes: The Jedi may add the Damage + Control to their Climbing. They may also be used to deflect blaster bolts.

This is an unusual weapon, used mainly by Dark Jedi Assassins. They may be concealed in the sleeves of a tunic or robe. Each claw emits a pair of blades about a meter long. They may also be used to help climbers.

Teepo Master's Blaster

Type: Custom made blaster pistol

Skill: Blaster: pistol

Ranges: 3-10/40/120

Ammo: 100

Damage: 4D+1

Note: +2D difficulty to hit for all other than its intended owner.

These weapons were wielded by Masters ONLY. Most Paladins carried stock, commercial models. This weapon is a custom made blaster, built by individual Masters. Each weapon, like a lightsaber, is made to a typical template, but each Master would make his blaster to fit his own needs. Some weapons have longer range and lower power ratings. Others have iron sights, but some have optics or reflex sights. Each set of grips was custom made to fit the hand of the Master, with the powerpack type often changing to fit a particular Master's idea of balance and ergonomics. The balance matched to their personal shooting stance. Some didn't even have triggers, instead relying on the Force. Each weapon was tuned to fit its builder like a glove. Less than a dozen pairs of Master's Blasters are known to still be in existence.

Master Morihei's Lightbo

Type: Unique Force Enhanced Bo Staff

Skill: Lightbo

Power used: Lightbo Combat

Difficulty: Very Difficult (30) (Missing by 5 points means inflicting damage on yourself - this is not a weapon for beginners). Without Lightbo Combat power on, add 25 to difficulty, and missing the roll even by 1 point means you cut yourself.

Damage: 6D + Control

Notes: Add +1D to attack and ranged parry, and +2D to melee parry. Also, it can be used as 2 dual setting, variable length lightsabers (either with Lightsaber combat or Daisho combat power).

Description: This weapon looks like two long (35 cm) handles with blade projectors on both ends... It was made with Ilum crystals (no power needed), and was a gift for the legendary founder of Aiki Jedi knights Morihei Ushiba from his son, an Artificer Jedi, Musashi Ushiba. His father used no lightsaber, but instead, he used his walking stick, charged with Empower Weapon, and even developed special power for it. However, he realized that his Empowered stick was not the same as a real lightsaber, because of its weight and air-resistance. After a long and legendary life, Master Morihei was slain by the newly crowned Emperor Palpatine and his Dark student Darth Vader. The fate of his lightbo, the only known lightbo in the history of the Jedi is unknown, except for the fact that one part of it was taken by the Emperor (perhaps to Mt. Tantiss?).

Lightsai

Type:

Skill: (S) Lightsaber: lightsai, or Lightsaber skill if no Lightsaber specializations allowed

Power used: Lightsaber combat (Daisho combat also possible)

Difficulty: 20

Damage: 3D + Control

Notes: -1D to attack rolls and parrying blaster shots; +1D to melee parry; +2D to "forcing" and disarming rolls (against lightsabers - it cuts normal weapons up)

Description: Lightsai is a very, very rare weapon, supposedly used by Morihei Ushiba's son, Musashi Ushiba. It consists of a long (for such a small weapon), 20-25 cm handle with two side protrusions at the end. The blade is relatively short, about 20-25 cm, and has two smaller blades jutting at 45 degrees angle from the handle. Those additional blades are used for parrying and disarming an opponent armed with a lightsaber.

Lightarrows (lightbows)

Skill: Bows (as for bow/crossbow type)

Power used: Force archery

Difficulty: as per bow type +5 (no possibility to accidentally damage yourself, though)

Damage: 3D [+ 1/2 Control]

Notes: you can't parry with arrows (obviously), but you can shoot them to deflect shots aimed at anyone (using 1/2 of Sense). Also, when deflecting a shot aimed at him, a Jedi may shoot at the attacker deflecting blaster bolt in flight and hitting him with his arrow. However, this stunt is pretty difficult to pull off (add +5 to deflect difficulty and +10 to attack difficulty). Also, the Jedi may try to control where the shot will go, but this is terribly difficult, even for experienced Jedi (use 1/4 of Control and add +5 to "to hit" difficulty for deflected shot). Also, if the Jedi deflects a shot aimed at a target outside of short range, he must use TK to speed the arrow up (make a Moderate telekinesis roll). Please note that this gives no increase in damage, as it is not Strength-based...

Description: Lightarrows must be made using Ilum crystals (no place for power source), and the lightblade is rather weak and short (about 3-5 centimeters). Lightbows (as they

were called by ignorants) were mainly used by Factotums for target protection (esp. if the target did not want a Jedi protection, so nobody could be near him and deflect the bolt with his saber). Some warriors also used them, but this was very rare... The most famous lightbow-using Jedi was Tell, a blind Warrior with no hands. He used a crossbow with a special durraloy bow, which had a pull of over 500 kgs. He cocked and aimed it with telekinesis... And he used lightbolts only for target protection, because arrows shot from his crossbow were so powerful he had no need of some lightblade fixed on them...

Making a Weapon:

Designing and crafting a weapon is often (and always is for those of the Warrior Discipline) the final step in the initial training of a Jedi. The following rules are for the creation and modification of sabers. Once understood, they may easily be modified to produce the more exotic weapons like Light Claws and Boomerangs.

A Jedi's weapon is a part of his very being. When a Jedi constructs his own weapon he gains a +2 bonus to strike and parry rolls when using that weapon. Unfortunately, he also becomes so attached to his weapon that if separated he suffers a -1D penalty to all Force Skills until he recovers his weapon or builds a new one.

Building a lightsaber:

Step 1) Costs:

The majority of the parts found in a lightsaber are pretty common (the major exception being the gem) and can be purchased in most major towns or starports. The cost for the basic lightsaber is \$100 not including a gem. Gems cost \$5,000 - \$100,000 depending on supply/demand etc. (granted, gems will be less expensive in the TotJ period than during the Empire... but may be closely guarded by the Academy and requiring a permit of sorts). Synthetic gems may be purchased (depending on the GM..... there is still some debate as to the plausibility of synthetic gems) at a cost of \$2,500 - \$15,000.

Step 2) Time & Construction:

It takes a week (7 days) to build a standard lightsaber. At the end of every day roll your Lightsaber Repair (or Lightsaber Technology) versus a difficulty of 20 if being built with modern tools in a fully functioning workshop (increase difficulty to reflect working conditions and available tools). A successful roll means that day's worth of work was successful and you may continue on to the next (a roll of Heroic indicates that 2 days worth of work was accomplished). A failed roll means nothing was accomplished that day (but you suffered no setbacks either). For every full 7 points you fail by you are set back a day's worth of work (i.e. You're on your fifth day of work and you fail your roll by 15 points, you are setback to the third day). If the wild die comes up as a 1 followed by a 6 (a complication) you really screwed up and along with the usual penalties (count up the remainder of the dice to see how far you are set back) the lightsaber's gem has shattered. After the seventh day is successful the craftsman spends 10 Character Points to complete the process (thus making the weapon an extension of himself and gaining the +2 bonus... see below) and has a basic lightsaber as described in the books, except there is a -1D penalty to *damage* and *blaster parry* if constructed with a synthetic gem (there's no

substitution for nature . . . especially where the Force is concerned).

Step 3) Modifications:

After a basic lightsaber has been constructed it may be modified to become a natural extension of the wielder. Any Jedi who constructs his own lightsaber (or blaster for Teepo Paladins) automatically gains a +2 bonus to strike and parry when using it. The rules for modifications are much the same as construction but with a few alterations (see table below). I suppose it is possible to modify a lightsaber by using base technology or similar technological skill but the difficulty would be doubled.

Note: Lightsabers are only large enough to hold 3 modifications without becoming cumbersome and difficult (if not impossible) to wield.

Cost of Adegan Crystals (Lightsaber Gems)

Name	Base Damage	Cost
Syn Kathracite	2D+2	\$2,500
Kathracite	3D+2	\$5,000
Syn Relacite	3D	\$3,500
Relacite	4D	\$10,000
Syn Danite	3D+2	\$7,500
Danite	4D+2	\$15,000
Syn Mephite	4D	\$8,750
Mephite	5D	\$25,000
Syn Pontite	4D+2	\$15,000
Pontite	5D+2	\$100,000

* Above prices are intended for Tales of the Jedi era games. Adegan Crystals may not normally be purchased in Empire era games.

** Although Adegan Crystals may be purchased, they are often gifts to remarkable students from their Masters.

*** The above damage listing for synthetic crystals reflect the -1D damage penalty.

Lightsaber Modification Table

Name	Difficulty	CPs	\$Cost	Time
Pressure Grip	Mod	2	25	1 day
Lock Blade	Mod	2	15	½ day
Variable Lengths	Diff	7	80 + Gem	3 days
2 Blades (Lightstaff)	Diff	7	80 + Gem	3days
Extra Damage	Very Diff	10	75	3 days
Light Suppression	Very Diff	10	70	4 days
Sound Suppression	Very Diff	13	5,000	5 days
Non-metal Construction	Very Diff	15	50 + 2 Gems	13 days
Ooze	Diff	2	50	2 days
Stun Saber	Mod	3	50	1 day

Increased Illumination	Mod	2	50	1 day
Internal Switch	Mod	2	30	1 day

Pressure Grip:

A good modification for beginners. When the hilt is let go of (as in a drop or fumble) the blade automatically shuts off to reduce the chance of harming the user (or, God forbid, an innocent). Note: the Pressure Grip may be thrown but the user must use Telekinesis to keep pressure on the grip at all times.

Lock Blade:

The Lock Blade is the opposite of the pressure grip. The saber stays on until the wielder shuts it off, thus allowing the user to throw the saber at a target.

Variable Lengths (see above):

This allows the saber to effectively have two blades (each with different lengths) which extend in the same direction. This allows a user to select the best length for the given task. This modification grants a good number of style points when both blades are extended and of different colors, one outlining the other.

2 Blades (Lightstaff.... see above):

With this modification the saber extends a blade out of each end thus resembling a lightstaff (a la Exar Kun). These are very difficult to properly wield as they may only be held in the middle and usually do more harm to the user than the intended target.

Extra Damage:

Simply, it adds 1D to the base damage.

Light Suppression:

For all the lamers out there who want to sacrifice all style points, this modification exists. There are two ways to make this modification work. One is to "dim" the light made by the saber, and sacrificing 1D of base damage, and the other is to tune it to the UV or IR spectrums. If the later is the case only certain aliens or humans wearing goggles (or using Shift Sense) would be able to see the blade.

Sound Suppression:

Another one for those without style. This modification reduces the famous hum of a lightsaber. With this modification a Perception roll of Difficult is required to detect the user with sound.

Non-Metal Construction:

This is rebuilding the saber from scratch with non-metal components to help fool scanners. A Very Difficult Sensors roll is required to detect such a weapon.

Ooze:

This modification is the ultimate (IMHO) in style points. Through using at least three different gems of different colors and set up with a special modulation, the colors within the blade create an "oozing like pattern" similar to a lava lamp. Although there probably aren't any practical uses, there are tales of Jedi using the blade to hypnotize a target.

Stun Saber:

Gives the Lightsaber a stun setting which inflicts 5D worth of stun damage.

Increased Illumination:

The light output of the saber is increased to match a glow rod.

Internal Switch:

The switch to activate the saber is actually located on the inside of the saber's hilt. This is to insure only a Jedi may use it. Of course, the Jedi must use Telekinesis in order to move the switch.

Part XII: Lightsaber Dueling

Have you ever noticed how boring lightsaber duels can get in the RPG? They have none of the flair, excitement, or fun of those epic duels in the films. West End Games has successfully reduced the most grand aspect of Lucas' masterpiece to an annoyingly redundant series of strikes and parries. So . . . here are a few optional rules to add a little fun and excitement to your lightsaber duels.

Step One: Initiative

Both combatants roll initiative as usual. Also the winner gains a +1D bonus to strike or parry for the next round for every full 7 points his roll exceeds the loser's roll. Dueling rewards the aggressive.

Step Two: Declare Actions

The winner of the initiative sets the pace and chooses to either attack, defend, or maneuver. Strikes, parries and dodges are handled same as usual . . . the major change comes with maneuvers (other, often strategic, actions taken instead of attacking).

Maneuvers:

Maneuver: Table Fighting

Description: Attacker (winner of initiative) decides to move to higher ground and jumps on top of a table or other similar structure.

Mechanics: Roll Dex with a difficulty of 10. Failure means you fall flat on your face (not a good place to be during a duel)!

Effect: While atop a table, opponent's strike difficulties are raised by 5.

Maneuver: Telekinetic Leap

Description: Attacker uses the Telekinesis power to propel himself into the air.

Mechanics: Moderate to Difficult Alter roll, depending on user's mass, as-well-as a Dexterity or Acrobatics roll of 15.

Effect: This maneuver can be used to either remove himself from combat (full dodge), shoot straight up and take defender by surprise (and make it much more difficult to parry), or another creative use.

Maneuver: Stair Fighting

Description: Not so much a maneuver as a location for a duel. One combatant is on a higher stair and the other (of course) is on the lower.

Mechanics: Whoever is on the higher stair adds +1D to strike rolls and whoever stands on the lower is at a better angle to defend and adds +1D to parry. This is only really useful when you A) know your opponent's strike/parry roll is so low the extra 1D won't help and B) when you're shooting for Cinematic Bonuses (see below).

Effect: Following every attack the defender must make a Moderate Dexterity check to avoid tripping and falling down (up) the stairs!

Maneuver: "Forcing"

Description: No, this is not a new, fantastic power . . . it is a battle of strength and will to push (or "force") an opponent's blade back onto him (if you don't fight two-handed, give it up).

Mechanics: OK . . . this one gets a bit complex, but I'll try and make it as simple as possible. If the attacker of the last round was parried and wins initiative for the next round (and is on the same plane as the defender, i.e. not on a table, stairs, etc.) he may use the "forcing" maneuver. Both attacker and defender roll strength. The difference between the two rolls are considered "points" and are awarded to the winner of the contest. The first person to score 20 points wins (see below). If the difference of the strength rolls was less than 20 the struggle continues to the next round. Roll initiative again. The winner gets to decide whether to continue the "forcing." If the winner was the attacker last round he may break the struggle without penalty, if the winner was the defender last round he may only break the struggle by scoring 20 points (see below). If the fight continues, both characters must make a Stamina check (Easy the first round and increasing 5 points every round thereafter). A failure means you are too exhausted to put up a fight and give in. The other character automatically gains 20 "points" and wins the contest (again, see below). If both fail, its a stalemate and the contest is broken up. If both combatants make the Stamina check, the contest continues as usual, both roll Strength (as above). The winner of the strength roll first subtracts this round's "points" from his opponent's total and then adds the remainder to his. The first to 20 wins.

Effect: If the attacker wins, the defender cuts into himself doing standard damage (typically 5D, exceptions being modified sabers). If the defender wins, he overpowers and throws the attacker away. In this case the loser must make a dexterity check to avoid falling down.

Maneuver: Feint/Attack

Description: The character “fakes” an attack to throw off his opponent’s balance and then runs his saber home.

Mechanics/Effect: The winner of initiative takes the role of attacker and declares the Feint/Attack maneuver (or declares 2 strikes and slides a piece of paper to the GM declaring his true actions in the case of two players dueling). The attacker is taking 2 actions this round and must adjust his dice pool accordingly (-1D to both actions). The first roll is for the feint. Attacker rolls his strike versus his opponent’s total in Perception and Sense. If the attacker wins, his opponent took the bait and is off balance for the real attack. On the attacker’s second, real attack, he rolls strike -1D (multiple actions) plus the amount his feint succeeded by. The defender must now defend the attack as normal, with a -1D penalty for multiple actions due to taking two defensive actions, even if the first wasn’t real (he sure thought it was). If the feint is not successful, the defender recognizes the attempt as being fake and doesn’t bother defending against it. On the second, real attack he may defend without penalty.

Maneuver: Feint/Dodge

Description: Attacker feints an attack in a direction he wishes the defender to go and then moves around him, much like a matador fighting a bull. He fakes the attack and when the defender steps forward and braces to parry, the attacker may take advantage of the situation and move around (behind) him. This can be useful when trying to make an escape, embarrass your opponent (spin behind and slash his belt, revealing his Power Ranger boxer shorts to the Galaxy), trick him into a dangerous environment (spin behind and kick him into a lava pit), etc.

Mechanics/Effect: Similar to Feint/Attack. Attacker rolls a feint (as above) and if successful he adds the difference to his dodge (or acrobatics to flip over an opponent, or whatever’s appropriate). Failure has the same effect as above.

Maneuver: Flip/Kick

Description: An unarmed defender grabs his attacker’s wrists (usually during an over-hand strike), falls to the floor rolling onto his shoulder blades, and kicking the attacker over himself. This maneuver is especially useful when defending with your back to a cliff.

Mechanics/Effect: The defender must make a successful brawling parry versus the attacker’s weapon skill plus 5 with a 1D penalty for multiple actions, followed by a moderate Dexterity check (no penalty, this is considered a reflex action) to fall and roll without touching the saber, and then a brawling strike (difficulty 5 for being point blank) with the 1D penalty. If successful, the victim must roll Strength versus kicking damage (as usual) and also make a Stamina check versus damage to avoid being disarmed.

Maneuver: Disarm

Description: The player attempts to remove the saber from his opponent’s hands. This can be done one of two ways: 1) he hits the lightsaber so hard it flies from his opponent’s hands or 2) he skillfully “wraps” his blade around his opponent’s, gaining leverage and prying it from his opponent’s hands.

Mechanics/Effect: The first way can be accomplished by making a “called strike” to the saber instead of the defender (this is often accomplished as a Feint/Attack because the defender must parry instead of dodge for it to work). Attacker rolls strike at a difficulty of 25 (for a standard lightsaber). If parry is attempted but unsuccessful than the defender is automatically disarmed. If the parry is successful, the attacker rolls strength versus the defender’s strength plus the amount the parry was successful by. If the attacker wins, his opponent’s saber goes flying (and possibly damaging the user or an innocent bystander). If the defender wins, combat continues as usual.

To disarm using the second method, a Jedi uses the specialization Lightsaber: Disarm. The attacker rolls his specialization plus Sense versus his opponent’s Lightsaber plus Control. If attacker wins, the defender is disarmed. This is useful when trying to disarm Wookiee size Jedi.

Step Three: Roll Dice and Determine Outcome

Step Four: Roll Initiative Again

When you’re on a roll, its hard to slow you down. If you were the attacker you gain +1D to initiative for the next round. Also, you gain +1D to initiative if you stay in the game by parrying all incoming attacks instead of dodging.

Cinematic Rules:

Some players like to keep things as real as possible while others wish to recreate Highlander style duels. These rules are for the later. Whenever a players does something worthy of a MacLeod (as determined by the GM), he gains a bonus to his strikes and parries for that round (or next if the occurrence came at the end of the round). Anything worthy of style or originality should be rewarded.

Here are a few examples:

- A witty remark/insult => +1 pip - +2D
- Use of an “Ooze” saber => +1D
- Cinematic Maneuvers (Table Combat) => +2 pips
- Acrobatic Maneuvers (Acrobatic Dodges) => +1D
- Saying, “There can be only one!” => Automatic loss

Part XIII: Adventure Ideas

WARNING: This section is intended for the Game Master's eyes ONLY. Players who read this section only ruin the fun for themselves.

“Raisers of the Lost Ark”

Time: Empire or New Republic

Background:

A group of young Knights was ordered to investigate a Sith uprising during the Old Republic. When they discovered the Sith, their zeal in upholding the Light brought them into the Dark Side. After several months of chasing the Dark Jedi in question, the team finally defeated their opponents, but only after causing hundreds of innocent deaths.

When returning to their Master, they learned of the results of their actions. Realizing that they had become the enemy, they filed their final message into their ship's computer, sent it to their master and committed suicide. When their bodies were recovered, they were cremated, and their ashes and weapon were placed into a sealed box and flung into space.

Centuries later, the Empire hears rumors of a box that contains incredible powers somewhere in the Outer Rim, and sends a team to investigate. The Rebellion. New Republic is now in a race to get this box, which the local legends say will destroy those who look upon its contents with darkness in their hearts.

Playing notes:

Use the appropriate, archeological adventure traps and difficulties combined with the normal Star Wars problems, including museum and university research teams, weapons companies, the Hutts, the CSA and the Empire all trying to get the box.

When it is opened, those characters who serve the Dark Side are attacked by the spirits of the fallen Jedi, who use their weapons and Force powers. Any PCs who are dangerously close to the Dark Side should be almost attacked. When a lightsaber is about two CM in front of their face, have it get blocked by another saber, then have the PC hear a pair of voices arguing about whether "this one can be saved", and be forced to argue in his own defense. Any PC who should be so foolish as to look upon the carnage should make a Willpower roll to retain their sanity. When the battle is done, the box should pull the remains of the dead and the fallen Jedi back into it, slam shut and just sit their.

Finish the campaign with the characters fighting with their CO about what is happening to the box. Cut away to a battered freighter approaching Kessel, crewed by a Wookiee, two human males and a pair of droids. The Wookiee and the blond, younger human are both complaining about how uncomfortable the thing makes them, while the protocol droid is translating dire warnings and prophecies off the sides of the box. Finally, the box is loaded into an escape pod, and fired into the Maw. (One guess as to who the ship and her crew are.)

GMing notes:

Use a lot of cut aways, like showing the box in the hold of an Imperial ship in a packing crate, and then the Imperial markings start to melt off the crate.

The typical spirit of the fallen Jedi should have 5D-6D in its Force skills, and at least one physical weapon. Be creative with the use of the Force as weapon. Imagine the imagery of a Stormtrooper being picked up and hurled through an AT-ST, and out the other side. This says that the forces in that box are not to be trifled with in no uncertain terms.

This would make a good campaign, that consists of four to six adventures, each of which should be a few sessions long (note: my average session is about four hours long). You'll want at least half of your group to be Force sensitive, and one or two Force trained individuals in the group. They should be uncomfortable around the thing, unless they have more than three DSPs. Then they should hear it calling them, asking them to open it. This is a BAD idea. The only thing worse would be letting the Empire keep it.

Actually, if your team consists of archeologists and investigative-type individuals, this could be just one of several campaigns that forms a huge chronicle, searching for Force artifacts, racing Dark Jedi and to her forces of evil, or just the ignorant.

Another great idea for this game would be to start players off in the Old Republic in the roles of the Jedi who ultimately fall. Then have them play the roles of the research team and so them the consequences of their decisions.

“Into Extinction”

Cast:

Unnamed NPCs/PCs: mostly all Jedi students, a background piece of the campaign will always be the lessons, schooling of the Young Jedi... Though a non-sensitive might be fun amidst all the Force stuff...

Master: Jedi Master of the PCs seen as not reaching his potential.

Traitor: old friend/rival of the Master, he is now a Council Member. Its our intention to build him over the campaign from arrogant thorn in the side to somewhat reluctant to full scale.

Turncoat/Traitor of the Republic & Jedi & Dark Lord or the Sith.

Peer: student with the PCs in the beginning, then turns to become the apprentice of Traitor.

Time: 3500 years before Star Wars: A New Hope

The Republic has just peaked at it's Golden Age after overcoming the last Dark Lord of the Sith- Exar Kun. The internal rotting of the Republic is in its infancy (one of the first "robberbarons" is our Traitor/villain mastermind), many of the Jedi & Republic senate are arrogant & comfortable in their positions. The first real dealings with the Mandalorians & the Republic begin in our campaign, while the Clone Wars won't begin for centuries if nurtured just right you can watch the beginnings of the unease between them. The dark Jedi were expelled over 15000 years ago into the Outer Rims & have been all but forgotten since the time of Sith Lords like Naga Sadow & later Freedon

Nadd. The name Sith was revived by Kun but none of those Dark Jedi were involved at the time. For 500 years since Kun, the Sith have been complacent & disorganized, over that time new Lords took their places in the (Middle Age-like) Feudal system, as the hundreds of Lords gained power/slaves/regions they also began to claim the title of Dark Lord of the Sith, but as one claimed the title he/she was assassinated, recently these claims escalated into battles then into a multi-army war of Sith Lords. This is where our story begins, as the first rumblings of the "Lord Wars" first resonate into the Republic regions.

OUTLINE

Prologue: (could be done as a short story or "cut-away" sequence)

Master & Traitor (we need to name them) are childhood friends eventually entering the Jedi Academy (C'thuinar-sp?) together. Traitor is envious of Master's skills & begins learning the ways of Politician & the art of deception (learning of the Jedi driven out). Traitor begins to take credit/sabotage Master's work, discrediting Master.

Traitor is awarded rank of Jedi Knight (due to his contacts, family heritage, ass-kissing), before Master & actually influences the council's decision on making Master a Knight, prolonging it.

Master becomes Knight shortly before one of the council elders disappears (at the hands of a Sith Lord) then Traitor steps into the Council. Master learns of Traitor's holding him back & in a moment of rage (at his Knight ceremony) accuses Traitor, this is seen as unacceptable behavior for a Jedi, he is reprimanded & shunned.

Master, although naturally skilled in the force becomes only a teacher/historian rather than the high position gained by his old friend, Traitor. Master is seen as insubordinate & underachiever among the Jedi & labeled a troublemaker (eventhough he is more the Jedi than most, it is the time of beginning of rot in the Jedi/Republic, this will not be fully realized for centuries).

CAMPAIGN BEGINNING

A vision (don't tell PCs its a vision in the beginning). The PC group in the midst of a battle between their Master's elder Jedi students/Troops & two warring Sith Lords. The Lords were doing battle on & for a world in the Mandalore Regions (on the far edge of the Republic, Mandalorian's are not of the Republic but neutral). The Master might see the PCs & scold them "you shouldn't be seeing this, not yet"- Master & his Jedi are losing badly.

Traitor at this time is in his office at the academy attempting again to discredit his old friend by using Battle Meditation to give the Lords the idea to unite against the Jedi, then Traitor will send his Jedi Troops in to be the heroes... The PCs were dragged into a vision because of both the force vibrations from Traitor to Mandalore (which they feel but can't decipher yet) & their Master in trouble. Much play could come from all but Master not acknowledging the PCs during the battle- if a PC tries to get involved or thinks he's going to get ran over let him attack or dodge with no affect, He passes right through them "are they ghosts?" Then they are violently pulled back to their bodies in the academy because of the vibrations in the force that they can investigate (Traitor) maybe even talk to the Council member but find or understand little...

Traitor sends his Jedi Troop to save the day, & does, Master is baffled at why his force was losing...

The PCs are invited to come to the Mandalore System to study the battle site, reconstruct damaged areas, & aid in peace talks with the Mandalorians. This is when they recover the first images of the Sith's return on the far side of a nearby moon that one of the Lord Apprentice flees to during the battle (maybe they saw it in the vision) Much could be played on the battle torn site of the Mandalorians (a primitive metal working human-like race). Then on their investigations of the Moon they discover the Debate Site where several (5-30) Lord Apprentice argue about lands/species/etc... their Lord has acquired. When they stumble in on this they see the last step in the creation of a Dark Beast that awakes & sees the PCs. This leads to battles or chases... The PCs could even find artifacts or ancient scriptures of the Sith at this point. This moon is one of the many Lord Tomb worlds, They might even stumble into a "dungeon" adventure in the catacombs of the extensive Tombs...

If/when the PCs call for reinforcements have the apprentice escape leaving enough Info. to let them come to the conclusion of the Lord War the Sith are having. (this is when Traitor captures & personally interrogates one of the Lords apprentice learning of the Sith Culture, etc... Then decides he could become DLotS with his influence as a Council member & knowledge of many weaker Republic worlds to conquer...)

A neat red herring would be to have a corporation or criminal organization challenge the Republic for the Mandalore Region, offering the Mandalorians stuff in exchange for their unique armor technologies & habitats... Also throw in a good share of space encounters (maybe that mine horror shows up after all) & the Jedi being sent to stop other Sith Lord invasions (random, numerous, simultaneous & unorganized) as well as the intense discrediting of the Master by Traitor, & all the Jedi Training... BTW- all this time they travel with their friend/peer NPC to establish a friendship (have him bail another character out, etc...)

After several battles that really go nowhere, as the Jedi stop other Sith Lords. They come to yet another Sith Lord (one of the more powerful ones) who has stolen a capital ship & has converted it into a Sith battle platform. Once onboard (Master, Peer, PCs) discover a breeding colony of a Sith army (similar to Aliens, that the Lord found a hive of & thought they would be the perfect army), That struck back on the Lord. So at first the Jedi encounter this mobile platform that comes & starts pounding on a Republic safe world, then the species attacks in a mutiny the Sith on the inside. The Sith Lord stops his attacks on the world & asks the Jedi (who are probably attacking the station by now) to save him from his "slave revolt", because no other Sith Lord would aid him.

Once aboard they need to stop the threat then the Master & Peer split from the PCs, the Master is attacked & killed by some remaining Sith while the Peer is left alive, just as he's about to be killed too the Traitor is there to save him (he planned the event but didn't mean for the Sith to kill the Master) Seeing what his actions have done he destroys the remaining Sith, saving the Peer (then explains his goal to rule over the Sith as DLotS, the only way to stop the Sith- who are stronger than he originally thought, is to rule them but he explains why it must be kept secret from the Council...)

The PCs encounter tons of Sith fighting the Aliens, maybe even see the Sith Lord killed, while their master is killed & their friend is thought killed.

In the rage from seeing his master killed & taking guidance from a Jedi council member (Traitor) the Peer begins hunting (more predator-like than Jedi) Sith aboard the cap ship battle station, running from Traitor. Peer could even kill the Sith Lord, which would be when Traitor catches up with him, giving him the talk about fighting fire with fire (to become his apprentice- later his champion). Peer takes this a little more to heart after seeing his Master (father-figure) mauled violently by the Sith, & starts down the path of strong action of the Dark Side realizing the way of the Jedi is not aggressive enough to survive anymore... (all these behind the scene actions could happen in "cut-aways" if you want)

Seeing his creation the Traitor kind of feels guilty (for a few seconds anyway) so he covers it up by saying both the Master/Peer were killed (perhaps a rallying cry to get more backing/support from the Jedi/Republic) while he smuggled the Peer out to train in private & perhaps begin conquest of the other Sith Lords as his apprentice. This might even be a good time to tempt the PCs with coming under Traitors teaching (DSPs if they except).

Clean-up of the heavily/alien modified cap ship battle platform could be fun. It could have been adrift toward the planet below during the time they entered the ship & beginning to burn into the atmosphere (PCs save a city?). What to do with the Sith prisoners or the alien sect mutiny group? Minor Sith weapons would be found as well as leading the PCs more in the direction of understanding the Lords War of the Sith... They might even hear of a new upstart, strong Sith Lord (Traitor with another name).

Dealing with the funeral pyre of the Master/Peer would also be something fun & out of the ordinary, with the huge procession of Jedi from across the galaxy as well as the full Senate of the Republic. Then the task of, are the PCs ready for Knightship or do they need another Master?

If they are to become Young Jedi Knights this is the perfect opportunity for the training test of the Jedi... test each PC individually centering on his/her weak points- if a PC is impatient let him know his friends have been given the title Knight but he is not ready, if he argues- he is not, if he is understanding/patient- he is ready... If greed is their weakness offer a situation for wealth vs. the integrity of the young Jedi (will he take the 10000 credits & lie or not). All the while remembering the Traitor is on the Council to make the decisions... Does he even want them to be Knights? Or does he hold them back like their Master before them (a good time to have them introduced to the locale bartender/janitor or someone who knew of the Master's discreditation). DO NOT just do test of combat, that's boring & very non-Jedi like.

This all should last easily over 5-10+ game sessions, but there's more for later. The basic end we're looking for is the PCs learning of the Traitor (how he betrayed Master/Republic/Jedi), how he lured/trained their Peer, major confrontation with their Peer, the Traitor has become DLoS (a huge ceremony would be a cool end scene) & how he plans to use the Republic to rule the galaxy...What will they do about all this?

I suggest picking up the Dark Horse comics TotJ-Golden Age of the Sith that's currently running to more understand the Sith culture (or what little is told of it...).

Part XIV: The Powers

Force Powers (Official)

CONTROL POWERS

Absorb/Dissipate Energy	TotJ 41, 2RPG 148, 2R&E 142
Accelerate Healing	TotJ 41, 2RPG 148, 2R&E 143
Concentration	TotJ 41, 2R&E 143
Contort/Escapes	TotJ 41, ACAD 42, 1RPG 72
Control Disease	1RPG 76, 2R&E 143
Control Pain	TotJ 41, 2RPG 148, 2R&E 143
Detoxify Poison	TotJ 44, 2R&E 144
Emptiness	TotJ 44, 2RPG 148, 2R&E 144
Enhance Attribute	TotJ 44, THR 55
Force of Will	TotJ 45, ACAD 44
Hibernation Trance	TotJ 45, 2RPG 148-149, 2R&E 144
Instinctive Astrogation Control	TotJ 46, FFTR 77-78
* Rage	TotJ 46, DESB 68-70
Reduce Injury	TotJ 46, 2RPG 149, 2R&E 144
Remain Conscious	TotJ 47, 2RPG 149, 2R&E 144
Remove Fatigue	TotJ 47, ACAD 44
Resist Stun	TotJ 47, 2RPG 149, 2R&E 145
Short-Term Memory Enhancement	TotJ 47, THR 56

SENSE POWERS

Beast Languages	TotJ 48, ACAD 44
Combat Sense	TotJ 48, THR 56
Danger Sense	TotJ 48, THR 56
Instinctive Astrogation	TotJ 48, FFTR 78
Life Detection	TotJ 49, 2RPG 149, 2R&E 146
Life Sense	TotJ 49, 2RPG 149-150, 2R&E 146
Life Web	TotJ 49
Magnify Senses	TotJ 49, 2R&E 146
Postcognition	2R&E 146
Predict Natural Disaster	ACAD 45
Receptive Telepathy	TotJ 49, 2RPG 150, 2R&E 146
Sense Force	TotJ 50, 2RPG 150, 2R&E 147
Sense Force Potential	TotJ 50, ACAD 45
Sense Path	TotJ 50, FFTR 78-79
Shift Sense	TotJ 51, ACAD 45
Translation	TotJ 52, ACAD 46
Weather Sense	TotJ 52, ACAD 46

ALTER POWERS

* Bolt of Hatred	TotJ 87
* Dark Side Web	TotJ 87
* Injure/Kill	TotJ 52, 2RPG 150, 2R&E 147
Telekinesis	TotJ 52, 2RPG 151, 2R&E 147

CONTROL AND SENSE POWERS

Farseeing	TotJ 53, THR 56
Life Bond	TotJ 54
Lightsaber Combat	TotJ 54, 2RPG 151-152, 2R&E 148
Projective Telepathy	TotJ 55, 2RPG 152, 2R&E 148

CONTROL AND ALTER POWERS

* Aura of Uneasiness	TotJ 87, ACAD 50
Accelerate Another's Healing	TotJ 55, 2RPG 152, 2R&E 148
Control Another's Disease	TotJ 55, 2R&E 148

Control Another's Pain	TotJ 56, 2RPG 152, 2R&E 149
Control Breathing	TotJ 56
Detoxify Poison in Another	TotJ 56, ACAD 46
* Electronic Manipulation	TotJ 87, ACAD 50
* Feed On Dark Side	TotJ 56, FFTR 79
* Force Lightning	TotJ 57, THR 58
* Inflict Pain	TotJ 57, THR 58
Place Another in Hibernation	TotJ 57, 2R&E 149
Remove Another's Fatigue	TotJ 57, ACAD 46
Return Another To Consciousness	TotJ 57, 2RPG 152, 2R&E 149
Transfer Force	TotJ 57, 2RPG 152, 2R&E 149
* Waves of Darkness	TotJ 87
SENSE AND ALTER POWERS	
Dim Other's Senses	TotJ 64, THR 59
* Force Wind	TotJ 88, ACAD 50
Lesser Force Shield	TotJ 65, ACAD 46
CONTROL, SENSE AND ALTER POWERS	
Affect Mind	TotJ 58, 2RPG 152, 2R&E 149
Battle Meditation	TotJ 58
* Control Mind	TotJ 59, THR 58
* Create Force Storms	TotJ 60, DESB 70
Doppleganger	TotJ 60, DESB 70
* Drain Life Energy	TotJ 88, ACAD 50
* Drain Life Essence	TotJ 60, DESB 71
Enhanced Coordination	TotJ 62, THR 59
Force Harmony	TotJ 62, DESB 70-71
* Memory Wipe	TotJ 88, ACAD 51
Projected Fighting	TotJ 63, ACAD 47
* Telekinetic Kill	TotJ 63, THR 59
* Transfer Life	TotJ 63, DESB 72
SPECIAL FORCE POWERS	
* Force Scream	TotJ 65, THR 59

Force Powers (Home-brew)

CONTROL	
* Anger	Kelly Kollman
* Blackness	Traveller
Calculate	Kelly Kollman
Calm	Kelly Kollman
* Cloak of Darkness	Alter S. Reiss
Cognitive Trance	Mike (Leszek Karlik)
* The Dragon	Alter S. Reiss
Enhance Skill	Traveller
* Forced Charged Strike	Adam P. Graf
* Hands of the Jhemadan	Alter S. Reiss
Heal	Dave Barnhart, PC 199
Regenerate	Dave Barnhart
Wisdom	Josh Riehl
SENSE	
Blind Sense	Kelly Kollman
* The Clouds, Parting	Alter S. Reiss
Cyber Sense	Dave Barnhart
Direction Sense	Kelly Kollman
Radar Sense	Peter Skanes

Sense Force Strength	Kelly Kollman
Time Sense	Kelly Kollman
Track Hyperspace Trail	Kelly Kollman
Truth Sense	Kelly Kollman
ALTER	
* Break Bones	Josh Riehl
Cell Burst	Dave Barnhart, PC 199
* Crimson Burst	Alter S. Reiss
Empower Weapon	Dave Barnhart
* Force Static	Dave Barnhart
Light	Dave Barnhart, PC 199
Null Gravity	Dave Barnhart, PC 199
Power Drain	Dave Barnhart, PC 199
Project Force	Kelly Kollman
Raise/Lower Temperature	Dave Barnhart, PC 199
Resonate	Kelly Kollman
Resonate Material	Kelly Kollman
Strengthen Object	Andrew Jackson
* Surge	Josh Riehl
Warp Matter	Andrew Jackson
CONTROL AND SENSE	
* Aiki Combat	Mike (Leszek Karlik)
Anticipation	Jason Zanon
Blaster Combat	Peter Skanes
Call Animal	Dave Barnhart
Daisho Combat	Author Unknown
Death Sense	Kelly Kollman
Disguise	Traveller
Dream	Katsie Zierfisch
* Empowered Lightbo Combat	Mike (Leszek Karlik)
Eyes of Eagle	Dave Barnhart
Force Archery	Mike (Leszek Karlik)
* Jhemadan Combat	Alter S. Reiss
* Ka	Dave Barnhart
Mediation	Kelly Kollman
Mental Translocation	Andrew Jackson
Share Senses	Kelly Kollman
Speak with Machines	Dave Barnhart
CONTROL AND ALTER	
Control Weather	Dave Barnhart
Fertilize	Dave Barnhart
* Force Explosive	Eric Lee Cline
Force Transduction	Andrew Jackson
Heal Another	Dave Barnhart, PC 199
* Lightwhip Combat	Dennis Merrill
Regenerate Other	Dave Barnhart
* Shadow Split	Alter S. Reiss
Survive in Hard Vacuum	Katsie Zierfisch
SENSE AND ALTER	
Affect Emotions	Dave Barnhart
Commune with Machines	Dave Barnhart
Commune with Nature	Dave Barnhart
* Empower Self	Dave Barnhart
Greater Force Shield	Dave Barnhart
Group Mind	Dave Barnhart, PC 199
Induced Sleep	Chris Erickson
Precipitate	Kelly Kollman

Remove Force Print	Andrew Jackson
Sense Weight	Kelly Kollman
Sensory Overload	Dave Barnhart, PC 199
Storytelling	Dave Barnhart
Thermogenesis	Dennis Merrill

CONTROL, SENSE, AND ALTER

* Block Force Ability	Eric David Lichtens
* Bloodlust	C.M. Koch
* Cleansing, The Conduit	Mike Overbo Traveller
Control Animal	Dave Barnhart
Corporal Translocation	Andrew Jackson
Create Gravity Wells	Dave Barnhart
* Create Homunculus	Andrew Jackson
CyberLocke	Dave Barnhart
Dark Side Dissipation	Mike Gagne
Discharge Spirit	Josh Riehl
Eclipse	Dave Barnhart
Force Bolt	Dave Barnhart
* FZOOK	B.J. Terry
Lightbo Combat	Mike (Leszek Karlik)
Lightsai Combat	Mike (Leszek Karlik)
Light Boomerang Combat	Dennis Merrill
* Mind Sand	Alter S. Reiss
Pacifism	C.M. Koch
Release Spirit	Josh Riehl
Transmutation	RPGML, Author Unknown
* Vampirism	Jens-Arthur Leirbakk

SPECIAL FORCE POWERS

Sense Disturbance	Kelly Kollman
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Legend:

TotJ--Tales of the Jedi Companion
 DESB--Dark Empire Sourcebook
 FFTR--Galaxy Guide 9: Fragments From The Rim
 MTSB--The Movie Trilogy Sourcebook
 RPGML--Star Wars Role-playing Game Mailing List
 2RPG--Star Wars Role-playing Game (2nd Edition)
 THR--Thrawn Trilogy Sourcebook
 1RPG--1st Edition Star Wars Role Playing Game
 2R&E--2nd edition Star Wars Role Playing Game, Revised & Expanded
 ACAD--Jedi Academy Sourcebook
 PC--Power adapted from the Planets Collection

* Not taught at the Academy (either because it is a Power unknown to the Knighthood, or due to its inherent Darkness).

Control Powers

Anger

Control Difficulty: Very Easy => Dark Sider
 Moderate => Light Sider

Time to use: One round

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

Effect: To use this power, a character concentrates all of his negative feelings, and touches the Dark Side of the Force momentarily. This imparts a +1D bonus on all rolls for the next two rounds. The Dark

systems will be able to detect him due to the lack of normal air in his space).

Cognitive Trance

Control Difficulty: Easy

Time to use: 1 minute

This power can be kept "up."

Effect: Jedi uses control of his inner Force to enter the specific trance. His thinking process is hastened, and he may absorb information much faster (from datascreens, voicetapes set on very high speed or by other methods), i.e. he reads even faster than Mon Calamari - just scrolls the text very, very quickly.

The Dragon

Control Difficulty: Very Difficult

Required Powers: Emptiness, Control Pain

Warning: Although the use of this Power does not automatically grant a dark Side Point, it does increase the desire to take evil actions (which will grant Dark Side Points). Use with caution.

Note: This power is exclusively used by the Shadow Dragons.

Effect: This is the power that proved the undoing of the Jhemadan, and it remains the cornerstone of the Shadow Dragons. The Jhemadan had been experimenting with essences, and the Dragon was the image associated with the essence of Power. When the power is invoked, the Jedi's physical Strength doubles, for as long the power is maintained. In addition, the thought processes of the invoker increase 33% in speed, enabling much more efficient retrieval of information (KNO skills).

This tampering with the essential nature of the invoker is not without it's penalties, as the Jhemadan discovered. When a Jedi is under the influence of the Dragon, he sees everything through the amoral and arrogant view of unbound power. In addition, the power is somewhat addictive in nature, and once experienced, the Jedi will find himself desiring to repeat that experience whenever possible. Finally, frequent use of the power diminishes the power of it's effects, and starts to cause a physical transformation of it's user into a six limbed, reptilian creature of some sort, but as the partial transformations have always proved fatal somewhere along the line, the exact nature of the creature that the Jedi is on the road to becoming is unknown.

In game terms, the first time the power is invoked, the invoker must make an easy willpower roll to avoid committing an evil act when the opportunity presents itself when the power is up. Each additional time that the power is invoked, the difficulty of the check increases by 2. Secondly, once the user has invoked the power once, they must make an easy willpower roll to avoid attempting to call on that power when the need arises. Each subsequent time the power is called upon will increase the difficulty of that check by 2. This number will decrease by 2 for every month that passes without the power being called upon, until it no longer exists. However, each time the power is called upon after that, the check will reappear, at the highest level of difficulty that it reached, +2. Thirdly, every third time the power is called upon, it's power decreases by 10%. Finally, if the wild die comes up with a mishap any time the power is called, a minor physical change will take place in the invoker. 3 changes will be noticeable, and 10 will be fatal.

Force Charged Strike

Control Difficulty: Moderate => 1D max charge
Difficult => 2D max charge
Very Diff => 3D "
Heroic => 4D "
40 => 5D "
45 => 6D "
50 => 7D "

etc. up to Control dice equals damage

Required Powers: Emptiness or Rage, Absorb/Dissipate Energy

Effect: Through total concentration, a Jedi is able to deliver a single, devastating blow to an opponent. It takes one action for every die of charge before the strike to charge a fist or any other striking body part i.e. foot, knee, elbow, or forehead. Upon a successful hit the damage is delivered. This can also be used with brawling parry.

Hands of the Jhemadan

Control Difficulty: Medium

Note: This power is exclusively used by the Shadow Dragons.

Effect: This is one of the powers that have carried over from the Jhemadan times. When called upon, this power causes the Jedi's hands to be encased in a glowing blue field of Force. This field is impenetrable, and extends up to the users elbows. The power protects it's users hands from extreme heat and cold, but that is not it's primary function. When used in conjunction with Jhemadan school martial arts, the Hands of the Jhemadan add 2D+2 to the damage caused. When invoked by a Dark Jedi, the field is a deep red that grows darker for those more attuned to the dark side. There are rumors that the Jhemadan had a more powerful version of this power, but they have never been proven. This is a power that can be kept up.

Heal

Control Difficulty: Very Easy => Stunned
Easy => Wounded, Wounded Twice
Moderate => Incapacitated
Difficult => Mortally Wounded

Required Powers: Accelerate Healing, Detoxify Poison, Emptiness, and Control Pain

Time to Use: 5 minutes meditation per level of difficulty.

Effect: Completely removes one injury to the user. This power may not be used on others (see Heal Another). If use of this power fails, the difficulty is raised by one level for every repeated attempt.

Regenerate

Control Difficulty: Moderate => Simple Organ (eye, liver, kidney)
Difficult => Complex Organ (Heart)
Very Diff => Limb or System (Arm, Spine)
Heroic => Brain, A.I.D.S, Terminal Cancer

Required Powers: Heal

Time to use: One month per level of difficulty (1 month for an eye, 3 months to repair spinal damage)

The Power *has* to be kept "up."

Effect: Allows a Force-user to repair extensive damage to the point of regrowth. During the period of Regeneration, the character must rest as detailed in the Natural Healing section of the rulebook. Everyday during this rest period the user must activate the power.

Failure means treatment has been set back one day for every point the roll missed by. A critical failure means the organ/limb has been destroyed and user must start over (in the case of regenerating a damaged brain, the user dies). At the end of the period (provided rest was never broken) he may roll Strength or Control versus the above difficulty. For every full week of rest and treatment past the required time, the final Strength/Control Difficulty is reduced by one level. If successful, he has a new, fully working organ/limb or is cured from the targeted disease (Cancer, AIDS, etc.). If unsuccessful, he has a fully grown organ/limb that either his body has rejected or is just unusable.

Wisdom

Control Difficulty: Very Difficult
Time to use: 1 hour of research
Effect: Makes the user have an insight on the force, increases their knowledge, by their Control Dice for a single roll.

Sense Powers

Blind Sense

Sense Difficulty: Moderate
This power can be kept "up."
Effect: This power allows the Jedi to see normally when he has been blinded (Perception at normal). This power cannot be used to see in the dark. Young Jedi sometimes learn this power accidentally when lightsaber training and have been blindfolded.

The Clouds, Parting

Sense Difficulty: Moderate
Note: This Power is Exclusively used by the Shadow Dragons.
Effect: Another of the powers that was also practiced by the Jhemadan, The Clouds, Parting is designed to sweep away all the obstacles blocking clear sight and Sense powers. When invoked, all powers in effect designed to obstruct or confuse the target must immediately make opposed rolls with the Jedi who invoked The Clouds, Parting. Failure causes those powers to be dispelled instantly, and even a near miss will causes them to waver slightly.

Cyber Sense

Sense Difficulty: Very Easy by Relationship and Proximity
This power may be kept "up."
Required Powers: None
Effect: Allows a force user to sense the prescience of a machine, computer or droid.

Direction Sense

Sense Difficulty: Easy; modified by Proximity
Time to use: One round
This power can be kept "up."
Effect: This allows the Jedi the ability to sense the direction of an object or location by it's resonance in the Force. It could be an object of importance, the north pole of a planet, the nearest cantina, etc...but this power does not sense life forms. If the roll fails by five points, the Jedi just knows the general direction the object or location is in: left, right, forward, behind, above, below. On a

Difficult roll, the Jedi can anchor himself to a location and know exactly in what direction and how far away the location is from their current position.

Radar Sense

Sense Difficulty: Moderate

Required Abilities: Life Detection, Magnify Senses

This power may be kept "up."

Effect: This ability is used when the Jedi can not see or is entering combat. It gives him/her sense dice to add to his/her perception each round. These can be used for initiative or for any of the basic sensual skills under perception (cannot be used for command, bargain, persuasion, etc). This power is very similar to Life Detection, except the Jedi feels the emotional intentions of the people in his range. The Targets can not hide from this ability because it feels the vibrations in the force that their presence makes. The range is equal to their sense roll +10 in meters. The Jedi does not perceive anything but the position of the creatures and the basic intentions (i.e., friendship, hate, about to attack, etc.)

Sense Force Strength

Sense Difficulty: Moderate

Time to Use: One minute

Effect: This allows a Jedi to sense the Force Strength of a character. This tells the Jedi the Force Strength bonus a character has, as well as the number of Character Points, Force Points, Dark Side Points, and skill code for each Force skill. This does not tell the Jedi what powers the character has.

Time Sense

Sense Difficulty: See below

This power can be kept "up."

Effect: Sensing the rhythm, pulse, and the ebb and flow of the Force, the Jedi is able to track the passage of time as precisely as the best chronometer. With a Very Easy sense roll, the Jedi can use this power as a stopwatch. With an Easy sense roll, the Jedi can use this power as an alarm clock.

Track Hyperspace Trail

Sense Difficulty: Difficult, modified by half the difficulty of the journey of the ship being tracked; also modified by Proximity

Required Powers: Instinctive astrogation sense, Sense Force

Effect: Any object that goes through hyperspace leaves a trace that the Jedi can sense. The Jedi uses his sense skill to "feel" through hyperspace to track an object's path.

If the Jedi succeeds at tracking the course, he need only generate an Easy astrogation total to plot a safe path to follow the object. If the Jedi fails the roll, he is unable to track the object.

If the object includes a Force-sensitive being, the difficulty for this power is reduced one level.

Truth Sense

Sense Difficulty: Easy; modified by Relationship

Time to use: One round

This power can be kept "up."

Effect: This allows the Jedi to sense whether a person believes what they are saying is true. It does not sense whether what they are saying is true in the overall reality; just whether the subject believes it or not. This is the Force equivalent of a lie-detector test.

Alter Powers

Break Bones

Alter Difficulty: Heroic modified by relationship and proximity

Warning: User receives a dark side point for using this power

Required Powers: Telekinesis, Telekinetic Kill, Rage

Effect: Allows Jedi to crush and malign 2d6 bones in a target, inflicting Alter dice in damage.

Cell Burst

Alter Difficulty: Easy => organic material

Moderate => inorganic material

*modified by Proximity

WARNING: Use of this power against a living creature awards a Dark Side Point. Use with caution.

Effect: Disrupts the cells in matter causing 4D damage.

Crimson Burst

Alter Difficulty: Target's Control or Perception roll, modified by proximity (line of sight only).

Note: This Power is exclusively used by the Shadow Dragons.

Warning: This power grants a Dark Side Point.

Required Powers: Life Sense, Telekinesis

Effect: This power is the Shadow Dragon's version of the Telekinetic Kill power. In game terms, it has the same effects as that power, except it can be used from a distance, as long as line of sight is maintained. In actuality, the power is far more gruesome, as it's effects are achieved by altering the pressures on the various areas of the targets bodies. The result is that blood starts to flow from the target's pores and orifices as soon as he starts to take damage. Eyesight is lost immediately, in addition to the damaging effects.

Empower Weapon

Alter Difficulty: Difficult

Required Powers: Absorb/Dissipate Energy

This power may be kept "up."

Effect: This power is used to extend a field of energy around a melee weapon to create the effects of a "light" weapon. When used on a sword, the blade becomes infused with energy and has all the properties of a lightsaber (able to parry lightsabers, can be used with Lightsaber Combat, able to parry blaster bolts, etc.), except damage is reduced to 4D (and like a true lightsaber, the strength of the user makes no difference to the damage). The power has similar affects on daggers, staves, axes, etc.

Force Static

Alter Difficulty: Very Easy, modified by Relationship and Proximity

This power may be kept "up."

Warning: Use of this power for any reason results in a Dark Side Point.

Effect: When using this power, the Jedi releases into the environment a flood of random Force energy which directly interferes with the way creatures inter-act with the Force. When used, the Jedi rolls his Alter as usual. When a Jedi is in the area (whether his presence is known to the user), he must add the success of Force Disturbance to the Difficulty of any Force Use other than Life Sense and Force Sense. In the cases of Life and Force Sense (when they are specifically used to detect or identify the user of Force Static), the success of Force Static is added to all Force rolls, not difficulties.

The more people using Force Powers in the area, the less the individual difficulties. As more "positive" energy is added to the area, the "negative" energy begins to wear thin. When 2 or more Jedi in the area activate a power in the same round, the Force Static roll is divided between them, rounded down. Note: The Force Static roll is divided equally between people using the Force, not the individual powers, or skills used within those powers.

Example: Exar Kun is meditating in the center of his temple on Yavin IV. He activates Force Static and rolls his Alter with a result of 23. Ulic Qel-Droma enters the temple and attempts to activate Lesser Force Shield in anticipation of an upcoming confrontation. The difficulty should be easy (5) but due to Exar's use of Force Static, the difficulty is raised to 16. Here's how it breaks down: Exar's roll was 23. Subtract the difficulty for relationship; Acquaintances -7 (16), and subtract the difficulty for Proximity; Less than 100 meters, but not in sight -5 (11). So Exar's success of 11 is added to Ulic's base difficulty of 5, making the new, modified difficulty 16.

Ulic feels the added stress and knows something is disrupting his connection to the Force. He knows this must be Exar's doing and attempts to locate him via Life Sense. The usual difficulty of 12 (Very Easy Difficulty of 0 modified by Relationship and Proximity) is reduced by 11 (Exar's success). Ulic must roll a 1 to be successful (automatic success, barring the Wild Die). As soon as Ulic begins he discovers that the ripples of power interfering with his concentration can easily be followed back to its source. In fact the user has become a beacon of Force activity.

Ulic follows this trail to its source, Exar's inner chamber. There he finds Exar waiting and attempts to use Projective Telepathy and call his friend Nomi (who is a few kilometers away) for help. The base difficulties for this act are Control 7, and Sense 2. These difficulties are each raised by 14 (Exar's roll of 23 minus Relationship 7, and Proximity 2). Ulic's new, modified difficulties are Control 21 and Sense 16. Looks like Ulic is going to have to go solo.

If Nomi does stumble into the action and attempts to activate a power in the same round as Ulic, she faces half the static. Ulic tries to keep Lesser Force Shield "up" and use Lightsaber Combat, while Nomi begins her Battle Meditation. All of Ulic's roll's are affected by half the Static roll rounded down, 12. This number is then modified by Relationship and Proximity (9) leaving three. Due to Nomi's added "positive" Force use, his Force Difficulties are only raised by 3. The difficulties in Nomi's Battle Meditation are also raised by 3. Note: Only the unmodified Alter score is identical between Force Users. If Nomi and Exar were considered "Friends," her difficulties would be raised by 5 while Ulic's would only be raised by 3.

Light

Alter Difficulty: Very Easy
This power may be kept "up."

Effect: This power must be centered on an object weighing no more than one kilogram and within 10 meters of the user. When used successfully, a globe up to 10 meters in diameter is created. The object may be moved and the light will move with it.

Null Gravity

Alter Difficulty: Difficult
Required Powers: Telekinesis, Resonate, Absorb/Dissipate Energy
Time to Use: 10 minutes meditation.
This power may be kept "up."

Effect: The user creates an interference field which disrupts the gravity in a two meter radius. Anyone caught in it, floats upward provided there is proper force applied. The user must be in the center of the radius and the field may not be moved.

Power Drain

Alter Difficulty: Easy => Personal Scale
Moderate => Speeder Scale
Difficult => Starfighter/Walker Scale
Very Diff => Capital Ship Scale
Heroic => Death Star Scale

Required Powers: Conduit
Time to Use: One round per Difficulty Level squared. (1 round for Easy, 16 rounds for Heroic).
Effect: Drains all power out of a single battery or other charge holding device.

Project Force

Alter Difficulty: Moderate; Modified by Proximity
This power can be kept "up."
Time to Use: one minute per cubic meter
Effect: With this power, the Jedi can project ambient personal Force away from her body. If the Jedi is of the Light Side, anyone within the projection will feel warmth and a sense of well-being. If the Jedi is of the Dark Side, anyone within the projection will feel cold and a sense of dread.

Raise/Lower Temperature

Alter Difficulty: Very Easy => 5 Degrees Centigrade Change
Easy => 10 Degrees Centigrade Change
Moderate => 15 Degrees Centigrade Change
Difficult => 20 Degrees Centigrade Change
Very Diff => 25 Degrees Centigrade Change

This power may be kept "up."
Effect: Affects a 20 meter diameter circle, with target change at center (with user) and reducing 5 degrees every 5 meters from user.

Resonate

Alter Difficulty: Moderate; modified by Proximity and Material Strength.
This power may be kept "up."
WARNING: Use of this power against living matter will give the Jedi a Dark Side Point.
Required Power: Telekinesis
Effect: This power allows the Jedi to set up a resonance in an object or area. This could serve various purposes: rub air molecules together to produce light and heat; to create a tremor to shake someone off their feet; to shatter a weapon in someone's hand.

Resonate Material

Alter Difficulty: Easy; modified by Proximity and Material Strength
This power may be kept "up."
Warning: Use of this power against living matter will give the Jedi a Dark Side Point.
Required Powers: Resonate, Cell Burst
Effect: This power allows the Jedi to set up a vibrating resonance in an object or area of material. If the roll exceeds the difficulty by 10, the material starts to heat up. If the roll exceeds the difficulty by 20, the material is destroyed.
Increase the difficulty one level for each cubic meter over the first that the Jedi wishes to resonate.

Shadow Mist

Alter Difficulty: Difficult
Note: This Power is exclusively used by the Shadow Dragons.
Effect: When this power is called upon, a thick layer of mist will pour from the ground around the Jedi calling it up. This layer will produce a ground hugging layer around one meter thick, and around twenty meters in diameter. The mist will dissipate after an hour, but until that time, it is impenetrable to visible and electronic imaging, making it ideal for concealing retreats. The Jedi who produces this mist can see through it as though it was not there. This power can be negated by "The Clouds, Parting."

Strengthen Object

Alter Difficulty: Moderate = +3D
Difficult = +4D
Very Diff = +5D
Heroic = +6D to +8D depending on roll
Size modifiers: up to 1/4 cubic meter = +0
1 cubic meter = +10
2 cubic meters = +20
4 cubic meters = +30
Required Powers: Telekinesis
This power may be "kept up."
Effect: This power strengthens and reinforces the structure of an object. Some Jedi have discovered that it can also be used to weaken objects in a similar manner. Using the Force, the Jedi reinforces the inter- and intra-molecular bonds in the object. (Amplification of the strong and weak nuclear forces, I guess :). The object has the same density (more or less), volume, and mass as before, but it takes more energy to break the bonds holding the object together. This is a

relatively basic skill and is usually taught early in a Jedi's studies. This reinforcement strengthens the object versus shearing forces, stress, or disintegration/disassociation by high energies. Thus, a 1D staff Strengthened at the Very Difficult level would now have a Strength of 6D--enough to resist a lightsaber, most of the time. NOTE THAT THIS DOES NOT EFFECT THE OBJECT'S ABILITY TO DO DAMAGE! Just increases it's resistance to breakage or destruction. And severely limits chemical reactions (such as oxidation).

This Force Power may be used on living matter. However, because the various enzymatic and chemical reactions, and protein interactions in living tissue are strongly inhibited, use of this Force Power on living tissue is very damaging. For example: Oxygen (or other vital gases) no longer disassociates from carrier molecules, causing oxygen-starvation. Hormones and neurotransmitters will not disassociate from receptor proteins. Blood cells will coagulate on the blood vessel walls. DNA strands cannot be separated for transcription to RNA--thus halting protein synthesis. There are very few organisms that can withstand such inhibition of chemical reactions. Use of this Power on living tissue is thus grounds for a DARK Side Point.

Surge

Alter Difficulty: Easy => small objects
 Moderate => for droids and computers
 Difficult => Speeder scale
 Very Diff => Walker scale
 Heroic => Starfighter scale

Warning: Using this power causes the user to get a Dark Side point.

Time to Use: 3 Minutes

Effect: When a Jedi uses this power he uses the Force to overload the target's circuits and causes it to explode. Everything in the immediate blast radius takes 5d damage.

Warp Matter

Alter Difficulty: Easy => liquid matter
 Moderate => malleable matter
 Difficult => hard matter (metal, wood)
 Very Diff => very dense matter (hulls, reinforced metal walls), gases;
 modifiers: 1 cubic cm => +0
 1 liter/1000 cubic cm => +10
 1 cubic meter => +25
 10 cubic meter => +35

Required Power: Telekinesis

Time To Use: 1-12 rounds, scaled by difficulty number.

Note: This power will not work and cannot be used against living matter.

Effect: This power allows the Jedi to mold a volume of matter to a new shape. The Jedi must be able to touch some part of the object to be molded. This power does not destroy the matter, it merely changes it's shape or position (much like a very advanced telekinesis). The effect is permanent. This Jedi is literally changing the world around them. This power coaxes millions of atoms and molecules to move controlling each particle. The fact that it is easier for the Jedi to affect the volume of matter as a whole rather than as distinct particles is reflected in the harder difficulty of managing gases with this power as opposed to some solids or liquids.

Control and Sense Powers

Anticipation

Control Difficulty: Moderate

Sense Difficulty: Target's PERCEPTION or CONTROL roll +10 (for resisting target) or Easy (for non-resisting target). Modified by relationship and proximity.

Required Powers: Farseeing, Receptive Telepathy, Combat Sense

Effect: This power enables a Jedi to anticipate an opponents' immediate actions and react accordingly. The Jedi must declare use of this power at the beginning of the round (before initiative is determined). If successful, the Jedi rolls his/her sense dice rather than perception for initiative, and if s/he succeeds, the target must declare all of his/her actions first BUT the Jedi's declared actions occur first in the round (e.g., if the target declares a move and a shot and the Jedi declares two shots, the Jedi's first shot occurs first, followed by the target's move, followed by the Jedi's second shot, followed by the target's shot). The use of control and sense at the beginning of the round gives the Jedi -2D penalty on all other actions even if the skill use is successful. This power may be used on as many targets per round as the Jedi wishes, but the subtracted dice are cumulative. It may not be kept "up;" the Jedi must check each round to successfully anticipate another being's actions.

Blaster Combat

Control Difficulty: Moderate

Sense Difficulty: Easy

This power can be kept "up."

Note: This power is exclusively taught by Teepo Paladins and will only be taught to students who reject the use of sabers (and other "light" weapons).

Effect: This power is used to make a blaster more effective and efficient. A Jedi (usually a Teepo Paladin) uses this power to control slight hand movements and to sense the movement of his/her target. It is basically the Teepo version of lightsaber combat and grants the following bonuses:

Add Sense to Blaster Skill to strike.

If the Jedi uses a partial dodge he/she may add as many control and/or sense dice to the dodge. These dice, however, can only be used once. If they are used to increase "to hit" chances they can not be used to dodge as well. Therefore every round a Teepo has a dice pool to use in changing his abilities in combat. This power can be used if the Jedi is performing a full dodge as well. The power has to be brought up first however.

Since a blaster can not deflect a blaster, the Teepo Jedi have no form of parry, but the dodge bonuses should create a balance.

If the Teepo makes his Sense roll by 15 he automatically acts first in that round and only that round. This is above and beyond normal initiative. It is also not considered an unprovoked act. The Jedi senses the intent and action of the opponent before the opponent can act.

The Teepo Jedi must make his control roll at Difficult level if he/she wishes to use two blasters in combat at once (See Tricks of the Trade in the Teepo section).

Add 1D of Damage for every 5 points a Strike succeeds by (through using Sense the Teepo is able to locate and exploit structural weaknesses in their targets).

Call Animal

Control Difficulty: Very Easy by Relationship (Max Diff = 24).
Sense Difficulty: Moderate by Proximity
Required Powers: Sense Life, Beast Languages
Effect: Allows a force user to call an animal to his aid. Sense is used to find the creature and Control is used to contact it. This power does **not** give any control over the summoned creature.

Daisho Combat

Control Difficulty: Difficult
Sense Difficulty: Moderate
Required Powers: Lightsaber Combat
Effect: This power allows a Jedi to wield two sabers (one long and one short -- A Lightsaber and a Lightdagger for example) simultaneously. A character wielding two blades who successfully activates the power may attack and parry once each with no multiple action penalties (one strike and one parry totals one action, not two), although other penalties still apply, including the penalty for keeping the power up. If a character makes no attack in a round and chooses only to parry, he receives a +1D bonus to parry and also receives a +1D bonus at attempts to deflect blaster bolts. Otherwise the power grants all bonuses given by the Lightsaber Combat power (Control to Dam, Sense to Strike/Parry).

Death Sense

Control Difficulty: Moderate
Sense Difficulty: Heroic; modified by relationship and proximity
Required Power: Life detection, Danger Sense, Farseeing
Effect: This power allows the Jedi to sense the impending death of a character. The prediction is within six rounds, and if the player beats the control roll by 15, the prediction is extended to 5 minutes.

Disguise

Control Difficulty: Difficult => Same species and race
Very Diff => Same species different race
Heroic => Different species
*Modified by relationship to imitate a specific being (ignore different species modifications)
Sense Difficulty: Moderate => Just one component
Difficult => Two components
Very Diff => Three components
This power can be kept "up."
Effects: With this power the Force user can change various components to disguise themselves, or even impersonate someone. The three components are: appearance, voice, and gestures. The GM may rule that this power requires the expenditure of a Force Point or a Character point to enable this change.
If the character is attempting to impersonate someone, increase the difficulty of the Sense roll by proximity (this is due to the fact that the user must make contact through the Force with the being they want to impersonate in order to do so authentically).

Dream

Control Difficulty: Moderate => 10 minutes
Difficult => 10 minutes with no die penalty
Very Diff => 1 hour
Heroic => 1 hour with no die code penalty
Sense Difficulty: Moderate => +1D
Difficult => +2D
Very Diff => +3D
Heroic => +4D

Required Powers: Hibernation Trance

Effect: The Jedi goes into a trance and mentally role-plays/dreams going through an action. They then gain dice on the related skill for an extended amount of time. Dream may only be used for one skill per day.

Empowered Lightbo Combat

Control difficulty: Difficult (20)

Sense difficulty: Moderate (15)

Note: This Power is exclusively used by Aiki Jedi.

Prerequisites: Lightsaber combat, combat sense, empower weapon.

Effect: This power was designed by Morihei Ushiba to wield his Empowered staff. It is used to move the "empowerment free" area used for holding the staff in the needed place, and is in all other aspects identical to Lightsaber combat (add Control to damage and Sense to attack).

Eyes of the Eagle

Control Difficulty: Moderate

*Modify by Relationship and Proximity

Sense Difficulty: Moderate

*Modify by Relationship and Proximity

This power may be kept "up."

Required Powers: Sense Life, Call Animal, Magnify Senses

Effect: Allows a Jedi to "piggy-back" inside an animal's mind. The Jedi experiences all of the creature's senses but may not control the animal in any way.

Force Archery

Control Difficulty: Difficult (20) + proximity modifiers

Sense Difficulty: Moderate (15) + 10 if target is not seen

Prerequisites: Lightsaber combat, telekinesis, combat sense.

Note: This power cannot be kept "up" for the entire fight - it has to be activated for each shot. However, it can be kept "up", in which case you get a free TK roll next round to retrieve the arrow (and since you know exactly where it is, no proximity modifiers). Also, you get to add your Sense to attack roll and 1/2 of your Control to damage. This power can be used for normal arrows, however, you do not add Control to damage in this case, and add 1 dice less to attack roll (1/2 Control - 1D).

Jhemadan Combat

Control Difficulty: Moderate

Sense Difficulty: Easy

Note: This Power is exclusively used by the Shadow Dragons.

Effect: This power is handled in the same way as lightsaber combat, except that it is used to amplify the user's skills at the

Jhemadan school of unarmed combat instead of Lightsaber combat. It can be used in conjunction with the "Hands of the Jhemadan" power, and the blaster bolt deflection can only be done when that power is up.

Ka

Control Difficulty: Moderate

Sense Difficulty: Moderate

Required Powers: Combat Sense, Emptiness or Rage

Note: This Power is exclusively used by Monks of Shimura.

This Power may be kept "up."

Notes: Only followers of Shimura should have any knowledge of Ka. Learning Ka takes much longer than learning other skills/powers. Disciples of Shimura are dedicated to the slow, rewarding path of the Force, and their style of teaching reflects those beliefs. Learning Ka requires several years (at least 3) of intensive study at a Temple (the power "Ka" may not be learned until the student has first learned the skill "Ka Lore" and the special ability "Ka Combat").

Effect: Ka is more than just a power, it is a philosophy and code which describes and dictates all influences in a Disciple of Shimura's life. Every movement, kata, and breath tells a story and teaches a lesson.

When activated, a Jedi enters a state similar to Lightsaber Combat where he extends his senses and control of the Force around him to enhance his effectiveness in hand-to-hand combat. While keeping this power up the Jedi receives several bonuses:

One "free" Brawling Parry per round.

Add 1/2 Sense Dice to Brawling for strikes.

Add Control to Strength for Stun damage (through striking an opponent's pressure points. Pressure strikes require a harder difficulty modified by location and knowledge of the target's species, although a successful Alien Species or Sense Life may reduce the Pressure Strike penalty).

Add Control to Strength to resist Blunt damage (Blunt ONLY)

Add Sense to Brawling Parry (vs. Brawling strikes)

Add Control to the Return Melee Attack Maneuver as described in Ka Combat.

Mediation

Control Difficulty: Moderate

Sense Difficulty: Moderate; modified by relationship

This power can be kept "up."

Time to use: one minute

Required Powers: Truth Sense, Receptive Telepathy

Effect: This power allows the Jedi to mediate between two parties for the purposes of coming to an agreement. The Jedi attempts to read the intentions of the persons being mediated, and then tries to make a judgment call. If there are more than two participants, add one difficulty level per person over two.

Mental Translocation

Control Difficulty: Difficult + proximity

Sense Difficulty: Moderate

Required Powers: Emptiness or rage, farseeing, hibernation trance, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, remain conscious, shift sense

Time To Use: 3 rounds to prepare + duration of power

Effect: When using this power, the Jedi's mind can leave

his/her/its body and travel away from it in any direction and through any physical obstacle. The physical universe cannot harm the Jedi's mind (unless hypnotic/brainwashing or mind-affecting stimuli are perceived). The Jedi uses the Force to perceive the surroundings, essentially duplicating the function of normal sensory organs. However, due to the complexity of this power, the Jedi can only use two "non-interactive" senses to perceive the environment (Jedi's choice; e.g. vision and audition). The sense of touch, or any sense that would require "interaction" with the environment cannot be used. Attempts to use "interactive" senses results in only one sense being available. If this too is an interactive sense, the Jedi is totally blind and cannot return to the body (the Jedi has no senses).

The non-corporeal Jedi may move at a maximum rate of 10m/round, unless a Heroic + proximity Control roll then made, then the maximum movement is 1km/round (i.e. 200m/s).

The user's body dehydrates and hungers at twice the normal rate.

Proximity modifier is based on the furthest extent of the intended distance (declared before the skill rolls are made). Should the Jedi wish to go beyond this limit, a new Control roll must be made, modified by the increase in intended distance. Failing this roll results in the mind-body connection being broken, and the Jedi being unable to inhabit this former body (It is believed that the Emperor used a modification of this power to break his mind free from his body at the moment of his death on the 2nd Death Star. This suggests it may be possible to use Force Powers while using Mental Translocation--such as Transfer Life!)

The only method of detecting the presence of the incorporeal Jedi is by using Life Detection. Obviously, detection of the Jedi in this manner is nearly always accidental. In order for the Jedi to find the way back and reinhabit his body, the Jedi must make a Moderate Control roll. This skill cannot be used to inhabit bodies other than the original host. Also, while using Mental Translocation, the body is very susceptible to the Force power Transfer Life (treat as "recently dead body").

Share Senses

Control Difficulty: Moderate; modified by Relationship and Proximity

Sense Difficulty: Moderate; modified by Relationship and Proximity
This power may be kept "up."

Required Powers: Projective Telepathy

Effect: This power allows the Jedi to experience all of the senses of a person or creature. This lets the Jedi see through the target's eyes, hear what the target hears, and smells, tastes, and feels what the target is experiencing.

As the Jedi experiences all sensation from the target, the Jedi also experiences the target's joy, pain and emotions. If the target is injured, the Jedi experiences the injury at one level lower than the target.

The Jedi may only "piggy-back" and cannot control the target in any way.

Speak with Machine

Control Difficulty: Very Easy => A.I.
Easy => Complex Mainframe
Moderate => Dedicated Computer
Difficult => Macintosh
Heroic => Win95

Sense Difficulty: Moderate by Relationship and Proximity

Required Powers: Projective Telepathy, Cyber Sense
Effect: Allows a Jedi to interface with a computer (just like Projected Telepathy). The user may only gather information and accomplish tasks someone with his clearance normally could. Computers are stubborn and won't give into a mere mortal on this level. GM may allow user to use Con, though, to convince the computer that he has higher access.

Control and Alter Powers

Control Weather

Control Difficulty: Difficult by Proximity

Alter Difficulty: 5 for every step on the scale:

Totally Clear	No Wind
Partly Cloudy	Wind 5mph
Cloudy	Wind 10mph
Cloudy, Drizzle/Lt Snow	Wind 15mph
Steady Rain or Snow	Wind 20mph
Hard Rain, Snow or Sleet	Wind 25mph
Deluge, Blizzard, Hail	Wind 30mph
Heavy Thunderstorms	Wind 40mph
Gale Force Winds	Wind 50mph
Hurricanes/Twisters	Wind 75mph
Hurricanes/Twisters	Wind 90mph
Hurricanes/Twisters	Wind 105mph

Example: If it is already drizzling and the Jedi wants a hurricane, his difficulty is 30.

This power may be kept "up."

Required Powers: Commune With Nature

Time to Use: One round for every level of change desired

Effect: Through using this power a Jedi may actually control the very weather. Control is used to handle the forces at play and Alter is used to make the changes.

Fertilize

Control Difficulty: Moderate

Alter Difficulty: Easy => Growth/Birth rate x1.25
Moderate => Growth/Birth Rate x1.5
Difficult => Growth/Birth Rate x1.75 (Roach)
Very Diff. => Growth/Birth Rate x2 (Bunnies)
Heroic => Bebe's Kids

*If subject is sentient, modify for relationship.

Required Powers: Detoxify Poison in Another, Sense Life, Accelerate Another's Healing

Effect: Makes soil/animals more fertile.

Force Explosive

Control Difficulty: Heroic

Alter Difficulty: See Below

WARNING! Using the power grants a Dark Side Point when used, and an additional Dark Side Point for casualties, compounded upon normal Dark Side Point gains.

Required Powers: Conduit

Effect: This power utilizes the Dark Side of the Force to create an explosive "charge" of pure Force energy. Any object conceivable can be charged, with a Control penalty of +5 for as many times bigger than a

grenade it is. Control is used to energize the object being used for an explosive, and Alter is used for damage. Alter is also used for timing the explosive. Any number of D can be removed from Alter to create a "timer" of D number of rounds before the explosion. If no D are placed in the "timer," the weapon must be used immediately or it will explode in the Dark Sider's hand. Explosions appear similar to other Force Energy uses, such as Force Lightning or Force Weapon, as a light blue electrical energy pulse.

Force Transduction

Control Difficulty: Very Difficult
Alter Difficulty: Easy => small battery (1 Min)
Moderate => Character Scale (1 Hour)
Difficult => Speeder/Walker Scales (2 Hours)
Very Diff => Starfighter Scale (takes 8 hours)
Heroic => Capital Ship Scale (takes 1 day)
Required Powers: Absorb/dissipate energy, force of will, transfer force, conduit
Time To Use: See Above
Effect: Using this power, the Jedi can charge energy cells using the Force. Only one power cell can be charged at a time (Most Stock Light Freighters carry about 50 Starfighter Scale energy cells).

Heal Another

Control Difficulty: Easy => Wounded and Wounded Twice
Moderate => Incapacitated
Difficult => Mortally Wounded
Alter Difficulty: Very Easy Modified by Relationship.
Required Powers: Accelerate Another's Healing, Control Another's Pain, Emptiness, Detoxify Poison in Another.
Time to Use: 5 minutes meditation per level of difficulty.
Effect: This power completely removes one level of an injury. If the first use of this power is unsuccessful, each repeated attempt raises the difficulty by one level. The user must be in touch of the target to use this power.

Regenerate Other

Control Difficulty: Moderate => Simple Organ (eye, liver, kidney)
Difficult => Complex Organ (Heart)
Very Diff => Limb or System (Arm, Spine)
Heroic => Brain, A.I.D.S, Terminal Cancer
Alter Difficulty: Very Easy by Relationship (plus Willpower or Control if target resists)
Required Powers: Heal Another, and Regenerate
Time to use: One month per level of difficulty (1 month for an eye, 3 months to repair spinal damage)
The Power *has* to be kept "up."
Effect: Allows a Force-user to repair extensive damage to the point of regrowth. During the period of Regeneration, the target must rest as detailed in the Natural Healing section of the rulebook. The user must visit the resting target at least once per day to re-apply the treatment. A failed roll means treatment is setback for one day for every point missed. At the end of the period (provided rest was never broken) the target may roll Control or Strength versus the above Control difficulty. For every full week of rest and treatment past the required period, the target's Strength/Control roll is reduced by one Difficulty level. If the Strength/Control roll is successful, he has a new, fully

working organ/limb. If unsuccessful, he has a fully grown organ/limb that either his body has rejected or is just unusable.

This power may be used in conjunction with Warp Matter (to re-engineer organs/limbs) or Mind Control (to re-program target). Difficulties for Warp Matter are one level lower (you are shaping while building) and difficulties for Mind Control are one level higher (effects are more lasting if not permanent). Either use is a perversion of nature and earns a Dark Side Point.

Shadow Split

Control Difficulty: Easy

Sense Difficulty: Moderate

Note: This Power is exclusively used by the Shadow Dragons.

This Power may be kept "up" (see below).

Effect: When this power is called upon, the Jedi invoking it appears to split into four copies of himself, each of moves away in a different direction. In actuality, only one of the images is real, the others are merely shadows, created by the portioning out of some of the invoker's life force. Each time the power is invoked, the Jedi must expend a character point. These images do not take damage, and are completely insubstantial. As all forms of matter and energy pass right through them, they can be detected in that manner. This power can be maintained from round to round, costing a character point every 10 rounds. The images can attack, although they cause no damage on a successful hit. The two ways in which this power is commonly used are to aid in flight, with the various images running away as well, drawing off enemy fire, and to aid in combat, where they draw fire, and distract opponents, making them dodge or parry illusionary attacks. This power can be dispelled by "The Clouds, Parting."

Survive in Hard Vacuum

Control Difficulty: Difficult

Alter Difficulty: Moderate => 1 turn

Difficult => 1 minute

Very Diff => 10 minutes

Heroic => 30 minutes

Heroic +10 => 1 hour

Required Powers: Hibernation Trance, Control Breathing

Effect: User may temporarily survive in a vacuum.

Sense and Alter Powers

Affect Emotions

Sense Difficulty: Target's Con, Will or Per (Highest) modified by Relationship

Alter Difficulty: Moderate => Hunger/Thirst

Difficult => Happy/Sad/Awe/Fear/Fatigue/Confused

Very Diff => Very Sad/Very Happy

Heroic => Hatred / Love

*Add/Subtract Difficulties where appropriate.

Example => Target is Happy and user desires Love

(Hate). The difficulty is 15 (45) or 30-15 (30+15).

Required Powers: Affect Mind

This power may be kept "up."

Effect: Allows a Jedi to manipulate the emotional state of a target. Be careful... this power can quickly lead to a Dark Side Point!

Commune with Machines

Sense Difficulty: Moderate
Alter Difficulty: Easy => 1/2 Normal Energy Used
Moderate => Information Processed x2
Difficult => Never "Botch" a roll
Very Diff => 1/4 Energy & Info Pro. x3
Heroic => No energy used & Info Pro. x4

This power may be kept "up."

Required Powers: CyberLocke

Effect: Similar to Commune with Nature, this skill allows a meditating Jedi to influence the efficiency of nearby machines. They will be faster, use less energy, never critically fail from the (un)lucky die (or those using these systems) etc.

Commune With Nature

Sense Difficulty: Moderate
Alter Difficulty: Easy => Feeling of Tranquillity
Moderate => Grass Grows
Difficult => Flowers Grow / Animals Attracted
Very Diff => Trees Grow, Fresh Water Springs
Heroic => Terra Form (GM sets Difficulty)
*Difficulties are based on an open plain.

Modify for climate, temp, etc:

Desert => +20
Dark Side Imprint => +20
Tundra => +15
Ocean Bank => +15
Vacuum => +170

*Modify by Proximity

This power may be kept "up."

Required Powers: Sense Life, Emptiness, Fertilize, Call Animal

Effect: While meditating in an outdoor area, the Jedi bonds with all living creatures in the area and influences their development. Soil becomes more fertile, plants begin to grow, creatures sense tranquillity, etc. Sense is used to create the link and Alter makes changes in the pattern of nature around him.

Empower Self

Sense Difficulty: Moderate
Alter Difficulty: Moderate
This power may be kept "up."

Note: This Power is exclusively used by Monks of Shimura.

Required Powers: Ka, Absorb/Dissipate Energy

Effect: When this power is activated an energy field surrounds the body (especially the hands and forearms) of the Monk (follower of Shimura) allowing him to parry and deflect blaster bolts as well as lightsabers. While kept up the Monk may add his Sense to Brawling Parry in order to parry lightsabers or block/deflect blaster bolts as per Lightsaber Combat. These bonuses are not in addition to any gained from keeping the Ka Power up. While the Monk is empowered he may also add Alter to his brawling damage.

Greater Force Shield

Sense Difficulty: As per Starship Shields Skill

Alter Difficulty: Total divided by 7 = #D

Ex => Jedi rolls 14 with 5D Alter, the dice added to resist damage is 2D.

This power may be kept "up."

Required Powers: Lesser Force Shield

Effect: The Jedi creates a protective shield around his body.

This power is used like starship shields. Sense is used to "aim" the shield (just like starship shields) and Alter dictates the dice added to a strength roll to resist damage. This power works equally well against both physical and energy attacks.

Group Mind

Sense Difficulty: Easy

Alter Difficulty: Very Easy modified by average Relationship.

Plus 2 difficulty for every creature in range not to take part in Group Mind.

Required Powers: Projective Telepathy.

This power may be kept "up."

Effect: Allows user to telepathically communicate with all creatures within 30 meters.

Induced Sleep

Sense Difficulty: The target's willpower, stamina, or Control Modified by Relationship & Proximity

Alter Difficulty: Very Easy => 1 Target
Easy => 2 Targets
Moderate => 4 Targets
Difficult => 8 Targets
Very Diff => 12 Targets
Heroic => 20+ Targets

-10 If target is tired or has failed a stamina roll.

-5 If the user first uses Affect Mind to convince the target that they are tired.

+0 If target is not actively doing something that requires complete attention.

+5 If target is doing something that requires attention.

+10 If target is actively doing something that requires attention.

+20 If the target is actively engaged in combat or is in a combat situation.

Required Power: Dim Another's Senses, Affect Mind

Effect: Induced sleep allows a Jedi to put a target into a deep sleep, from which the target cannot be awakened while the power is in effect. Sleep lasts for 1D6 hours after this power is discontinued, however targets can be awakened before that time by natural means. If the Jedi or anyone "with" the Jedi harms the target while they are helpless, the Jedi receives a Dark Side Point. This power cannot affect Droids or creatures who do not require sleep.

This power can be kept up but the Jedi must make a new power roll whenever he adds or switches targets.

Lightwhip Combat

Control Difficulty: Moderate

Alter Difficulty: Moderate

This power may be kept "up."

Effect: The Sith used this power to wield the double-edged Lightwhip, and guide it's movement through the Dark Side. If the Sith is successful, he may add his Alter dice to his lightwhip skill roll to hit or parry, and he adds or subtracts put to his Control dice to the damage. If he fails, he must use his lightwhip skill and the standard damage only for the duration of the combat.

To parry blaster bolts, the Sith may use Lightwhip Combat. To do this, the character must declare that he is parrying that round, using his lightwhip skill as normal. The Sith may also attempt to control where the deflected blaster bolt goes, although this counts as an additional action. The Sith must declare which specific bolt he is controlling, with difficulties as per Lightsaber Combat (SWRPG2 151).

Precipitate

Sense Difficulty: Difficult

Alter Difficulty: Heroic, Modified by Proximity

Time to use: one minute per cubic meter

Required Powers: Telekinesis, Magnify Senses, Shift Sense

Effect: This power allows the Jedi to selectively separate an element or molecule from an area. This, of course, could be used to make it rain, remove all oxygen from an inferno (to put it out), or remove all iron from a life form (would give a Dark Side Point.)

Remove Force Imprint

Sense Difficulty: Moderate

Alter Difficulty: Moderate

Required Powers: Hibernation trance, postcognition, sense force

Time To Use: 20 minutes for less than or equal to 1 cubic meter; 4hours for 10 cubic meters; 1 week for 100 cubic meters; 1 year for 1cubic kilometer; +1 year for each additional 0.5 cubic kilometer

Note: This power must be kept "up" until the removal meditation is completed or given up on.

Effect: This power removes the Force imprint left by a Force user (or the ambient imprint) on an object or area. When another Force user tries to "Sense Force" on the affected object or area, add +10 or the Alter roll, whichever is higher, to the difficulty.

This power requires intense meditation and the Jedi must go into a trance to erase all of the imprint over long periods of time. Short breaks may be taken every week to eat and drink, but the power must be "kept up." and the delay must not be more than 10 minutes. While in the Remove Force Imprint trance, the Jedi must not be distracted by any large stimulus (e.g. a loud bang or shout, a slap, an extremely strong smell, etc.).

After finishing, the Jedi should leave the vicinity of the object or area, preferably within 24 hours. Contact longer than this increases the probability of a new Force imprint being created. Using the Force near the object or area, after erasing the imprint (convert cubic meters to meters of distance, e.g. 100cubic meters=100 meters from the object or place is considered "near") creates a new imprint.

Removing the Force imprint of a Force Nexus, especially a Dark Side Nexus (like the Dagobah Cave) is extremely dangerous for your mental health (GM to arbitrate specific results). Naomi asked about this one, so I decided to type it up.

Sense Weight

Sense Difficulty: Very Difficult
Alter Difficulty: Moderate; Modified by Proximity
Required Powers: Telekinesis
Time to use: one round
Effect: This allows the Jedi to sense the weight of an object down to the nearest 0.001 milligram.

Sensory Overload

Sense Difficulty: Very Easy => Target's Per = 1D - 2D
Easy => Target's Per = 3D - 4D
Moderate => Target's Per = 5D - 6D
Difficult => Target's Per = 7D+
Alter Difficulty: Target's Stamina roll modified by Relationship.
Required Powers: Magnify Senses, Projective Telepathy
Effect: Causes the target to experience a huge influx of stimuli, causing him to pass out.

Storytelling

Sense Difficulty: Very Easy by Relationship (+2 for every person, after the first, through tenth... +1 every five people thereafter. People tend to act as those around them. If 10 people are really moved so will the 11th).

Alter Difficulty: Very Easy => One Sense (a howl is heard)
Easy => Two Senses
Moderate => Three Senses
Difficult => Four Senses
Very Diff => Five Senses (holographic)
Heroic => The viewers are in the story!

This power may be kept "up."
Required Powers: Projective Telepathy
Effect: This power is used to entertain, educate or just make a point. While a Jedi tells a story the very reality around him warps to accommodate the theme of the story. Wind will pick up, lights will flash, unusual sounds will be heard, etc. Whatever could enhance the experience of the viewer.

Thermogenesis

Sense Difficulty: Moderate
Alter Difficulty: Easy, modified by target Strength.
Prerequisites: Telekinesis
Effect: The Jedi is able to start a fire anytime, anywhere there is enough oxygen and fuel to support the flame. If need be, even starship hull plating can be ignited. When used in conjunction with Transmutation, a fire may even be ignited under water or in space. If used as an attack, the Jedi receives a Dark Side Point (unless he has one hell of a good excuse!). To figure damage: Roll target's Strength against the Alter roll. A result of a 4 or better gets through to the target and ignites it.

Control, Sense and Alter Powers

Aiki Combat

Control Difficulty: Difficult

Sense Difficulty: Moderate

Alter Difficulty: Easy

Note: This Power is exclusively used by the Aiki Order.

This power can be kept "up".

Effect: This power allows a Jedi to use his body as a weapon. He controls his own Force to allow for precise movements and senses the flow of the Force within his opponent to find his weak spots and predict his actions. He is effectively using the Force to augment his martial arts training. However, this power can only augment his abilities. When he doesn't know how to fight, he will not gain any bonuses - that's why this power is used mainly by Aiki Jedi. After all, the Force may guide you, but it will not replace the need for long training - the quick and easy path is the path to the Dark Side. Using this power, the Jedi also alters the flow of the Force around him to create a protective shield around himself.

Game Effect: Add 1/2 of Control and 1/2 of Sense dice to Martial Arts pool. However, skill bonus cannot exceed Brawling + Martial Arts (you need to know how to fight, and not rely solely on Force. Force will guide you, but the easy path is the path of the Dark Side...). Also, he may add 1/4 of Sense and 1/4 of Control (round down) to damage (stun only - to increase physical damage, use dice from MA pool). Finally, he uses Alter to create a protective shield around him.

This has 2 advantages:

- * Absorb/Dissipate Energy difficulty is Easy + damage roll (however, remember about the penalty from keeping C,S&A power of Aiki Combat up).
- * The greatest concentration of the Force is around his hands. He may Brawling Parry blaster shots with his Sense skill (but he may allocate dice from MA pool) without any consequences. He may also parry or even catch a lightsaber blade. However, deflecting the lightsaber blade is relatively easy (use sense skill and allocate dice from MA pool) and harmless (unless the Jedi will roll 1 on the Wild Die for the parry roll - in this case he must resist lightsaber's 5D energy damage to his hand), then catching it is pretty difficult stunt (roll 1/2 sense dice, and allocate dice from MA pool at 1 to 2 ratio). Basically, each round roll Control dice against normal lightsaber damage - 5D + Control. Remember, that this is damage to the hand, so it won't kill you. Treat Incapacitated and above as Maimed - you loose your hand and you're left at Wounded).

Block Force Ability

Control Difficulty:

Duration Desired	1 Round	Easy - 10
	2 Rounds	Moderate - 15
	Up to 5 Rounds	Difficult - 20
	Up to 15 Rounds	Very Diff - 25
	Up to 3 Hours	Very Diff - 30
	Up to 1 Day	Heroic - 40
	Up to 1 Week	Heroic - 45
	Up to 1 Month	Heroic - 50
	Up to 1 Year	Heroic - 60
	Up to 5 Years	Heroic - 70
	Up to 15 Years	Heroic - 80
	Permanent	Heroic - 100

Sense Difficulty: Targets Control + Proximity

Alter Difficulty:

Type of Force to Block:

Single, Specific Use	Difficult - 17
Single Skill Power	Very Diff - 27
2 Skill Power	Heroic - 39
3 Skill Power	Heroic - 52
Entire Skill	Heroic - 76

This power may be kept "up."

Time to use: One Round for every level of duration.

Required Powers: Hibernation Trance, Life detection, Sense Force, Projective Telepathy, Transfer Force(?) Affect Mind, Control Mind, Control Pain, Control Another's Pain

Effect: In game terms this is a most devastating power. This power can be activated as a reaction to a specific force power used by another Jedi, or it can have a more premeditated use.

When used, the user suffers a -1D to all Force Skills for 2 times the duration called for. For instance if Dark Jedi used this power to stop Light Jedi from using Absorb/Dissipate *at one specific instance*, then Dark Jedi, regardless of his success or failure, suffers a -1D to all his force Skills for 2 Rounds (because the shortest duration is one round). If Dark Jedi decided to try to block Light Jedi's ability to use Absorb/Dissipate permanently, then Dark Jedi would suffer that -1D for twice as long. Any dice lost this way can, of course, be recovered through the spending of character points.

And Character who has had all three Skills (Control, Sense and Alter) blocked will appear to any mode of detection as non-force sensitive. The user of this power can use it on himself.

Bloodlust

Control Difficulty: Moderate

Sense Difficulty: Easy => 1 - 2 Targets

Moderate => 3 - 20 Targets

Difficult => 21 - 100 Targets

Very Diff => 101 - 1,000 Targets

Heroic => 1,000 - 10,000 Targets

* Modified by single highest individual proximity

Alter Difficulty: Easy plus target's Perception, Willpower or Control roll.

This power may be kept "up."

Required Powers: Affect Mind, Rage, Project Force, and Anger

Warning: The user of this power gains a Dark Side Point.

Notes: Target's with Dark Side Points receive a penalty to resist equal to the bonus granted by their Dark Side Points. For example, a Jedi has one Dark Side point from embracing the Dark Side (see Part II: The Dark Side) which usually gives a +2D bonus to all Force Skills. When *using* this power he rolls Control, Sense, and Alter with a +3D bonus (+2D from his earlier Dark Side Points plus an additional +1D from the new Dark Side Point gained from attempting this power). When the same Jedi attempts to *resist* this power, the Alter difficulty (for the user) becomes Easy plus Control (or Willpower, or Perception) minus 2D. Since he has already been touched by the Dark Side it is harder for him to refuse it.

When a Jedi of the Light is under the influence of this power it is likely he will commit evil acts. Such a Jedi does not receive Dark Side points for Action (striking first, aggressively, or out of anger), but does take Dark Side Points for Inaction (the guilt he feels for not being able to control himself).

Effect: When this power is used, the Jedi radiates the Dark Side

of the force, sending waves of anger and hatred washing over his targets. The game affect of this power is that all targets go into a berserker state, granting a +2D bonus to all combat actions (attacks and parries/dodges), but they may make no other actions in the same round. Also, record all wound results of "stunned" or "wounded" but do not invoke any die penalties for those under the influence of this power. A target may roll their resistance once per round against the Jedi's standing Alter roll, to break free. Each failed resistance attempt incurs a -5 penalty on the next attempt (cumulative).

Cleansing, The

Control Difficulty: Moderate
Sense Difficulty: Own Perception ability value
Alter Difficulty: Very Difficult
Note: This Power is exclusively used by the Baadu.

Effect: This power is used to preserve neutrality in a Baadu. It makes them better able to control the Force within them at early levels. In later levels of ability, advancement becomes VERY difficult, as the two sides of the force become further apart. By using The Cleansing, Baadu are better able to resist the temptation of the Dark Side, but are much more limited in their advancement in the study of the Force. When a character uses the Cleansing, they become Baadu in all respects.

Whichever side of the Force is lesser (DSpoints or LS points) is subtracted from whichever side of the Force is greater. The lesser of the two is set to zero.

Example: Birtaa Baadu has 7 Dark Side Points and four Light Side Points (it's been a long time since his last cleansing, and he's been a bad boy!). Once he is done using the power, he will have 3 Dark Side Points (7 DSP - 4 LSP = 3 DSP), and he will be left with 0 Light Side Points (4 LSP - 4 LSP = 0)

Note: Players of Baadu can't use the cleansing for an easy way out of being neutral; they must actually BE neutral. A Baadu cannot be more evil than good, or vice versa, or their neutrality will be disrupted.

Conduit

Control Difficulty: Moderate => Computer, Electric kettle.
Difficult => Lightsaber, Blaster.
Very Diff => Repulsorlift vehicle.
Heroic => Starship.

Sense Difficulty: Moderate => Electric kettle.
Difficult => Lightsaber, Blaster.
Very Diff => Vehicle (all scales).
Heroic => Computer.

Alter Difficulty: Difficult.

Required Powers: Absorb/Dissipate Energy

This power may be kept "up."

Effect: This power enables a force user to convert force energy into some other form of energy. This enables the user to fire a blaster or wield a lightsaber which has a dead power pack. Of course if an item is overpowered, it could burn out or even explode, under power the item and it may fail to function or function inefficiently. If the control roll is failed by 5 or less then the item is under powered. If the sense roll is failed by 5 or less and the control roll succeeded by greater than 5 then the item has been over powered. Note that this power is not restricted to electrical energy, any kind of energy can be produced, but this power does not enable the user to do force lightning, project heat from their eyes a la superman or even project a beam of light from an open palm. It can only be used to power some sort of

powered item. The user of this power must be in contact with the thing being powered.

Control Animal

Control Difficulty: Moderate by Proximity
Sense Difficulty: Target's Perception by Relationship
Alter Difficulty: Easy => Trekkies
Moderate => Insect
Difficult => True Animal (Beaver/Hawk)
Very Diff => Kinda Smart (Dog/Ape)
Heroic => Truly Alien

This power may be kept "up."

Required Powers: Eyes of Eagle

Effect: You take total control of an animal's mind/body.

Corporeal Translocation

Control Difficulty: Heroic + (2x proximity)

Sense Difficulty: Difficult

Alter Difficulty: Heroic + (2x proximity)

Required Powers: Absorb/dissipate energy, accelerate another's healing, accelerate healing, control another's pain, control pain, Doppelganger, emptiness or rage, farseeing, force of will, hibernation trance, instinctive astrogation, life detection, life sense, magnify senses, mental translocation, projective telepathy, receptive telepathy, remain conscious, return another to consciousness, sense force, shift sense, telekinesis, transfer force

Time To Use: 1 round to prepare + duration of power + 1 round for "reassembly."

Note: This power assumes that Doppelganger should not be a power that grants a Dark Side Point and thus both Doppelganger and this power should be usable by all Force users, and not just Dark Side users.

Effect: This power effectively transports the Jedi over long distances. This is one of the most difficult powers a Jedi can learn. This power allows disassembly of the Jedi's constituent molecules. The power then transports them a given distance and reassembles them. The Force user effectively enters hyperspace (although this is not actually known) and can move the constituent atoms as a 10xhyperdrive. Note that nearby gravity wells have no effect on this power. A different mechanism seems to be used for short distances (on a planet for example). For these short distances, treat as 10km/rnd.

The proximity modifier is based on the furthest extent of intended distance, declared before the skill roll is made. Generally, the user must be familiar with the destination, preferable having visited and studied it before. If the Jedi is not familiar with the destination (it was described to the Jedi, the Jedi only visited it for a few minutes, etc., GM to arbitrate), there is a +20 modifier to the control roll. Failure of the Control roll affects the location of reassembly. Roll 1D for the direction of failure. 1=forwards, 2=right, 3=left, 4=backwards, 5=up, and 6=down.

These directions are relative to the desired position of the Jedi at the destination. Use of a character point before this roll gives a -1 modifier to the direction roll.

The distance moved in the indicated direction is 2D% of the intended distance traveled. Attempting (intentional or accidental) reassembly in a space already occupied by another object results in the death of the Jedi in most instances.

Designer's Notes: This one raises lots of questions: How much stuff can the Jedi take with him? Can the Jedi transport another being?

If "forward" on the direction failure roll relative to the planet's surface, or is it a tangent? You'll have to decide these on your own.

Create Gravity Well

Control Difficulty: Heroic
Sense Difficulty: Heroic
Alter Difficulty: Heroic
Required Powers: Absorb/Dissipate Energy, Null Gravity, Concentration, Emptiness, Instinctive Astrogation
Time to Use: 1 hour of meditation
This power may be kept "up."
Effect: Through using this power a Jedi is able to create a gravity well in realspace, much like the interdicator class capital ship, which projects a giant shadow into hyperspace. Any ship traveling through hyperspace in the vicinity of the Gravity Well is ripped out of hyperspace by the craft's computers to avoid collision with the imaginary shadow. This power may not be activated in an atmosphere. Doing so would be suicide. When used in the vacuum of space, all nearby craft must slow to atmospheric speeds to compensate for the new gravity.

Create Homunculus

Control Difficulty: Difficult
Sense Difficulty: Very Difficult
Alter Difficulty: Heroic
Required Powers: Absorb/dissipate energy, affect mind, control mind, control pain, farseeing, life detection, life sense, projective telepathy, receptive telepathy
Time To Use: 1 hour (deep meditation)

Note: The creation of the Assassin homunculus requires an element of hatred and anger to be used. For this reason, and for the associated evil intent, creators of an Assassin Homunculus automatically receive a Dark Side Point at the time of power use.

Effect: Creates a Force construct that can be controlled by the Jedi, yet also has some degree of "free will." One of three types of homunculi (Assassin, Scout, and Burden) can be created (for stats, see below).

One the homunculus is created, this power need not be kept "up." However, a Difficult Sense roll is necessary to use the creature's senses as the Jedi's own. This done, a moderate Control roll allows communication/command of the homunculus.

Any life force the creature may seem to have is simply a physical manifestation of the Force and while the homunculi are capable of limited independent thought, they tend to simply follow the last command given.

When the creature suffers damage greater than a wound, it begins to disintegrate, then fade, and finally returns to the dust its physical form was created from.

Types Of Homunculi:

Note: Use of character points during creation of the homunculus increases one skill one pip over attribute and beyond base skill level listed below. Note that all homunculi have the same number of base attribute and skill dice (+/-).

Type: Assassin Homunculus
DEXTERITY 3D
Dodge 5D, melee combat 4D
KNOWLEDGE 2D
MECHANICAL 1D

PERCEPTION 1D
STRENGTH 2D
TECHNICAL 1D
Special Abilities: Poison Claw
Glands: Secrete a poison onto claws. Roll 2D vs. victim's STR for effects. If poison higher, all stats -1D per point (if any stat equals or drops below 0 then character is unconscious). The effects of the poison last 3 hours.
Move: 10 walking, 15 gliding
Size: 50cm
Scale: Character
Description: Bat-like wings, sharp teeth & claws, long tail, dark brown, green, or gray skin. Like a pterodactyl with a stubby jaw.

Type: Burden Homunculus

DEXTERITY 2D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 4D
Lifting 6D, stamina 5D
TECHNICAL 1D
Special Abilities: Climbing Claws: Add +2D to climbing skill.
Webbed Digits: Add +1D to swimming skill.
Move: 10Size: 100cm
Scale: Character
Description: Flat back, furry, stubby stout legs, set low to ground, small dull teeth, muscular, fingers have climbing claws.

Type: Scout Homunculus

DEXTERITY 2D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 3DSearch 5D, sneak 4D
STRENGTH 2D
TECHNICAL 1D
Special Abilities: Acute Vision: Add +2D to visual searches.
Auditory Sensitivity: Add +1D to audio searches.
Move: 10 walking, 20 flying
Size: 50cm
Scale: Character
Description: Feathered wings, dull beak, short claws, broad tail, color determined by creator.

CyberLocke

Control Difficulty: Very Easy by Proximity
Sense Difficulty: Easy By Relationship
Alter Difficulty: Moderate => +1D to Technical Skills
 Difficult => +2D to Technical Skills
 Very Diff => +3D to Technical Skills
 Heroic => +4D to Technical Skills
Required Powers: Speak With Machines
This power may be kept "up."
Effect: Through using this power a Jedi becomes one with a machine. When successful a Jedi enters a state where he thinks like the computer, thus allowing him greater skill with which to manipulate it.
This skill may also be used to negate side effects from cybernetic replacements. When doing so, the Jedi rolls his Alter as usual to determine the amount of dice to roll versus difficulty gained by cyber

points.

Example: If a character has 7 cyber points, all difficulties are raised by 21 points (3 points per cyber point). If he wishes, he may activate CyberLocke on himself (with no added difficulty from cyber points) in an attempt to strengthen his connection with the Force. If he rolls a 16 (Difficult) for Alter, the difficulty added to Force Skills from cyber points is reduced by 2D (per the table above). He then rolls the 2D and gets 7. The new difficulty added to Force Skills is 14.

A Jedi may also reach out to a machine and order it to do his bidding (difficulty vs. computer programming). Example: Ordering a blaster to lock up or a sensor to give a false reading.

Dark Side Dissipation

Control Difficulty:

Size of Target: Very Easy => Small Pouches
Easy => Regular Boxes
Moderate => Land Vehicles
Difficult => Walkers and Sentient Beings
Very Diff => Starships
Heroic => Huge Amounts of Dark Side Energy

Sense Difficulty: Object's Strength or Person's Control/Perception plus amount of Dark Side Points.

Alter Difficulty:

Length of Duration:
Very Easy => 1-2 rounds
Easy => 2-3 rounds
Moderate => Several minutes
Difficult => 1 hour to a couple days
Very Diff => Several days to a few weeks
Heroic => A few weeks to a month

Required Powers: Absorb/Dissipate Energy, Emptiness, Sense Force, Projective Telepathy, Transfer Force, Magnify Senses, Strengthen Object, and Concentration.

Warning: The character using this power must use Absorb/Dissipate Energy before attempting because of the unleashing of huge amounts of Dark Force energy. The damage taken if Absorb/Dissipate is not used is 8D and possible Dark Side corruption.

Effect: This power is a very rare ability. The user must activate Absorb/Dissipate Energy to protect them from the harsh effects of what they're about to do. After this is done (Difficulty is based on the object, its contamination and its own energy source), the user focuses on the target (a Dark Side Corrupted object) and begins to glow and hum very audibly. Then, a large, bright beam shoots from the user. Like a plasma torch burning through metal, it penetrates the Dark Side object, drawing Dark Side points away and decontaminating the object. Usually, with a normal object, this will cause a small explosion at the beam's point and cause minor damage to the object, but very little. If used on a person, the user's personal Force will transfer into the Dark Side person and begin to drain their Dark Side Points and their corruption of the Dark Side. The target must make a Control or Perception roll every round to see if they break free of the light Jedi's atonement power. If they do, a massive explosion erupts, knocking both people backwards, causing damage to whoever isn't protected. The unfortunately if the hold is broken, the person being redeemed will regain all of his lost Dark Side points and abilities. If facing something of enormous Dark Side power, such as Palpatine or a Force Storm, and explosion will occur when the Light energy has broken through the Dark.

*Note: Force-users with all abilities at least 8D and up can do the above in one-half to three quarters the usual time and if they've had experience before. GM's decision.

Discharge Spirit

Control Difficulty: Heroic

Sense Difficulty: Heroic

Alter Difficulty: Heroic

Note: User MUST have RELEASE SPIRIT or TRANSFER LIFE to get back to a living body.

Time to use: 10 minutes

Effect: User leaves his body and puts his spirit into a *Sohn-Ja* (or "soul jar" to the uneducated). The object must have great significance to the user and specifically designed for this action. Materials for the Sohn-Ja usually cost \$100,000 to \$1,000,000 (Sohn-Jae may only be crafted from the finest materials, and even the slightest imperfection could cause damage to the spirit within). While a body is vacant of a soul it will begin to deteriorate as if in a coma. Without proper assistance, the body will shortly die.

Eclipse

Control Difficulty: Moderate

Sense Difficulty: Special, See Below

Alter Difficulty: Easy => Passers-by don't notice you (Not Moving)

Moderate => Passers-by don't notice you (Walking)

Difficult => Passers-by don't notice you (Running)

Very Diff => Passers-by don't notice you (Naked at Church)

Required Powers: Hibernation trance, Affect Mind, Projective Telepathy.

This power can be kept "up."

Effect: This power enshrouds a Jedi in a camouflaging veil. The ability allows a force user to avoid drawing attention to himself from casual observers. When no one is looking for the Jedi (or for similar trouble) the Sense roll is moderate (don't modify by Relationship), but when someone is searching for the user the Sense Difficulty becomes the subject's Search (or Perception... whatever's most relevant) Roll +5 if the subject has little knowledge of the user (Stormtrooper who heard an alarm go off), +10 if the subject has seen the user (Same trooper saw the user on a vid screen, +15 if subject knows much of user through reputation (Luke Skywalker has been reported on the premises) and +20 if subject knows user personally (Sneaking past Aunt Beru after an all night Rager).

This power does not affect electronic life-form sensors but may affect people viewing vid screens (GM's discretion).

Force Bolt

Control Difficulty: Moderate => Spray (1/2 Range & Damage)

Difficult => Normal Blaster

Very Difficult => Laser Torch (Cutting)

Sense Difficulty: As per blaster skill.

Alter Difficulty: Very Easy => 2D Dam

Easy => 3D Dam

Moderate => 4D Dam

Difficult => 5D Dam
Very Diff => 6D Dam
Heroic => 7D Dam
Heroic +10=> 8D Dam Etc.

Required Powers: Absorb/Dissipate Energy

Effect: The Jedi focuses the force into a coherent blast of energy with the same properties of a blaster (i.e. it can be reflected by a lightsaber). Control is used to call forth the power and determine how well defined the blast is. Use Sense as if it was your Blaster skill and Alter dictates the damage (see above). As with most force powers, the skill in itself is not evil, therefore a character does not take a Dark Side Point just for using it. Its **how** a Jedi uses the power that matters.

FZOOK

Control Difficulty: Heroic +10
Sense Difficulty: Heroic +10
Alter Difficulty: Heroic +10
Modified by Relationship and Proximity.
Note: This Power is exclusively used by Empress Jae.
Required Powers: Leap

Effect: A fast moving bar of white steel. Liquid fire. If it hits a target, he never existed. If it misses it keeps going 'till it hits a living being. Like a dog, a person, your little brother. All objects in it's path are destroyed until it hits a living being (who is then ultimately nullified). This power has only been used by the great Empress Jae, and who her targets were . . . well . . . I can't seem to remember.

Leap

Control Difficulty: Very Difficult (to enter)
+5 difficulty (to exit)
[Must make two separate Control rolls*]

Sense: Heroic, modified by proximity to LZ
Alter: Heroic, modified by proximity to LZ (x2)
+5 for every 10kg of material carried over 10kg.

Required Powers: Absorb/dissipate Energy, Accelerate Healing, Combat Sense, Concentration, Control Another's Pain, Detoxify Poison, Doppelganger, Emptiness, Enhance Attribute, Farseeing, Force of Will, Hibernation Trance, Instinctive Astrogation, Lesser Force Shield, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Remain Conscious, Remove Fatigue, Sense Force, Shift Sense, Strengthen Object, Telekinesis, Transfer Force, Transmutation, Warp Matter.

Note: Time travel is possible with this power. Modify the listed difficulties by the number of weeks that one wishes to travel (+3@week or +30, which ever is greater). A Willpower roll must be made equal to the modifier, or the Jedi's exposure to "Jedi-Space" warps his or mind.

Time to use: 10 rounds, +1 round for every day's worth of time being leapt across.

Effect: This is one of the rarest of Jedi powers, having been developed at the tail end of the Clone Wars. This power allows Jedi to "leap" through space, or rather the Force, without the use of a spaceship. In its more mundane applications, it allows the Jedi to jump across continents in a matter of microseconds.

Leap allows a Jedi to move his physical being through the Force as readily as his mind. Because of this, he is able to move from point to point almost instantly. The only real time lag that exists is when the Jedi is reentering Real Space. Not all Jedi did return to the normal

universe, and have been unseen since. No Jedi had any idea where the lost ones are, or even if they are still alive. It has even been said that even time may be twisted in the "Jedi-space".

Lightbo Combat

Control difficulty: Difficult (20)
Sense difficulty: Moderate (15)
Alter difficulty: Difficult (20)
Prerequisites: Lightsaber combat, telekinesis, combat sense.
Effect: Using lightbo without this power is almost impossible - it holds both handles in one line using Telekinesis, and moves them where needed. In all other aspects, it is identical to Empowered Lightbo Combat and Lightsaber Combat.

Light Boomerang Combat

Control Difficulty: Moderate
Sense Difficulty: Moderate, +1D difficulty per additional target
Alter Difficulty: Easy, +1D for every additional target, +2D for every additional target after the third. Must make a Very Easy roll to catch.

Required Powers: Lightsaber Combat, Telekinesis
This power maybe kept "up."

Effect: This is the power that lets a Jedi pick up, much less throw a Light Boomerang. This power controls all aspects of the strike, from the throw to the hit to the catch. Without this power, no one should ever pick up a light boomerang, much less try to throw it.

If the Alter roll fails, the boomerang just does not ignite, and clatters to the ground, a lifeless hunk of metal. Alter also effects how many of his targets the Jedi actually hits. The difficulty for each of the desired strikes must first be determined. If the roll is under the total difficulty, then only the strikes that are possible under the actual roll hit. When the hitable targets are struck, the boomerang makes a direct line to the Jedi, who must make a Very Easy Alter roll to deactivate the boomerang or be struck with it.

Like the Lightsaber, Light Whip and Blaster Combat skills, this skill improves the capabilities of the thrower and of the weapon. The Jedi may add or subtract any number of his Control dice to the damage roll of the boomerang. He may also add HALF the number of his Sense dice to his the dice he rolls for his physical skill to determine if he hits. The light boomerang may be used to intercept blaster bolts, but the physical skill and Alter skills are increased by +10 (due to the reaction time involved), and the Sense and Control powers are the same as for Lightsaber Combat.

Mind Sand

Control Difficulty: Easy
Sense Difficulty: Target's Control or Perception Roll (whichever is higher).

Alter Difficulty: Moderate

Note: This Power is exclusively used by the Shadow Dragons.

Required Powers: Affect Mind

Effect: This power is designed to cripple the abilities of opposing Jedi. When invoked, and the target's roll is lower than the sense roll, the target can no longer use the force skill of Sense, and any powers based on that skill. When he tries to do so, all he will see is a featureless grey field. If he tries, he can make an opposed roll every round to break the control, though that does count as an action.

All other Force Powers can still be used normally. This power can be kept up from round to round. It is particularly vulnerable to "The Clouds, Parting" as a successful invocation of that power will not only negate the effects of this power, the person holding the "Mind Sand" power will still believe that the power is up, and can expend effort trying to keep it up with no effect.

Pacifism

Control Difficulty: Moderate

Sense Difficulty: Easy => 1 - 2 Targets
Moderate => 3 - 20 Targets
Difficult => 21 - 100 Targets
Very Diff => 101 - 1,000 Targets
Heroic => 1,000 - 10,000 Targets
* Modified by single highest individual proximity

Alter Difficulty: Easy plus target's Perception, Willpower or Control roll.

Required Powers: Affect Mind, Emptiness, Calm, and Project Force
This power may be kept up (see below).

Note: The bonuses usually granted to a Jedi for having Dark Side Points (See Part II: The Dark Side) become penalties when using this power. For example, If a Jedi has two Dark Side Points from embracing the Dark Side (which usually grants a +4D bonus when using Force Skills), suffers a -4D penalty to all rolls when activating or keeping up this power. Also, it is impossible for any character with six or more Dark Side Points to manipulate the Light Side enough to use this power.

Effect: A Jedi using this power radiates the light side of the force, sending waves of peace and happiness washing over his targets. Unwilling targets resist with either Willpower, Perception, or Control (whichever is higher), with a +2 to their resistance for each Dark Side Point they possess. The game affect of this power is that all targets may not make any violent or angry actions (attacks etc..) while under its influence. People under the influence of this power lose one Dark Side Point for every hour. A target may attempt to break the influence of this power by rolling their resistance once a round, against the Jedi's Alter roll (from when the power was activated). Each failed resistance attempt incurs a -3 penalty on the next attempt (cumulative).

Editorial Note: Like everything else in this Handbook, the effects of this power are up to each individual GM. I personally, think there is a great distinction between calming down and washing away sin. Therefore, I would not allow use of this power to eliminate Dark Side Points. Evil acts should be atoned for through great sacrifices and hardships, but it is really up to each individual GM to decide how it effects their game.

Release Spirit

Control Difficulty: Very Difficult modified by relationship

Sense Difficulty: Heroic

Alter Difficulty: Heroic

Time to use: 30 minutes

Effect: Allows user to release a spirit contained in a Sohl-Ja (see Discharge Spirit). Upon release, the spirit may attempt to re-enter its own body or use Transfer Life to take over another body. Failure causes the spirit to dissipate at the rate of 5 character points per turn. When the spirit has reached 0 character points, it must "sell off" attribute dice to sustain life. When any attribute drops below 1D,

the spirit has dissipated.

Transmutation

Control Difficulty: Heroic, modified for range

Sense Difficulty: Very Difficult, modified for complexity of change (i.e.: none for combining oxygen and hydrogen into water; +10 for Hydrogen into Oxygen; + 40 for making carbon, hydrogen, nitrogen and oxygen into nitroglycerin)

[it really helps to have periodic table and some basic chemistry knowledge to eyeball the difficulties]

Alter Difficulty: Moderate => 500g

Difficult => 1kg

Very Diff => 5kg

Heroic => 10+kg

Time to Use: One minute.

Prerequisites: Absorb/Dissipate Energy, Concentration, Hibernation Trance, Magnify Senses, Sense Force, Strengthen, Telekinesis, Warp Matter.

Effect: This power allows a Jedi to change the atomic structure of matter, allowing fission and fusion to occur in a controlled manner and forming and deforming compounds, with the Jedi absorbing the energy release. Only relatively simple compounds may usually be formed, with such things as DNA, explosives and most medicines being outside the range of all but the most powerful Jedi. The (theoretical) maximum amount of matter that may be converted is 10kg of starting mass. The process always involves the loss of 10% of the original starting mass (their lost quantity is converted into pure $E=mc^2$, and absorbed by the Jedi). The energy flare may be detected from several kilometers away by such simple instruments as a magnetic compass or a human eye.

Vampirism

Sense Difficulty: Moderate

Control & Alter Difficulties: Per the following table (the vampires are considered Human, if they are not Human, reallocate the table as necessary):

Human: Difficult

Near-human: Very Difficult

Alien: Heroic

Force-sensitive: +10

Non-carbon based: +10

WARNING: The user of this power gains a Dark Side Point. This power will drain the life from any organic based living form, or the life from any sentient being, whether carbon-based or not. Only very alien races might be immune to this power (GM's decision). This life is determined as the Strength and Knowledge of the being. The power can be kept "up.", with the normal difficulties. A Moderate Control roll is required in any round this power is kept "up." (i.e., not the first round).

To determine game effects: Roll Strength and Knowledge. Use the Alter result of the aggressor (i.e. Force user) as an attack vs. the combined dice. Consult the damage chart.

No effect: The vampire could not Drain the life from the being this round. The vampire can re-initiate the power next round, or keep the power "up." (which would necessitate resisting the same Alter result, but with a reroll of dice), or try another attack.

Stun result: The vampire has drained Character Points from the character. The vampire can drain max. number of Character Points as the

vampire has dice in Alter (i.e. 8D+2 = 8 character points).

Wound result: As per Stun, only that the vampire also drains Force Points from the character, at a rate of 1 per 15 or fraction there of rolled on the Alter dice.

Incapacitated: As per Wound, but the vampire also permanently drains a pip from both Strength and Knowledge.

Kill: The vampire can drain all Character Points and all Force Points from the character. Strength and Knowledge stats are drained to 0. The vampire can use the Character and Force Points drained as per the normal rules. The pips drained from Strength and Knowledge raises the respective dice codes of the vampire temporarily (like, 2d6 rounds or something). The vampire can decide to forgo this boost in order to heal itself one wound category (i.e., Kill -> Incapacitated -> Wound-> Stun -> No Effect).

Special Powers

Sense Disturbance

Sense Difficulty: Very Easy, Modified by proximity

Effect: this enables a character to sense a disturbance in the Force. This does not give the character specific details, but instead a vague feeling of what has occurred.

Once learned, this power is effectively "up" at all times. When a disturbance happens, the Jedi can take a "free" action roll to sense the disturbance. The GM should have the player roll his character's Sense against the modified difficulty. What effect the disturbance has on the Jedi is up to the GM.

If successful, the GM should secretly inform the player that his character senses a tremor, or a stirring in the Force, tell the player a vague feeling of who or what the disturbance is about, and if it is of the Light or Dark Side.

Appendix I: Relationship/Proximity Charts

Relationship Modifiers:

User and target are:	Add to difficulty:
Close Relatives	0
Close Friends	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met Once	+12
Never Met, Known by Reputation	+15
Complete Strangers	+20
Stranger of Another Species	+30

Proximity Modifiers:

User and Target are:	Add to difficulty:
Touching	0
In Line of Sight	+2
Out of Sight, 100 Meters	+5
Up to 10 km away	+7
Up to 1,000 km away	+10
Same Planet, over 1,000 km	+15
Same Star System, Different Planet	+20
Not in the Same Star System	+30

Appendix II: Time Line

TIMELINE OF THE STAR WARS UNIVERSE

?	Invention of the Hyperdrive
?	Reign of Xim the Despot
00	Birth of the Old Republic
**	Establishment of the Senate
**	Election of the President of the Republic
**	Creation of the HoloNet Communications Network
1864	Formation of the Company of the Jedi: Guardians of Peace
21864	The Golden Age of the Sith
21874	Fall of the Sith Empire
?	The Hundred Year Darkness
?	The Great Hyperspace War
?	The Vultar Cataclysm
?	The Gank Massacres
?	The Great Droid Revolution
22864	Tales of the Jedi
**	Ulic Qel-Droma and the Beast Wars of Onderon
22865	The Saga of Nomi Sunrider
22866	The Freedom Nadd Uprising
**	The Battle of Iziz
22871	Formation of the Krath
22872	Dark Lords of the Sith
**	The Battle of Koros Major
**	Assault on the Assembly of Jedi at Deneba
**	Destruction of the Cron Cluster
**	Devastation of Ossus
22874	The Sith War
**	The Battle of Yavin

23204-9 Kanz Disorders
 25968 Birth of Yoda
 26664 Birth of Chewbacca
 26732 Birth of Jorus C'baoth
 26752 Activation of C-3PO Human/Cyborg Relations Protocol Droid
 26780 Launch of the Outbound Flight Project
 ** Project: Nova
 26804 Birth of Obi-Wan Kenobi
 26809 Birth of Anakin Skywalker
 26816 Birth of Mon Mothma
 26817 Beginning of the Clone Wars
 26829 Official End of the Clone Wars
 ** The Jedi still are fighting remnants for the next 3
 years
 26832 Episode 1
 26835 Birth of Han Solo
 26842 Episode 2
 26842 Beginning of Anakin Skywalker's Fall/Rise of Darth Vader
 26843 The Great Purge of the Jedi Knights begins
 26844 Episode 3
 26844 President Palpatine declares himself Emperor
 26844 Formation of the Alliance to Restore the Republic
 ** Signing of the Corellian Treaty
 26844 Birth of the Skywalker Twins (Luke & Leia)
 26850 Lando Calrissian and the Mindharp of Sharu
 26851 Lando Calrissian and the Flamewind of Oseon
 26852 Lando Calrissian and the Starcave of Thonboka
 26856 Han Solo discharged from the Imperial Navy
 26857 Han Solo wins the Millennium Falcon from Lando Calrissian
 26859 Han Solo at Star's End
 26859 Droids comics
 26860 Leia Organa elected to the Imperial Senate
 26860 Han Solo's Revenge
 26862 Han Solo and the Lost Legacy
 26863 Han Solo dumps Jabba's Spice
 26864 Episode 4: A New Hope
 ** The Destruction of Alderaan
 ** The Battle of Yavin
 26864 Tales from the Mos Eisley Cantina
 26865 Star Wars Holiday Special
 26865 Splinter of the Mind's Eye
 26866 River of Chaos comic
 26867 Episode 5: The Empire Strikes Back
 ** The Battle of Hoth
 26867 Shadows of the Empire
 26868 Tales from the Bounty Hunters
 26868 Tales from Jabba's Palace
 26868 Episode 6: Return of the Jedi
 ** The Battle of Endor
 **` First recorded death of Palpatine
 26868 Truce at Bakura
 26869 Formation of the New Republic
 26869 X-Wing: Rogue Squadron comic
 26870 X-Wing: Rogue Squadron
 26870 X-Wing: Wedge's Gamble
 26870 X-Wing: The Kytros Trap
 26870 X-Wing: Rogues Unbound
 26871 The Courtship of Princess Leia
 26872 Marriage of Han Solo and Princess Leia Organa
 26873 Heir to the Empire
 ** The Battle of Sluis Van

26873 Dark Force Rising
 ** The Battle for the Katana Fleet
 26873 The Last Command
 ** The Siege of Coruscant
 ** The Battle of Bilbringi/Assault on Mount Tantiss
 ** Birth of the Solo Twins (Jacen & Jaina)
 26874 Assault on Coruscant
 26874 Rebirth of the Empire
 26874 Dark Empire
 ** The Battle of Calamari
 ** Second recorded death of Palpatine
 26874 Dark Empire II
 ** Destruction of Da Soocha
 ** Birth of Anakin Solo
 26874 Bounty on Bar-Kooda
 26874 Empire's End
 ** Destruction of Nespis VIII
 ** Destruction of Byss
 ** Third recorded death of Palpatine
 26875 Jedi Search
 ** Formation of the New Jedi Praxeum
 26875 Dark Apprentice
 26875 Champions of the Force
 26876 Children of the Jedi
 26876 Darksaber
 26876 Planet of Twilight
 26878 The Crystal Star
 26880 Black Fleet Crisis: Before the Storm
 26880 Black Fleet Crisis: Shield of Lies
 26880 Black Fleet Crisis: Tyrant's Test
 26881 The New Rebellion
 26882 The Corellian Trilogy: Ambush at Corellia
 26882 The Corellian Trilogy: Assault at Selonia
 26882 The Corellian Trilogy: Showdown at Centerpoint
 26883 Hand of Thrawn
 26887 Young Jedi Knights: Heirs of the Empire
 26887 Young Jedi Knights: Shadow Academy
 26887 Young Jedi Knights: The Lost Ones
 26887 Young Jedi Knights: Lightsabers
 26887 Young Jedi Knights: Darkest Knight
 26887 Young Jedi Knights: Jedi Under Siege
 26887 Young Jedi Knights: Shards of Alderaan
 26887 Young Jedi Knights: Diversity Alliance
 26887 Young Jedi Knights: Delusions of Grandeur
 26887 Young Jedi Knights: Jedi Bounty
 26887 Young Jedi Knights: The Emperor's Plague
 26889 Star Wars Chronology
 ** Jedi Master Luke Skywalker builds a new Holocron

Appendix III: Artifacts

RANDOM ARTIFACT FINDS

Roll 5D

- 5 Holocron
- 6 Ium Crystals
- 7 Ancient Lightsaber
- 8 Medium Force Splinter
- 9 Force Enhancer
- 10 Manuscript
- 11 Force Scanner
- 12 Light Boomerang
- 13 Lightblade
- 14 Small Force Splinter
- 15 Damaged Lightsaber
- 16 Lightsaber
- 17 Force Artifact (reroll for type of Artifact)
- 18 Small Force Splinter
- 19 Plasma Blade
- 20 Scroll
- 21 Lightwhip
- 22 Damaged Artifact (reroll for type of Artifact)
- 23 Datatape
- 24 Null Sphere
- 25 Book
- 26 Sonic Blaster
- 27 Alien Artifact
- 28 Battle Armor
- 29 Large Force Splinter
- 30 Force Shard

FORCE ARTIFACTS

All objects are considered extremely rare.

Alien Artifact

This is an artifact from a lost race, maybe even from outside the Galaxy. It's functions and power will be unknown. It is up to the GM to determine the functions and the limit of it's power.

Battle Armor

This is armor created specifically to withstand the impact of a lightsaber or similar energy. As there are very few substances in the Galaxy that can withstand a lightsaber strike, armor of this type is very rare. Mandalorian Iron is one example of this type of substance. Provides +5D to physical attacks and +4D to energy attacks.

Force Enhancer

This is a Republic-Era artifact used by the Jedi for enhancement of Force Skills and is always programmed with Force Powers. Usually only used by new Jedi, it is presumed that Jedi Masters never used these devices as they were too weak.

Force Scanner

This is a type of detection tool used to determine the Force potential of a person. The scanner is very delicate and can be broken easily.

Force Shard

This is a large (1 meter across) crystal that greatly enhances a character's Force Powers. The shard can only be held with both hands as it is very heavy. It is usually placed in a base or statue. It seems to have been faceted at one time, but there are chips and cracks throughout the Shard. The Shard imparts +8D to all Force Skills while touching the Shard. The Shard glows with an inner light when touched. The Shard will also impart a random bonus Force Power if the Shard is touched for four hours at one time without any distractions. Note: This cannot be done while in Hibernation Trance, Rage, etc.... (Careful, this is a very, very powerful artifact and can easily unbalance the game; It is my recommendation that this artifact be destroyed or shattered somehow during the course of the adventure. It would be very hard to go against a villain that starts at 12D Force Skills boosted to 20D! Not to mention how many Powers the villain could gain.....)

Force Splinter

This is a chip from the Force Shard. It enhances a character's Force Powers just like the shard; although not as strongly. A splinter is usually worn in a pendant or amulet. There are 7 known Small Splinters at about 1 inch long; they impart a +1D to all Force Skills while touching the Splinter. There are 3 known Medium Splinters at about 3 inches long; they impart a +2D to all Force Skills while touching the Splinter. There is 1 known Large Splinter at about 5 inches long; it imparts a +3D to all Force Skills while touching the Splinter.

Holocron

The New Jedi Holocron is an interactive teaching device that becomes active when held by Force-Sensitive characters. Organic crystals inside the Holocron sense the Force of the user determining whether the user is with the Light or Dark Side of the Force. The Holocron then senses the surface thoughts of the user, presenting them with Jedi wisdom. The Holocron can be used as a Jedi encyclopedia or as a training instructor. The Holocron holds about 200 Force Powers.

Lightblade

This is a specialized version of a lightsaber and is thus very rare. Some lightsabers have the lightblade as one of the settings. The blade is one-quarter of the length of a normal lightsaber, but is the only setting able to be used. Damage is 2D.

Light Boomerang

The Light Boomerang was once, during the time of the Old Republic, a highly prized weapon. But its technology and use has been forgotten by all but a few. When activated, the Light Boomerang causes 5D damage. When not activated, this weapon looks like a tiny (1mm in thickness) metal boomerang, but with no curves or bends that a proper boomerang would have. It can only be activated telekinetically, otherwise the user's fingers would be instantly removed upon ignition. The user throws the boomerang, using his telekinesis powers to steer, activate, and return it to their hand. Attempting to use this weapon without intense training is suicidal.

Lightsaber

Known throughout the Galaxy as the symbol of the Jedi Knights, a lightsaber is an elegant and very lethal weapon in the right hands. How to create a lightsaber is a carefully guarded secret and a lightsaber will never be sold on the open market.

Lightsaber, Ancient

This is a lightsaber that has survived eons of use and has been left with a residue from it's users. It will give a character bonus of +2D to their Sense power and when first held, will give the character a symbolic vision - a type of Farseeing.

Lightwhip

The lost and highly prized weapon of many Siths and Dark Jedi, lightwhips are harnessed energy coiled around incredibly strong alloy whips capable of cutting through the densest of materials. See Part VIII: The Weapons of a Jedi.

Manuscript

This describes a number of different methods of recording Force Powers. It includes but is not limited to: Scrolls, Books, Manuscripts, or Datatapes.

Natural Ilum crystals

Ilum crystals were used in ancient times to build lightsabers. These crystals, only found in the Adegan system, spontaneously emit powerful bursts of light and energy when resonant frequencies are run through them.

Null Sphere

A Null Sphere is a smoky glass-like sphere (nearly impossible to destroy) that resonates with a negative Force. These artifacts were created by unknown means for unknown uses and have only come to light from archaeological digs in areas where the culture largely self-destructed without a logical reason why. Basically, a Null Sphere has the effect of an Ysalimir, canceling out the Force in a specific area around itself. The degree of cancellation is variable, but usually extending several meters in diameter.

Plasma Blade

This is the “Elven” version of the Lightsaber with a few differences. All Plasma Blades have a rippling blue blade. Unlike lightsabers, the blade has a small weight to it, giving it an appreciated balance. It can also parry other weapons, but it cannot deflect blaster fire or force lightning. The Elves guard the Plasma Blade's construction as closely as the Jedi do with the lightsaber. The damage done by the Plasma Blade is 4D instead of 5D as with a normal Lightsaber.

Sonic Blaster

This weapon concentrates, focuses, and enhances the voice of the user and turns it into a highly concentrated blast of sonic force. Damage is 2D + Control.

Appendix IV: Random Lightsaber Tables

LIGHTSABER TABLES

Whenever a GM needs to have a character with a lightsaber, or if a character finds a lightsaber during the course of an adventure, the following tables will allow the GM to generate a unique Jedi weapon. These tables are set up for the Skywalker Era, but could be modified for TotJ Era.

TYPE OF LIGHTSABER

Roll 2D

- 2 Ancient Darkened (1000 yrs +) add +1 to sense, add 1 to DSP's
- 3 Ancient (5000 yrs +)add +2 to sense
- 4 Modern
- 5 Modern
- 6 Modern
- 7 Modern
- 8 Modern
- 9 Modern
- 10 Modern
- 11 Ancient (1000 yrs +)add +1 to sense
- 12 Ancient (10000 yrs +)add +1D to sense, external power cell if 3 or less(1D)

LIGHTSABER MATERIAL

Roll 1D

- 1 Organic (resists weapon scans)
- 2 Mineral
- 3 Metallic
- 4 Metallic
- 5 Metallic
- 6 Exotic Metal/Mineral

LIGHTSABER QUALITY AND WORKMANSHIP

Roll 1D

- 1 no damage bonus; don't roll on Lightsaber Features table
- 2 no damage bonus; roll once on Lightsaber Features table
- 3 +1 to damage; roll once on Lightsaber Features table
- 4 +1 to damage; roll twice on Lightsaber Features table
- 5 +2 to damage; roll three times on Lightsaber Features table
- 6 +1D to damage; roll four times on Lightsaber Features table

LIGHTSABER FEATURES

Roll 2D

- 2 Dual Blades (acts as double normal blade length; -1D to lightsaber skill)
- 3 External Power Cell with Cable Attachment
- 4 Increase/Decrease Illumination
- 5 Dual Color Switch (roll twice on Lightsaber Color table)
- 6 Reduce/Increase Damage (-2/+2 damage)
- 7 Pressure Grip
- 8 Reduce/Increase Blade (half and ¼ / double and triple blade length)
- 9 Blade Lock/Balanced For Throwing (no external power cell)
- 10 Stun Setting (5D stun damage)
- 11 Increase/Decrease Sonic Emanations
- 12 Tri-blade setting (blades ¼ normal blade length)

LIGHTSABER GEMS

Roll 2D

- 2 Pontites (5D+2 damage)
- 3 Synthesized Crystal (5D damage)
- 4 Danite (4D+2 damage)
- 5 Synthesized Crystal (4D+2 damage)
- 6 Synthesized Crystal (4D+1 damage)
- 7 Synthesized Crystal (4D+1 damage)
- 8 Kathracite (3D+2 damage)
- 9 Synthesized Crystal (4D+2 damage)
- 10 Relacite (4D damage)
- 11 Synthesized Crystal (5D damage)
- 12 Mephite (5D damage)

LIGHTSABER COLORS

Roll 2D

- 2 Odd Color (GM's Choice)
- 3 Entwined (Roll two colors)
- 4 Silver Grey
- 5 Red
- 6 Gold
- 7 Green

- 8 Blue
- 9 Violet
- 10 Orange
- 11 White
- 12 Cycling Colors (all colors...Ooze)

LIGHTSABER HILT LENGTH

Roll 1D

- 1 25 centimeters
- 2 26 centimeters
- 3 27 centimeters
- 4 28 centimeters
- 5 29 centimeters
- 6 30 centimeters

LIGHTSABER BLADE LENGTH

Roll 1D

- 1 1.0 meters
- 2 1.1 meters
- 3 1.2 meters
- 4 1.3 meters
- 5 1.4 meters
- 6 1.5 meters

Appendix V: Random Jedi Text Creation Tables

The first step in designing a teaching tool for Jedi Lore, is to determine what type of text is used. Roll 3D6 and compare the total to the first table. The Die Code before the listed type indicates the text's Complexity Rating.

The next step is to determine the type of knowledge which is contained in a text. Roll 2D6 and compare the total to the Type of Knowledge table. Only powers/skills known by the author may be contained in the text. Therefore, it is unlikely that a Tome written by an artificer would contain the Commune with Nature Power. It is also unlikely that all the powers would be unique to that Master's area of study (there is no reason why Concentration couldn't be contained in an Artificer's Tome).

After you know the type of text and the area of study it covers, you must determine the specifics of the knowledge. First, decide how many skills/powers are contained in the text: 2D6x10 for Holocrons, One per Stone Tablet, One per Scroll, 1D6 per Tome, and 2D6 per Datapad. For each power roll on the Type of Power table, and then select one power from the corresponding list below. Remember, Jedi texts do not have to contain powers only. Any power may be substituted for an appropriate skill (Lore, Culture, etc.), and any three powers may be substituted for a Force Skill (Control, Sense, or Alter).

The final step in designing a text is to determine the language it was written in (or spoken by the Keeper of a Holocron). Remember these are just guidelines and should be

modified as necessary to make sense (a Sith text is much more likely to have been written in Sithian or Massassi than in Gotalese).

Type of text (3D6):

- 3 5D Holocron
- 4 4D Tome
- 5 3D Holocron
- 6 3D Tome
- 7 2D Tome
- 8, 9 1D Scroll
- 10, 11 1D Tome
- 12, 13 0D Stone Tablet
- 14 1D Datapad
- 15 2D Datapad
- 16 2D Scroll
- 17 3D Datapad
- 18 4D Holocron

Language (2D6)

- 2 Sithian
- 3 Old Tatooini
- 4 Old Corellian
- 5 Miralukan
- 6 Basic
- 7 Massassi
- 8 Tetan
- 9 Vultan
- 10 Nazzaresse
- 11 Twi'lek
- 12 Gotalese

Type of Power (1D100):

- 1 - 60 Common
- 61 - 90 Uncommon
- 91 - 97 Rare
- 98 - 100 Ultra Rare

Type of Knowledge (2D6):

- 2 Investigator
- 3 Sith
- 4 Warrior
- 5, 6 Factotum
- 7 Artificer
- 8, 9 Meditative
- 10 Naturalist
- 11 Teepo Paladin
- 12 Monk of Shimura

Common Powers:

Absorb/Dissipate Energy, Accelerate Healing, Concentrate, Control Pain, Detoxify Poison, Emptiness, Hibernation Trance, Remain Conscious, Remove Fatigue, Resist Stun, Life Detection, Life Sense, Receptive Telepathy, Sense Force, Telekinesis, Lesser Force Shield, Calculate, Calm, Cognitive Trance, Blind Sense, Direction Sense, Sense Force Strength, Time Sense, Light, Raise/Lower Temperature, Resonate, Strengthen Object, Fertilize, Group Mind, Induced Sleep, Sense Weight, and Storytelling.

Uncommon Powers:

Contort/Escapes, Enhance Attribute, Force of Will, Instinctive Astrogation (Control), Rage, Reduce Injury, Short-Term Memory Enhancement, Beast Languages, Combat Sense, Danger Sense, Instinctive Astrogation (Sense), Life Web, Magnify Senses, Postcognition, Sense Force Potential, Sense Path, Shift Sense, Translation, Weather Sense, Injure/Kill, Life Bond, Lightsaber Combat, Projective Telepathy, Accelerate

Another's Healing, Control Another's Disease, Control Another's Pain, Control Breath, Detoxify Poison in Another, Place Another in Hibernation, Remove Another's Fatigue, Return Another to Consciousness, Transfer Force, Affect Mind, Enhanced Coordination, Force Harmony, Projected Fighting, Telekinetic Kill, Dim Other's Senses, Aura of Uneasiness, Force Wind, Control Disease, Enhance Skill, Force Charged Strike, Heal, Cyber Sense, Radar Sense, Track Hyperspace Trail, Truth Sense, Cell Burst, Empower Weapon, Power Drain, Projected Force, Resonate Material, Warp Matter, Anticipation, Call Animal, Daisho Combat, Mediation, Share Senses, Speak with Machines, Control Weather, Force Transduction, Heal Another, Precipitation, Affect Emotions, Remove Force Print, Sensory Overload, Thermogenesis, Conduit, Control Animal, CyberLocke, Dark Side Dissipation, Eclipse, Force Bolt, and Transmutation.

Rare Powers:

Predict Natural Disaster, Farseeing, Feed on Dark Side, Force Lightning, Inflict Pain, Battle Meditation, Control Mind, Doppelganger, Drain Life Essence, Transfer Life, Bolt of Hatred, Dark Side Web, Electronic Manipulation, Waves of Darkness, Drain Life Energy, Memory Wipe, Postcognition, Anger, Blackness, Nullify Gravity, Blaster Combat, Death Sense, Disguise, Eyes of Eagle, Force Explosive, Lightwhip Combat, Commune with Nature, Commune with Machines, Greater Force Shield, Block Force, Create Gravity Wells, Create Homunculus, Light Boomerang Combat, Vampirism, Force Archery, Force Static, Break Bones, and Lightbo Combat.

Ultra Rare Powers:

Create Force Storms, Ka, Empower Self, The Cleansing, Corporeal Translocation, FZOOK, Aiki Combat, The Dragon, Jhemadan Combat, and Empowered Lightbo Combat.

Appendix VI: Teepo Blaster Misfire Tables

These tables are provided for that lucky "Timmy the Teepo" who keeps rolling 1's on the wild die. Of course, these tables are useful for anyone using a blaster not just the Teepo Paladins.

BLASTER MISHAP TABLE Blaster fires normal unless a hangfire result is rolled. Results are only for the shot where the mishap was rolled for unless noted differently.

Minor Mishaps (1 on wild die)

Roll Result

- 1 Hangfire. Blaster doesn't fire.
- 2 Hangfire. Blaster doesn't fire until slapped hardy. (an action)
- 3 Blaster switched to stun setting from itself. (an action to switch back)
- 4 Slip. Blaster fires but increase range one level for this round.
- 5 Wrong gas flow. Damage decreased by 1D.
- 6 Powerpack runs empty. Must be replaced.

Moderate Mishaps (1 followed by another 1)

Roll Result

- 1 The powerpack overloads and will blow up in 1D rounds. During this time the blaster hums loudly. 1D damage in 2m radius.
- 2 Hangfire. Blaster refuses to fire for 1D rounds.
- 3 Blaster switched to stun setting until repaired. (1 round, easy repair)
- 4 Heater-valve stopped up. Damage decreased 1D for 1D rounds
- 5 Prismatic crystal housing disarrayed. -1D to hit for 1D rounds.
- 6 Air cooling vents stopped up. Cannot fire more than twice a round for 1D rounds or powerpack overload. (See Mod.1)

Catastrophic Mishaps (1 followed by 6)

Roll Result

- 1 Heater-valve stopped up. Damage decreased 1D until repaired. (15 min, Moderate repair)
- 2 Hangfire. Galven ripple-wash. Shattered barrel. Damage blaster to character instead target.
- 3 Hangfire. Blaster refuses to fire until repaired (15 min, Moderate)
- 4 Gas refill valve opens. Gas escaped. Must be refilled to fire.
- 5 Prismatic crystal housing disarrayed. -1D to hit until repaired (15 min, Difficult)
- 6 Air cooling vents stopped up. Cannot fire more than twice a round until repaired (2 rounds, Easy), or powerpack overload. (See Mod.1)

Appendix VII: @ Known Force Users

The "Grey" Jedi

The Baadu

Disciples of Shimura

Disciples of Ka

Monks of Ka

Masters of Ka

Grand Master of Ka

The Brotherhood of the Sith

Sith Apprentices

Sith Adepts

Sith Warriors

Dark Lords of the Sith

The Jedi Knighthood

Jedi Acolytes

Jedi Apprentices

Jedi Guardians

Jedi Knights

Jedi Masters

Jedi Grand Masters

The Krath

Maja

 Maja Apprentices

 Majus

 Grand Majus

Minions of the Emperor

 The Emperor's Hands

 Imperial Sovereign Protectors

 The Inquisitors

 Jedi Hunters

 Dark Side Adepts

 Imperial Sentinels

 Dark Troopers

 Dark Side Executor

Ancient Neti Masters

Teepo Paladins

Tyia

Witches of Dathomir

The Order of Aiki

The Shadow Dragons

 Initiates

 Students

 Knights

 Masters

 Lords

 Grand Masters

Appendix VIII: Blank Character Background Sheet

Character's Name:

Player's Name:

How Old are you?

Where were you born?

Who are your relatives and how close are you?

Physical Traits:

Mental Traits:

Social Traits:

When did you first notice you were different (Force-Sensitive)?

Who was your Master and how did you meet him?

What Quest did you complete to earn Apprenticeship?

How did you meet the other players in the party?

How do you describe your lifestyle? Is it “normal?”

What are your personal goals?

What are your party’s goals?

Do you have any enemies? Who? Why?

What conflicts may arise during the adventure due to your past?

What is your level of education? Do you hold any degrees? Where did you study?

Do you have a Criminal Record? Why? Are you still wanted?

Where do you live now?

What is it that drives you?

Do you have any contacts? Who?

Do you have any dependents?

Are you (have ever been) married or romantically involved? With who? Where is he/she now? What is the current status of your relationship?

What are your hobbies?

What awards & honors have you received?

Appendix IX: Blank Character Sheet

Character Type/Discipline: _____ **STAR**
 Character's Name: _____ **WARS**
 Player's Name: _____
 Height: _____ Weight: _____ Sex: _____ Age: _____

Physical Description: _____

Dexterity _____	Perception _____	_____
Blaster _____	Bargain _____	
B. Parry _____	Command _____	
Dodge _____	Con _____	
Grenade _____	Gambling _____	
H. Weapons _____	Hide\Sneak _____	
M. Parry _____	Search _____	
Melee _____		
L. Saber _____	Strength _____	
	Brawling _____	
Knowledge _____	Climbing _____	
Alien Races _____	Lifting _____	
Bureaucracy _____	Stamina _____	
Cultures _____	Swimming _____	
Languages _____		
Systems _____	Technical _____	
Streetwise _____	Comp. Prog. _____	
Survival _____	Demolition _____	
Technology _____	Droid Prog. _____	
	Medicine _____	
Mechanical _____	Repulsor _____	
Astrogation _____	Security _____	
Beast Riding _____	Starship _____	
Repulsor _____	Weaponry _____	
S.Ship Gun _____	Control _____	
S.Ship Pilot _____	Sense _____	
S.Ship Shield _____	Alter _____	
Other Skills		

()
Force Points

()
Dark Side Points

()
Wound Status

()
Character Points

Force Powers:
CONTROL POWERS:

SENSE POWERS:

ALTER POWERS:

CONTROL & SENSE:

CONTROL & ALTER:

SENSE & ALTER:

CONTROL, SENSE, & ALTER POWERS:

SPECIAL ABILITIES:

Dark Side Point Beak-Down:

Cause:

Type:

Effect:

Appendix X: Suggested Attribute Die Codes for Beginning Jedi

Discipline	Dex	Know	Mech	Per	Str	Tech	Con	Sense	Alter
Artificer	2D+1	2D	3D+1	2D+1	2D+2	3D+1	1D	1D	0D
Aiki Jedi	3D	2D	2D	3D	3D	2D	1D	1D	1D
Factotum	2D+2	2D+2	2D+2	2D+2	2D+2	2D+2	1D	1D	0D
Investigator	2D	2D+1	2D+2	2D	2D	3D	1D	1D	1D
Meditative	2D+1	3D+1	2D	2D+2	2D+2	2D+1	1D	1D	0D
Naturalist	2D	2D+2	2D	2D	3D	2D	1D	1D	0D
Shadow Dragon	3D	2D	2D	3D	3D	2D	1D	1D	1D
Shimuran Monk	3D+2	3D	2D	2D+2	2D+2	2D	1D	1D	0D
Teepo Paladin	3D+2	2D	2D	2D+2	2D+2	2D	1D	1D	0D
Warrior	3D	2D	2D	3D	3D	2D	1D	1D	1D

* These are merely suggestions. Any set of codes may be manipulated as a player sees fit as long as the total equals 18D.

** The above die codes are designed for human characters. Alien characters may have to adjust the die codes to fit their race's Attribute Dice plus 6D (as usual).

Appendix XI: The Credits

Kelly Kollman (kelly_kollman@intuit.com): Timeline of the Star Wars Universe, Artifacts, List of Known Force Users, Blind Sense, Direction Sense, Time Sense, Truth Sense, Resonate, Mediation, Sense Weight, Death Sense, Share Senses, Resonate Material, Random Lightsaber Tables, Anger, Calculate, Calm, Sense Disturbance, Sense Force Strength, Track Hyperspace Trail, Project Force, and Precipitate.

Mark Hudson (Heywood254@aol.com): Daisho Combat

Scott Sutherland & Michael P. Soulier (ssutherl@golden.net, navarre@icom.ca): Alternate Dark Side Rules

Traveller: Enhance Skill, Disguise (formerly Transmutation), Conduit

Adam P. Graf: Force Charged Strike

Andrew Jackson: Strengthen Object, Warp Matter, Mental Translocation, Force Transduction, Remove Force Print, Corporeal Translocation, and Create Homunculus.

Jason Zanon: Anticipation

Chris Erickson (cerickso@knox.edu): Induced Sleep

Jens-Arthur Leirbakk (lierbakk@stud.unit.no): Vampirism

Mike Overbo (overbom@nco.northfield.mn.us): The Path of the Baadu, and The Cleansing

Peter Skanes: Teepo Paladins, Blaster Combat, and Radar Sense.

Mike (Leszek Karlik) (bear@its.wlkp.ternet.pl): Cognitive Trance, Lightbo, Empowered Lightbo Combat, Lightbow, Force Archery, The Aiki Order, Martial Arts System, Aiki Combat and Lightbo Combat.

Eric Lee Cline (elclin0@pop.uky.edu): Force Explosive

Mike Gagne (shadowhawkii@juno.com): Dark Side Dissipation

Kevin Dole, the Armourer (dmerrill@plainfield.bypass.com): Lightwhip Combat, Light Boomerang Combat, Leap, Thermogenesis, List/Description of Exotic Jedi Weapons, and Adventure Idea: "Raisers of the Lost Ark."

Chris Schmierer: Dual Blaster use for Teepo Paladins

Thijs Krijger: Teepo Blaster Mishap Tables

B.J. Terry (pjterry@fishnet.net): FZOOOK

Kevin Perrine (kevinp@house.uvm.edu): Adventure Idea: "Into Extinction"

C.M. Koch (koch@northnet.org): Pacifism and Bloodlust

Josh Riehl (qqqs79b@prodigy.com): Surge, Wisdom, Break Bones, Discharge Spirit, and Release Spirit.

Katsie Zierfisch (howa03@cs.soaks.kent.sch.uk): Survive in Hard Vacuum, and Dream.

Alter S. Reiss (asreiss@yu1.yu.edu): The Shadow Dragons, Cloak of Darkness, The Dragon, Hands of the Jhemadan, The Clouds Parting, Crimson Burst, Shadow Mist, Jhemadan Combat, Shadow Split, and Mind Sand.

Many, many thanks to Darryn Glass and Charles F. Zacher for designing and maintaing the Jedi Handbook Web Pages!

David Barnhart (Dbarnhar@vt.edu until Dec 1997): Everything Else