

FORCE ATTRIBUTES

The Force Adept have access to four additional attributes beyond **ST**, **DX**, **IQ** and **HT**. These additional four attributes, the Force Attributes, reflect different ways the force can be employed in GURPS.

Matter, a measure of control over physical matter.

Energy, a measure of control over various forms of energy, such as fire, electricity, and the force it's self.

Body, a measure of control over the living physical body of your character and others.

Mind, a measure of control over the mental process of your character and others.

Force Adept characters begin with a default attribute level of 10 and may increase or decrease the attribute level based on the Force Attribute Table. Any Force Attribute below the level of 8 is considered dormant, restricting the character from learning any Force skills or maneuvers based on that attribute.

Level	Point Cost
7	-15
8	-10
9	-5
10	0
11	10
12	20
13	30
14	45
15	60
16	80
17	100
18	125

ADVANTAGES

Extra Fatigue

3 points/level

Your fatigue is higher than normal for your ST. You can run farther and fight longer than others, you also have more power available for powering Force actions. Extra Fatigue goes into a separate pool. The pool recharges at the same rate as normal fatigue, but will only begin to regain points if regular fatigue (based on ST) has been completely regained first.

Force Adept

10 or 70 points

You are gifted with the force and can be taught to use it. With the 10 point advantage all Force Attributes are interlocked, meaning that any points gained from lowering any of the Force Attribute must remain with in the Force Attribute pool and cannot be used with any other part of the character, however extra points can be added into the Force Attributes. For a more realistic campaign the GM may wish to have players buy this Advantage at 70 points. If this is the case players may use points gained by lowering Force Attributes for other areas of the character.

Force Resistance

2 points/level

You are less likely to be affected by the Force. Note that you cannot be both Force Adept and Force Resistant. You cannot turn it off, it protects you from both light side and dark side uses of the force. To a Force Adept you just seem very weak in the force, in fact given significant levels of Force Resistance you would not register at all to any sort of Force Probe. This does not protect you from the actual damage from certain TK attacks, items can still strike you but the Trained force user will have a harder time hitting you.

Jedi Knight

20 points

If it is appropriate to the campaign; you have the favor of the Jedi Counsel, and given extreme cases, the recourses of the Counsel may become open to you. Upon request a Jedi ally equal in points to your character may be made available to you to help you in your

mission. You also have a reputation of a Jedi Knight; this may be good, bad or inconsequential. To be considered a Jedi Knight the Jedi must know at least one base skill in 3 of the 4 attributes to proficiency.

Jedi Training

15 points

If it is appropriate to the campaign you have undergone Jedi Training and have become familiar with the ways of the Force and are able to use it effectively; +1 to all Force Skills, +2 to all Force Skills dependent on attributes that are 12 or greater. Also if you have not fallen to the Dark side you have the Jedi Council as a 10 point Ally Group. A friendly Jedi may show up to aid you once per session with a role of 6 or better on 3d.

DISADVANTAGES

Dark Side Taint

-5 points

Characters with this disadvantage haven't fallen to the dark side, but they're real close. A character with this disadvantage will more likely to use they're powers for selfish or vindictive means. For example, a Jedi with dark side taint is questioning a captured foe. A normal Jedi would just use diplomacy or maybe affect mind, however, the tainted Jedi would use his Telekinesis to inflict pain, or some other invasive means to gain the information.

Jedi Code of Honor

-15 points

The Jedi must stay at peace with the universe, and follow the Jedi code. The character must not use his powers for selfish or evil gains.

SKILLS

Jedi Mediation (Mental/Hard)

No default

This is the mediation that is taught to those who have sought to learn the ways of the Jedi, it is used to aid the young Jedi in detecting the Force and for rejuvenation of the body. While in a meditative trance, fatigue is regained at twice the normal rate (see Fatigue GL p.29.) A successful mediation role also results in a +1 to all Force Skills and maneuvers for 1dx5+(meditation skill level) minutes after 20 minutes of meditation.

Lightsaber (Physical/Average) Defaults to DX-5 or any Sword skill-3

You have been trained to use the lightsaber, this base skill does not allow you to parry blaster bolts but when used with lightsaber combat the Jedi can do the seemingly impossible

Lightsaber Construction (Mental/Average) No default

As a Jedi you have learned the secret art of Lightsaber construction. This is an Armory skill lending the Jedi the ability to repair Lightsabers, and given proper time and materials, the ability to construct a lightsaber from scratch.

FORCE SKILLS

These are skills that are based off of the 4 Force Attributes rather than the usual IQ or DX of the physical and mental skills. Use the mental skill table (GL p.14, B p.44) but substitute IQ with the appropriate Force Attribute to determine points/level of the skill. As for Magic, Jedi suffer a -1 penalty per each additional Force skill or maneuver when undertaking more than one Force skill or maneuver.

Combat (Body/Very Hard)

No default

Don't think just do. Combat is a special base skill that allows the Jedi to master certain maneuvers that lend from other Force skills without particularly knowing the original skill to proficiency. However just as with other Force skills Combat must be known to proficiency (lv 12) before any Force maneuvers can be learned using Combat as the base skill. If the Adept does not know the maneuver that can be learned under Combat the default role goes to the original Force skill and not Combat. If the attribute that another Force skill is based from is below 10 add a level of difficulty to the lent maneuver.

Example: Fred has Combat at 14 and wishes to have Push, however his Matter attribute is an 8, he would then need to learn Push at Average rather than Easy skill level.

Energy-kinesis (Energy/Very Hard)

No default

You have learned how to effectively manipulate Energy. You can use various forms of energy to your advantage. This is an introductory Force skill; it is required to know at proficiency (lv12) before any EK maneuvers can be mastered. This skill also allows the Force user to attempt any secondary EK action at an easier default level.

Health (Body/Very Hard)

No default

You have studied the body and it's functions, with the help of the force you are able to reverse injury and restore health to yourself or others. This is an introductory Force skill; it is required to know at proficiency (lv12) before any Health maneuvers can be mastered. This skill also allows the Force user to attempt any secondary Health action at an easier default level.

Psyche (Mind/Very Hard)

No default

A Jedi with this skill is familiar with the workings of the mind. He may look in on the minds of others to glean advantage and understanding. Add a -1 to alien creatures though some races may be completely immune to this tactic.

This is an introductory Force skill; it is required to know at proficiency (lv12) before any Psyche maneuvers can be mastered. This skill also allows the Force user to attempt many Psyche actions at an easier default level.

Telekinesis (Matter/Very Hard)

No default

This is an introductory Force skill; it is required to know at proficiency (lv12) before any TK maneuvers can be mastered. Knowing this skill also allows the Force user to attempt any TK maneuver at an easier default level.

FORCE MANEUVERS

Within the force, many things are possible. The Force maneuvers listed below are some of the most common abilities that are used with the force. For a character to learn a maneuver, however, he must first be proficient (lv 12) with the prerequisite skill. As the base skill is improved, the maneuver is increased. Use the mental skill table (GL p.14, B p.44) but substitute IQ with the appropriate Force skill to determine points/level of the maneuver. A Force Adept player can, at any time attempt a maneuver (unless there is no default).

COMBAT MANEUVERS

The following maneuvers can be learned under the Combat Base

Skill.

Physical	Energy	Body	Mind
Grip	Deadly Sight	Heal Self	Dim Senses
Pummel	Dissipate	Reduce Injury	Danger Sense
Pull	Lightning Bolt		Persuasion
Push			Seeing
Saber Throw			
Throw			

Control Pain (Combat/Easy)

Defaults to Body-6 or Combat-3

Gives the Jedi High Pain Threshold (GL p.9) temporally.

Cost: 2 to activate, 1 to maintain.

Dur.: 10 minutes

Effect: You are not stunned when injured in combat (unless hit in the head) +3 to resist torture and other occurrences of pain.

Save: N/A

Combat Reflex (Combat/Easy)

Defaults to

Body-6 or Combat-3

This power temporarily grants the Jedi the Combat Reflexes Advantage (GL p.9)

Cost: 2 to activate, 1 to maintain

Dur.: 10 minutes

Effect: All effect of the Combat Reflexes advantage.

Save: N/A

Enhance Body (Combat/Easy)

Defaults to

Body-6 or Combat-3

This power allows the user to call upon the force to boost ST, DX, or HT up to +5. The character can only boost one attribute at a time. If ST is raised Fatigue remains the same and does not increase, but DX based skills do benefit from the Force.

Cost: 1 fatigue per level, same to maintain.

Dur.: +1 = 5 minutes

+2 = 4 minutes

+3 = 3 minutes

+4 = 2 minutes

+5 = 1 minute

Effect: The characters attribute is temporarily raised.

Save: N/A

Jump (Combat/Easy)

Defaults to Body-6

or Combat-3

Using the force a Jedi can propel himself to extraordinary highest. Jedi may leap up to 40 feet, 10 feet per point put into fatigue. Caution a Jedi may still take falling damage, use wisely.

Cost: 1 to 4 fatigue

Dur.: 1 round

Effect: User can leap up to 40 feet.

Save: N/A

Lightsaber Combat (Combat/Average)

Defaults to Body-6 or Combat-4

This is the power that lets the Jedi wield the lightsaber most effectively. With the Force flowing through him, the Jedi can do the seemingly impossible, like parrying and reflecting blaster bolts. When the Adept is attacked he may role to parry or dodge the attack,

same for unseen attacks. If the adept wishes to reflect the shot back to the attacker role again minus the margin of success of the attacker. The Jedi cannot direct shots back to the attacker from an unseen attack. This power is up until the Jedi is injured or stunned, or he shuts it off.

Cost: 0 or 1 for ever +1 to skill; up to +5. Same to maintain

Dur.: 5 minutes for additional levels of skill.

Effect: Name?

Save: N/A

Speed (Combat/Easy)

Defaults to Body-6 or Combat-3

Using the Force a Jedi can move very quickly. Double or triple the Base Move of the character. Caution, the human body was not built to take this kind of speed, running into something will cause damage.

Cost: 2 or 4 fatigue, same to maintain

Dur.: 1 minute

Effect: Move doubles or triples

Save: N/A

ENERGY-KINESIS MANEUVERS

The Force skill Energy-kinesis must be known to proficiency (lv 12) before any EK Maneuvers can be learned.

Absorb (EK/Hard)

Defaults to Dissipate-2

You have the ability to absorb Energy attacks and use the energy to fuel your own powers. On a successful role the energy from an attack is converted directly into force pool points. If the character is shot with an energy bolt, instead of taking the damage he would normally take, 2d for example, he would regain 2d points of fatigue points. If the force pool is full the character begins taking damage from the attack but at a DR equal to the success of his role.

Example: Fred senses that he is about to be shot by an energy bolt, which unknown to Fred would deal 8 points of damage. However Fred knows Absorb at 16, he spends 2 fatigue points to activate Absorb and rolls a 10, a margin of success of 6. This gives him a DR of 6 to energy attacks after his fatigue is replenished. If combat continues he retains absorb for the next 120 rounds.

Note: A success margin of 10 or greater will temporarily generate extra fatigue points.

Cost: 3 to activate, 1 to maintain

Dur.: 2 minutes

Effect: Absorbs energy attacks and converts them to fatigue.

Save: N/A

Dissipate (EK/Average)

Defaults to Energy-6 or EK-4

Some times you just need to blow off some steam. Dissipate allows the force user to dissipate Energy attacks. You just take less damage from the attack; on a successful role you gain levels of DR equal to the success of your role.

Example: Fred has Dissipate at 14. The next energy bolt shot at him will deal 20 points of damage. Absorb is already active but that not going to be enough this time round so he attempts to dissipate the energy. He rolls a 12 beating his skill by 2 giving him an additional 2 levels of DR, bringing his total DR to 8, not quite good enough to counter the energy blast. Fred takes 12 points of damage, he probably should have blocked that with his lightsaber.

Note: A success margin of 10 will dissipate all energy.

Cost: 2 fatigue to activate; 1 to maintain

Dur.: 1 minute

Effect: Add 1DR point per margin of success against energy

attacks.

Save: N/A

Deadly Sight (EK/Hard)

Defaults to Energy-6 or EK-5

"You just make my blood boil." You can cause the blood of your opponent to boil. The opponent takes 1d damage for every point of energy put into it for each round you lay your eyes on them (they have to be in your field of vision.)

Cost: 1 to 3; same to maintain

Dur.: 1 round

Effect: 1d points of damage for every force point put into it.

Save: Victim may role against his HT to save against attack.

Lightning (EK/Average)

Defaults to Energy-6 or EK-4

Lets the force user to shoot a bolt of lightning from his fingertips.

Cost: 1 to 3 fatigue

Dur.: Instantaneous.

Effect: 1d-1 damage for each force point put into it.

Save: Victim may role against his HT to save against attack.

HEATH MANEUVERS

The Force skill Health must be known to proficiency (lv 12) before any Healing Maneuvers can be learned.

Detoxify (Health/Easy)

Defaults to Body-6 or Health-3

Removes the effects of poison from the body.

Cost: 1 fatigue

Dur.: Subject is detoxified until poisoned again.

Effect: Poison is removed from the body

Save: N/A

Heal Injury (Health/Average)

Defaults to Body-6 or Health-4

You can heal your physical wounds, this does not cure the effects of poisons or disease but it heals the damage that has been done to you. Does not cause limbs to regenerate.

Cost: 2 fatigue

Dur.: Permanent, however you can be injured again.

Effect: Restores 1d HP

Save: N/A

Heal Other (Health/Average)

Defaults to Body-6 or Health-4

You can heal the wounds of others, this does not cure poison or disease but it heals the damage they have caused nor does it allow the regeneration of lost limbs.

Cost: 4 fatigue

Dur.: Permanent, however they can be injured again.

Effect: Restores 1d-1 HP

Save: N/A

Hibernation Trance (Health/Average)

Defaults to Body-6 or Health-4

This ability allows the Jedi to drop himself into a deep trance. The Jedi's heartbeat and respiration drops to the point that the Jedi appears dead. Only a detailed exam or Jedi probe will show that the user is still alive. Most Jedi use this power when food or air supplies are low. The user may set what conditions with bring him out of the

trance.

Cost: 0
Dur.: Predetermined.
Effect: Jedi falls into a trance.
Save: N/A

Reduce Injury (Health/Easy) Defaults to Body-6 or Health-3

Your skin toughens and takes on a natural DR. This protects against all physical attacks.

Cost: 1 per level of DR up to DR 5
Dur.: 10 minutes
Effect: Add +1 to 5 to the DR of the Jedi
Save: N/A

Remove Fatigue (Health/Easy) Defaults to Body-6 or Health-3

Drawing upon the Force, a Jedi can replenish his fatigue at a rate of 1 point every five minutes.

Cost: 0
Dur.: N/A
Effect: Fatigue replenishes, 1 every 5 minutes
Save: N/A

PSYCHE MANEUVERS

Psyche maneuvers suffer an additional -1 or more when used against alien creatures because of their alien nature.

Concentration (Psyche/Easy) Defaults to Mind-6 or Psyche-3

On a successful skill role, this power provides a +4 to a skill that requires some level of concentration such as computer hacking or chess.

Cost: 2 fatigue
Dur.: Per task
Effect: +4 to a task requiring concentration.
Save: N/A

Danger Sense (Psyche/Average) Defaults to Mind-6 or Psyche-4

This power allows the Jedi to extend his senses around himself to act as a early warning system. This allows the Jedi to detect an attack just before it happens, and give the Jedi a split second to decide on how to react.

Cost: 3 to activate, 1 to maintain.
Dur.: 10 minutes.
Effect: When attacked the Jedi may sense the attack coming.
Save: N/A

Dim Other's Senses (Psyche/Easy) Defaults to Mind-6 or Psyche-4

This power reduces the targets sense up to -5.
Cost: 2 per -1, up to -5, same to maintain.
Dur.: 1 minute.
Effect:
Save:

Empathy (Psyche/Average) Defaults to Mind-6 or Psyche-4

This action allows the user to feel what the target is feeling. The target may role against IQ to realize that his emotions might be read,

he then must make a will role to successfully suppress the emotion.

Cost: 2 to activate, 1 to maintain.
Dur.: 1 minute.
Effect: The Jedi can recognize feeling in another.
Save: If the target realizes that his emotions might be read role vs. will to block emotions

Force Of Will (Psyche/Easy) Defaults to Mind-6 or Psyche-3

This ability allows the Jedi to draw upon the force to strengthen his will.

Cost: 1 per +1, up to +5, same cost to maintain.
Dur.: Per task
Effect: +1 to 5 to a will role
Save: N/A

Magnify Senses (Psyche/Easy) Defaults to Mind-6 or Psyche-3

A Force Adept using this ability can increase the effectiveness of his normal senses, allowing him to perceive things that he would be impossible without artificial aids. He can hear things that would be too soft or distant for him normally, likewise he could see to far distances. He is however still unable to sense things that are beyond his normal perceptions, no seeing into the ultraviolet, or hearing into the hypersonic ranges for example.

Cost: 1 for each level +5 max; half to maintain (round up.)
Dur.: 10 minutes.
Effect: the specified sense is increased +1 for each point of fatigue
Save: N/A

Persuasion (Psyche/Average) Defaults to Mind-6 or Psyche-4

You believe what I tell you you believe, I am not here and you know I am not here. I am your superior officer, I order you to hand over those secret Death-Star plans.

The Jedi able to convince the opponent of something that seems probable. As things become more outlandish add minuses to the role.

Cost: 1 fatigue.
Dur.: As needed, lasts until the victim realizes the truth.
Effect: Victim believes what the Jedi wishes him to believe.
Save: Role against Will to save.

Seeing (Psyche/Easy) Defaults to Mind-6 or Psyche-3

Temporarily grants the force user the Dark Vision advantage (B p.235, C1 p.52.) You can see in absolute darkness by means of the Force. You suffer no skill penalties for darkness, no matter what its origin, however you will be color-blind while in darkness, also Jedi are not phased by bright lights, such as flash grenades.

Cost: 1 fatigue
Dur.: 1 minute.
Effect: Character suffers no vision penalty beyond color-blind.
Save: N/A

Telepathy (Psyche/Average) Defaults to Mind-6 or Psyche-4

This power allows the Force user to read the thoughts and communicate with living creatures via telepathy, this my range from complete sentences and word usage if the recipient is a sentient being to the basic idea of things if communicating with an animal.

Cost: 2 to activate, 1 to maintain.
Dur.: 1 minute.

Effect: The Jedi can recognize thoughts of another.
Save: Jedi may role vs. mind

TELEKINETIC MANEUVERS

The Force skill Telekinesis must be known to proficiency (lv 12) before any TK Maneuvers can be learned.

Grip (TK/Average) *Defaults to Mater-6 or Telekinesis-4*

Though it does have beneficial usefulness such as stopping the immediate loss of blood due to a severed artery this power has long been used by those who have fallen to the dark side to quickly and quietly dispose of a foe by stopping the flow of blood to various vital internal organs or to out right crushing the organ itself.

Cost: 1 to 3 fatigue
Dur.: 1 second
Effect: Crushing damage, 1d per point.
Save: Victim may role against his HT to save against attack.

Force Pull (TK/Easy) *Defaults to Mater-6 or Telekinesis-3*

This useful Force power allows the user to pull small items toward them. Lightsabers, loose rope ends or various other useful things can be within your grasp.

Cost: 1 fatigue
Dur.: 1 round
Effect: Pulls one item up to 5lb. from 50 feet to your hand.
Save: N/A

Force Pummel (TK/Easy) *Defaults to Mater-6 or Telekinesis-3*

This Force power allows the character to select a specific item or person into becoming the target of any loose object that might be lying around such as knives, wrenches, rocks, etc. Damage dealt may vary depending on what actually strikes the target. Use rules for thrown damage (GL p.23, B p.90) but substitute the Matter for ST.

Cost: 4 fatigue.
Dur.: 1 round.
Effect: 1d items weighing about one pound strike the target.
Save: Role against IQ to notice the attack then role dodge for each item, though the character should have to dive completely out of the way of the attack to avoid all projectiles.

Force Push (TK/Easy) *Defaults to Mater-6 or Telekinesis-3*

Allows the user to force people or items away from them or others. This can be used as an attack when employed to push enemies into hazardous areas or it can also act much like a punch by inflicting push on a specific part of the body. Use your Matter attribute rather than ST to determine damage (GL p18, B p.74.)

Cost: 2 to just push, 4 to push and inflict punching damage.
Dur.: Instantaneous.
Effect: Subject is pushed margin of success + 4 feet.
Save: Subject may role against DX to save against push and HT to save against damage.

Force Shield (TK/Hard) *Defaults to Mater-6 Telekinesis-5 or Force Push-3*

Though relatively hard to master this skill allows the user to use their TK to stop or deflect projectiles before they come in contact

with the user. However this power does not stop heat or any other form of energy.

Cost: 5 fatigue, same to maintain.
Dur.: 10 minutes
Effect: Deflects up to 2d items or up to 10d points of damage.
Save: N/A

Force Throw (TK/Easy) *Defaults to Mater-6 or Telekinesis-3*

When using Force Throw, you can maintain control over the flight of a thrown object, adding to the flight, accuracy, and damage of the object.

Cost: 1 fatigue
Dur.: 1 round
Effect: Add success margin to ST and DX rating of the throw.
Save: N/A

Force Vibration (TK/Very Hard) *No default*

This Force power allows the user to take hold of material from the inside and cause it to vibrate, ridged materials can break apart with persistence (damage becomes accumulative)

Cost: 2, same to maintain but add 2 to cost every 4th round.
Dur.: 1 round
Effect: 1d crushing each round, add d^2 every 4th round
Save: Victim may role against his HT to save against attack.

Levitation (TK/Hard) *Defaults to Mater-6 or Telekinesis-5*

Not quite flight however this force power does allow the character to levitate himself and others in mid air, with practice the user can use the force to control the movement of objects through space.

Cost: 1 for objects up to a pound in weight.
2 for objects up to 10 pounds.
3 for objects up to 50 pounds.
4 for objects up to 100 pounds.
+4 for every 100 pounds after that.
Cost to maintain is half (round up) the original cost.
Dur.: up to 1 minute
Effect: Subject floats in mid air
Save: N/A

Lightsaber Throw (TK/Average) *Defaults to Force Throw-3*

When used in conjunction with lightsaber combat this can truly be a deadly maneuver. With a successful role the saber seems to take on a life of its own, flying out to strike up to 1d targets in a single attack and then returning to the wielder.

Cost: 2 fatigue.
Dur.: 2 rounds, one to attack, one to return.
Effect: Saber flies out to strike 1d6 targets
Save: Normal parry

Petrify (TK/Average) *Defaults to Mater-6 or Telekinesis-4*

Target is immobilized and cannot attack. Role 3d to determine the strength of immobilization.

Cost: 4 fatigue, same to maintain.
Dur.: 1 minute
Effect: Subject is bound and cannot
Save: Subject may role against ST to save and against ST to break petrify each round.