

# The Force

## Peace

***“You will know, when you are calm, at peace, passive.”***  
*Yoda, Jedi Master*

A Jedi feels the Force flowing through him when he is at peace. Peace describes the ability to clear and calm the mind. The Force is the most powerful ally for a Jedi, when the Jedi is tranquil. This skill in keeping poise not only keeps a Jedi at the apex of their control, but also brings the Jedi in harmony with the Light Side of the Force.

### Mechanics:

Before using the Force, a user may make a Peace roll. Difficulty of a Peace roll is dependent on the Jedi's state of mind. In meditation Peace is Easy difficulty, low stress situations are generally Moderate difficulty, and the difficulty escalates from there. If two full rounds are taken to calm one's mind, with no other actions taken, the difficulty of a Peace roll may be lowered (minimum Easy). While a Peace roll a Jedi chooses to make is considered an Action, if the GM compels a Peace roll it should not be considered an action.

If the Jedi rolls above the difficulty the difference between the roll and the difficulty is added to the Force usage roll. However, in the event of a failure Force usage difficulty is increased by the difference, reflecting the Jedi's distracted state and inability to bring himself into oneness with the Force.

*Example: Luke is suspended by his feet in a Wampa cave after being attacked. His lightsaber is out of reach, and he must use Telekinesis to pull it to himself. Difficulty is moderate, 8. Luke makes the attempt rolling 1D+2, and fails rolling only 6.*

*Luke takes a round to calm himself, then uses Peace. His eyes drop closed, and he takes a deep breath. After calming himself the difficulty of his Peace roll is 7. He rolls 2D for his peace roll, and rolls a 9, a success, adding 2 to his next Force usage. Luke reaches out with the Force again rolls a 7, adds 2 for a total of 9. The lightsaber jumps to his hand!*

## Discipline



***“Control! Control! You must learn control!”***  
*Yoda, Jedi Master*

A Jedi's ability to call upon the Force is limited by her ability to discipline herself. If a Jedi cannot control herself she cannot use the Force. This figure reflects the Jedi's ability to focus their mind on the Force, and the task at hand.

### Mechanics:

A Jedi starts out with the ability to use one Force ability at any one time; every full die increase in a Jedi's Discipline adds an additional Force ability a Jedi can use simultaneously.

## Understanding



***“No! No different! Only different in your mind!”***  
*Yoda, Jedi Master*

As a Jedi comes to understand the ways of the Force, he is able to access it in more diverse ways. Understanding the Force also makes it a more powerful ally.

### Mechanics:

Every full die increase between 1D6 and 4D6 gives a Jedi a new Force ability. Every full die increase between 5D6 through 8D6 gives a Jedi 2 new Force abilities. Every full die increase thereafter gives the Jedi 3 new Force abilities.

## Force Usage Mechanics

When a player is going to use a Force ability she rolls her combined Force Usage Skill, either Understanding or Discipline, whichever attribute is lower. A Force user cannot perform above the level of her Understanding of the ways of the Force, or her ability to Discipline herself. This single roll is against the established difficulty (as may be modified by Peace per above).

## Advancement

Force Skills of Peace, Understanding and Control advance as skills (the first 1D6 in each skill costs 3 XP). However, for each decade of age from when the Jedi started their training adds an additional 1 XP cost to each Force Skill advancement.

## Force Abilities

A series of abilities are typically available to Jedi Padawans and Knights. Masters may learn further abilities, or even invent abilities. Each ability requires time and instruction to learn. When self-taught or new abilities are developed, Force Abilities take longer to research and learn.

Name	Difficulty	Requirements	Description
Anticipate	Jedi reflexes easy (5)	Sense	Jedi reflexes allow a Jedi to react to something one round in the future. This gives an advantage in a variety of contexts. This may be kept up, though it does incur a multiple action penalty.
Burst of Speed	Double move rate: Easy (5) Two actions per round Moderate (10), an additional difficulty level (+5) for every additional action.		This allows a Force user to move, perceive, and act faster than normal. For every 5 the roll exceeds the difficulty increases the duration by 1 round. Actions after the first have no multiple action penalties from the Force usage.
Confound Technology		Technological Attunement	This ability allows a Force user to inject noise on computer signals. Inducing an indiscriminate broadband noise interference on sensors is Easy (5), specific noise is Difficult or greater (15+), and false signals are Heroic difficulty. A droid or sensor tech may roll Perception or Sensor skill against the Force User's roll to try to overcome the noise. At close range a Jedi can try to knock out electrical systems, doing half the Force User's Understanding in damage.

Control Breathing	Every D6 in Understanding increases the duration of a Moderate (10) difficulty Control Breathing by 3 minutes.		This allows a Force user to hold their breath for an extended period of time, while remaining fully conscious. Exertion will shorten the possible duration.
Control Pain	One difficulty level (+5) for each wound level ignored. Resisting unconsciousness (from stun) is difficulty 10.	Physical Attunement	While this does not heal a Jedi, it allows them to ignore wound penalties. There is risk that the Jedi can make their wounds worse.
Direction Sense	Simple direction: moderate (10) higher for more complex path.	Sense	This allows a Force user to intuit their way towards a particular goal or destination.
Force Leap	Easy (5) to leap up to five meters, and +2 for every meter thereafter.	Telekinesis	This expression of Telekinesis and physical ability allows the Force user to use the Force like a spring board to launch themselves into the air.
Force Transparency	Contested	Sense	If a Force user wants to prevent a Force ability from being used on themselves, Force Transparency adds to the difficulty of the attempt, whether the attempt is an attempt to sense the Force user or impact them directly.
Hibernation Trance	Every D6 in Understanding increases the duration of a Moderate (10) difficulty Hibernation Trance by 3 days.	Control Breathing	A Force user with this knowledge can slow their biological functions, so they require a minimum amount of consumables. They can even survive the vacuum of space. A Force user is only semi-conscious while in this trance, but they can bring themselves out of the trance if events around them change, and will be alert. When a Force user leaves the trance of maximum duration they are very hungry.
Influence Mind	Dependent	Mental Attunement	This allows a Force user to influence the mind of another being, compelling them to follow a suggestion. If the target is familiar or subject of some sort of indoctrination the base difficulty is Easy (5). The more alien the mind the more difficult the base difficulty. The difficulty can be increased by the target's willpower, if the target resists. Once the base difficulty is established, add further difficulty dependent on the complexity of the suggestion being implemented. A simple emotional adjustment only adds 1 level of difficulty (+5), but complex instructions require higher difficulty.
Instinctive Astrogation	Astrogation check +6	Direction Sense	This ability allows a Force user to intuit the timing and direction needed to make Hyperspace travel.
Manipulate Energy	Deflect: ½ Damage Absorb: Damage		A Force user can divert energy (energetic particles, etc) or even absorb energy. To deflect energy at a target requires a success to Manipulate Energy as well as a Force Usage check to hit the target at range.

Mental Attunement	A target that is familiar to the Force user is Easy (5). A target that is biologically close to the Force user is Moderate (10) difficulty. The more alien the target, the more difficult.		The listed difficulty is for sensing the mental state of others or reading strong feelings. Reading something more complicated like honesty or surface thoughts is more difficult.
Physical Attunement	A target that is biologically close to the Force user is Easy difficulty. The more alien the target, the more difficult		Sense the physical state of others, check their health level, intuit the level of (and cause of) injury or illness.
Sense	Varies, may require a successful Peace roll		This skill allows a Force User to reach out to the Force and receive guidance. It may show the future, past, or provide intuitive answer to a question. Jedi find, when they start listening to the Force it begins to speak without prompting.
Speed Healing	Each wound level adds a level of difficulty (+5). Healing another adds an additional level of difficulty.	Physical Attunement	Upon success, recipient may make a healing Strength check in half the listed healing time. For every 5 points above the listed difficulty the beneficiary may add 1D6 to their heal roll.
Technological Attunement	Moderate (10) adds Understanding score to Technical rolls.		This ability provides an intuitive understanding of technical systems and solutions to technical problems. This will not fix broken components, but will intuitively lead the Force user to diagnosing the problem.
Telekinesis	Easy below Character Scale; Moderate for Character Scale; Difficult for Speeder Scale; Very Difficult for Walker Scale; Heroic for Starfighter Scale.		This ability allows a Force user to channel the Force to move an object. If an object must be moved with some dexterity use the Jedi's Discipline score (-1D6 for the equivalent to multiple action penalties) to make the check.
Telepathy	Force Sensitive: Moderate (10) Non-Force Sensitive: Hard (20)	Mental Attunement	A Jedi can send an uncomplicated mental message to a target. The Force user must first detect the target with Mental Attunement. Range and familiarity may adjust difficulty.

### **Force Abilities and Lightsaber usage**

While using Force abilities in the same round as other actions incur multiple action penalties, they can also provide advantages that make Force users masters of their chosen weapons.

#### *Anticipate:*

A Force user who uses Anticipate in Lightsaber combat, when their opponent has not, gains a +4D6 to defense, and a +2D6 to attack. It also provides a +4D6 to blaster bolt deflection, with Difficulty 10 to deflect, and range difficulties (3-7/20/40) to direct to a target.

#### *Burst of Speed:*

A Force user who has more moves per round than their opponent gains a 1D6 to their attack as well as multiple rounds to act in.

#### *Mental Attunement:*

A Force user with a successful Mental Attunement check of their foe gets a +3D6 to attacks and defense against their foe.





### **Dark Side Points**

Everyone has personal choices to make, these choices set the valorous apart from the malevolent. The wicked do not instantly become so, but travel there by journey. One forgoes righteousness for the easy path. They seduce themselves, or allow themselves to be seduced.

When a Jedi does something of the Dark Side they gain a Dark Side Point, and roll 1D6; if the roll is less than the Jedi's Dark Side score the Jedi gains second point. There are potentially 'gray' cases, where a Jedi does something destructive, but with arguably good intent. In these cases the GM can compel the Jedi to make a Peace roll, where failure represents the Jedi was not a virtuous as they rationalized, and thus incur Dark Side Point (with potential for a second).

Also, a Jedi can choose to call on the Dark Side, which gets them a Dark Side Point immediately (with potential for a second), and additional Force usage dice equal to their total number of Dark Side Points for the scene.

When a Light Side character has 6 Dark Side points they are consumed by the Dark Side. A Force user consumed by the Dark Side are effectively no longer playable as a PC, unless the GM makes a particular allowance. Regardless, their Peace score is lost, and they may not gain a Peace score until redemption is complete.

Redemption is not found easily. A character must either carry out a heroic act, selfless, act to redeem themselves (i.e. throwing the last Sith Master down a reactor well) or through a period of asceticism. A period of one month without giving in to the Dark Side will expunge 1 Dark Side Point. In the Old Republic, when time could be afforded, a Jedi might meditate for a full month away from all others to purge the Dark Side from them. Others did not refrain from outside contact, believing the challenges of life were a trial that expunges the Dark Side from them. Truly selfless and heroic acts may also expunge Dark Side points.

Specifics pertaining to what is an Dark Side act have been generally avoided here. This is intentional. This is not a guide on morality or ethics, it is a supplement for a role playing game. If you looking to a gaming supplement to tell you the difference between right and wrong you should probably go home and rethink your life.

# The Dark Side

## Wrath

*“Your hate has made you powerful...”  
Darth Vader, Lord of the Sith*

Contrary to the Jedi finding power in self-discipline, Dark Siders find power in their passions releasing them from their limitations. The basest passion of rage is the truest, most freeing, and most powerful passion.

### Mechanics:

Sith and other Dark Siders may purchase five Wrath points for a single experience point. For every point of Wrath spent, 1D6 is added to the Dark Sider's Force Usage skill for a round. There is no limit to how many points of Wrath can be spent in a round. Spending Wrath is not considered an action. Also in aggravating moments a Sith may receive more Wrath points per experience point than the standard; the amount is dependent on the level of frenzy they get themselves into, and at the GM's discretion.



Dark Siders use Understanding and Control as Jedi do, but they have no Peace or Dark Side scale. The Sith scoff at power through self-denial; power is manifest when wielded. The Sith do not limit themselves, in benevolence or malevolence, as they desire.

### Waste:

There is a price of harnessing the power of the Dark Side, and that price is called Waste. A Dark Sider can spend as much Wrath as they want in a round, but at the end of the round the GM rolls 1D6 + 1D6 for each point of Wrath spent for a Waste roll total, and the Dark Sider resists Waste with their base combined Force Usage Skill. If the Waste roll total is higher than the Dark Sider's resistance they gain a point of Waste, and an additional point for every 4 points that the Waste roll total is higher than the Dark Sider's resistance.

When the Dark Sider has 2 points of Waste their eyes discolor and their visage is pallored. At 3 points of Waste the Dark Sider becomes disfigured. At 4 points of Waste healing takes double the time it would naturally. At 5 and 6 points of Waste the Dark Sider is Wounded once, and twice respectively. These conditions are permanent. Beyond 6 points, the Dark Sider succumbs to the ravages of Waste and passes beyond life.

There is rumor that the Sith can hold off the damage of Waste, but few know for sure.