

BIG EYES, SMALL MOUTH

# star wars Companion



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## Table of Contents

Foreword

Chapter 1: **New Character Options**

-New Attributes

-New Defects

-New Skills

-New Values

Chapter 2: **The Force**

-Force Rules

-Force Powers

Chapter 3: **Stock Items & People**

Chapter 4: **Example Characters**



## Forward

Welcome to my first *Big Eyes, Small Mouth* Companion! I had been running a Star Wars campaign for quite awhile now and the BESM rules does a fine job of covering just about everything. The only thing it couldn't account for was the Force. As a previous player of the Star Wars Roleplaying game by West End Games, I decided to use their Force rules as a guide for creating this companion, so players of that system may recognize a few things.

Like everything you use in RPGs, feel free to modify or discard anything in this companion. If you feel I missed something or that something would work better a different way, just e-mail me and I'll listen to what you have to say. Remember, by working together we can make this a lot better!

So, have fun romping around in strange ports of call and helping to vanquish the Empire!

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New Character Options  
New Attributes

FORCE SENSITIVE

Cost: 1 - 4 points/Level

Relevant Stat: None

Type: Paranormal

This is the ability and training to use the Force, for good or for evil. Taking this attribute may require you to take the Wanted character defect depending upon the time period played in. Force rules are covered in Chapter 2: The Force. This attribute requires GM approval.

- Level 1 Untrained User. No real or practical knowledge of the force. Starts with 10 Points for Force powers
- Level 2 New Jedi Student. You have just started the path that will change your destiny. Starts with 20 Points for Force powers
- Level 3 Experienced Jedi Student. You have much knowledge but much more to learn. Starts with 30 Points for Force powers
- Level 4 Jedi Knight. The Luke Skywalker type. Starts with 40 Points for Force powers
- Level 5 Jedi Master. Darth Vader or Yoda. Starts with 50 Points for Force powers

NATURAL FORCE TALENT

Cost: 4 points/Level

Relevant Stat: None

Type: Paranormal

You are just that good. You don't have to say anymore than that. You just got a knack for using Force powers. It flows naturally through your body like it's your own blood.

- Level 1 You receive a +1 bonus to all Force related rolls and critically succeed on Force related rolls on a natural 2 or 3.
- Level 2 You receive a +2 bonus to all Force related rolls and critically succeed on Force related rolls on a natural 2, 3 or 4.





## *New Defects*

### PRIMITIVE RACE

- 1 BP You come from a planet similar to present-day earth. Technology is not foreign to you, but high technology, such as starships and hyperspace motivators are completely out of your league.
- 2 BP Your planet is similar to 18<sup>th</sup> century earth or earlier. The concept of alien life and their technology is completely foreign to you. Treat any alien contact or alien device as some sort of evil spirit or demonic power.

### TAINT OF THE DARK SIDE

Your character has look at the darkness that fuels the Dark Side. Such an experience can taint a person's soul forever. Sometimes too much of a look into the darkness can change a person forever.

Example: On the second Death Star, Luke Skywalker opened himself up to his aggressions when he lunged at Vader. Although he was still a good guy, he let the darkness flow through him He would have a 1 BP defect. If he had embraced it, he would have become evil with a 2 BP defect.

New characters may not begin with 2 BP or above without GM approval.

- 1 BP The character has peered into the depths of the Dark Side, but still is on the side of good. Start with one Dark Side point.
- 2 BP The character has opened themselves to the Dark Side. Anytime the character has an opportunity to commit an evil act or to ignore an opportunity to do good they must make a soul check. Failure means they must commit that act and gain another Dark Side point.

### UNDERWORLD DEBT

You really needed a loan but that bank wouldn't give you one with that criminal record of yours. So you sought out the next best thing: Your local underworld loanshark. Their terms weren't as pretty, but they were much more understanding of your problems. But you've got another problem now. You got to pay it back...an soon.

- 1 BP It is a small debt to pay back, or it is still a long time before you have to pay it back.
- 2 BP You have a huge debt or it is time to pay it back. If you don't you might spend some time on the run from bounty hunters.

### UNSTABLE FORCE ABILITIES

You know how to use the Force, but something is not quite right. You just can't quite concentrate or maybe you just try too hard. Sometimes nothing happens, other time the results can be spectacular!

- 2 BP You critically fail any attempts with Force-related actions on a natural roll of 11 or 12.
- 4 BP You critically fail any attempts with Force-related actions on a natural roll of 10, 11 or 12.



## *New Skills*

### LIGHTSABER ATTACK

**Relevant Stat:** None (uses Attack Combat Value)

**Specializations:** Double-bladed, Single-bladed, Multiple Lightsabers

**Cost:** 6 points/level

This is the ability to use a lightsaber in offensive techniques. This is an Attack Combat Skill. Note: Failing a Lightsaber Attack skill check by more than 5 results in the character injuring themselves. Apply normal damage to the character wielding the lightsaber.

### LIGHTSABER DEFENSE

**Relevant Stat:** None (Uses Defense Combat Value)

**Specializations:** Double-bladed, Single-bladed, Multiple Lightsabers

**Cost:** 6 points/level

This is the ability to use a lightsaber in defensive techniques. This is a Defense Combat Skill. Note: This skill is cannot be used to deflect such things as blaster bolts. That is covered by the Force power Lightsaber Combat.



## *New Values*

### Force Points

Force Points represent unconscious manifestations of the Force. The player knows a Force Point is being spent, but the character only knows that they are trying their absolute best. (Note: Force points are not to be confused with points spent on Force powers and skills. Those are a separate type of point.)

A player may spend a Force Point anytime they have to roll for an action. Spending a Force Point does one of two things. 1) It removes one die from the roll if a lower number is needed to succeed. 2) It adds one die if a higher number is needed to succeed. This gives the player a greater chance of rolling either a very high number or very low number.

Force Points can only affect any stat or attribute that is a part of the character, this includes initiative.

Force Sensitive characters begin the game with 2 Force Points and may have any number of Force Points; non-Force Sensitive characters begin the game with one Force Point and may only have a max of five Force Points.

Characters may or may not get their Force Points back at the end of the adventure, depending on how they use the Force Point.

**Doing Evil:** When a character commits an evil act when spending a Force Point the character loses the Force Point permanently and receives a Dark Side Point, whether Force Sensitive or not. Examples of committing evil include:

- Killing a helpless innocent
- Killing except in self-defense or the defense of others (i.e. murders)
- Using the Force when filled with anger or hate

**Being Unheroic:** When a character uses a Force Point that is neither good nor evil, the character loses the Force Point permanently. Examples of being unheroic include:

- Using lies or deception to gain an advantage
- Using the point for power, wealth or other personal gain

**Being Heroic:** When a character uses a Force Point in a heroic fashion, they get the Force Point back at the end of the adventure. Examples of being heroic include:

- Exposing yourself to great danger in the name of good
- Making sacrifices to help others
- Fighting the forces of evil that serves the objectives of the Dark Side

**Being Heroic at the Dramatically Appropriate Moment:** When the character spends a Force Point at the *dramatically appropriate moment* the character receives the Force Point back at the end of the adventure and gets another one as well.

*Dramatically appropriate* moments are any time when success is vital to the story. It's the climactic moment of an adventure, where the characters confront the main villain or when they're in dire straits. The characters' success or failure will decide the outcome of the story.

Examples of being heroic at the dramatically appropriate moment include:

- Conquering a more powerful and evil foe
- Saving a city from destruction
- Preventing the deaths of millions of innocent people

**Doing the Right Thing:** How can a character with no Force Points earn them? By being heroic regardless of the risks. If, in the GM's opinion, the character is heroic at the dramatically appropriate moment, a character with no Force Points at the end of an adventure may receive one at the end of the adventure.

### Dark Side Points

Force Sensitive characters that commit any evil actions gain Dark Side points. The more points you have the harder it is to remain on the side of good. Every time a character gains a Dark Side point roll 2D. If the roll is lower than the number of points the character has then the character has turned to the Dark Side.

Dark side points can only be gained by Force sensitive characters.

The Force  
Force Rules

*“The Force is what gives a Jedi his power. It’s an energy field surrounding all living things. It surrounds us and penetrates us. It binds the galaxy together.”*

-Obi-Wan Kenobi

Well, I don’t think it’s necessary to delve into what the Force is. If you are reading this you should have a really good idea, so I’ll go over how it affects the game.

### Skills and Powers

The Force is divided up into Force skills and Force powers. Force skills are *Control*, *Sense*, and *Alter*. *Control* is the ability to control your own body. *Sense* is the ability to sense the Force in things beyond your own body. *Alter* is the ability to change the distribution of the Force. Force powers are the actual abilities that *Control*, *Sense* and *Alter* affect.

Example: *Accelerate healing* would be a *Control* power. *Life sense* is a *Sense* power. *Telekinesis* is an *Alter* power.

There are some powers that are a combination of two or more Force skills. Example: *Accelerate healing* is a *Control* power that only affects the caster. *Accelerate another’s healing* is a *Control* **and** *Alter* power which affects another person, not the caster.

### Force Sensitivity

The Force Sensitive attribute has a variable cost. Here’s the point breakdown:

- 4 points/Level A character who wants to be a Jedi (starting with Force skills and powers)
- 2 points/Level A character that wants to start with powers, but only half the number of points.
- 1 point/Level A character who is Force Sensitive, but has no skills or powers. (Great for a campaign to find a teacher) The character can start to spend his points when they have found a teacher.

So what do you do with these points for Force powers and skills? They are divided up in manner similar to your character points used for character creation. You take your  $x$  number of points and divide them amongst Force powers and Force skills. Your Force skills, which are like your stats, cannot be above 12. You can start with a skill at level 0, which means you have no training in that area and cannot have powers in that discipline.

Force powers have a variable cost, like attributes. A Force power that requires only one Force skill costs 1 point/level, a Force power that requires two skills costs 2 points/level, and a Force power that requires three skills costs 3 points/level.

### Learning the Force

A character that starts the game with no Force skills has to have a teacher to begin learning the Force. If they already have Force skills then they can learn on their own, but it is still easier to learn with a teacher.

When a character has points to spend, they have two options: Either invest those points in skills or powers. Remember though, a character cannot learn a Force power until they have learned its relevant skill(s).

### Using the Force

Using the Force is similar to using normal skills. You find the Force power you want to use and look at its relevant skill. You add the two levels together and this is you level in using that particular power. Example: Wendy’s character wants to use her *concentration* power. She has a *Control* of 7 and a *concentration* of 1. Her target roll would be an 8 or less, not counting any difficulty modifiers.

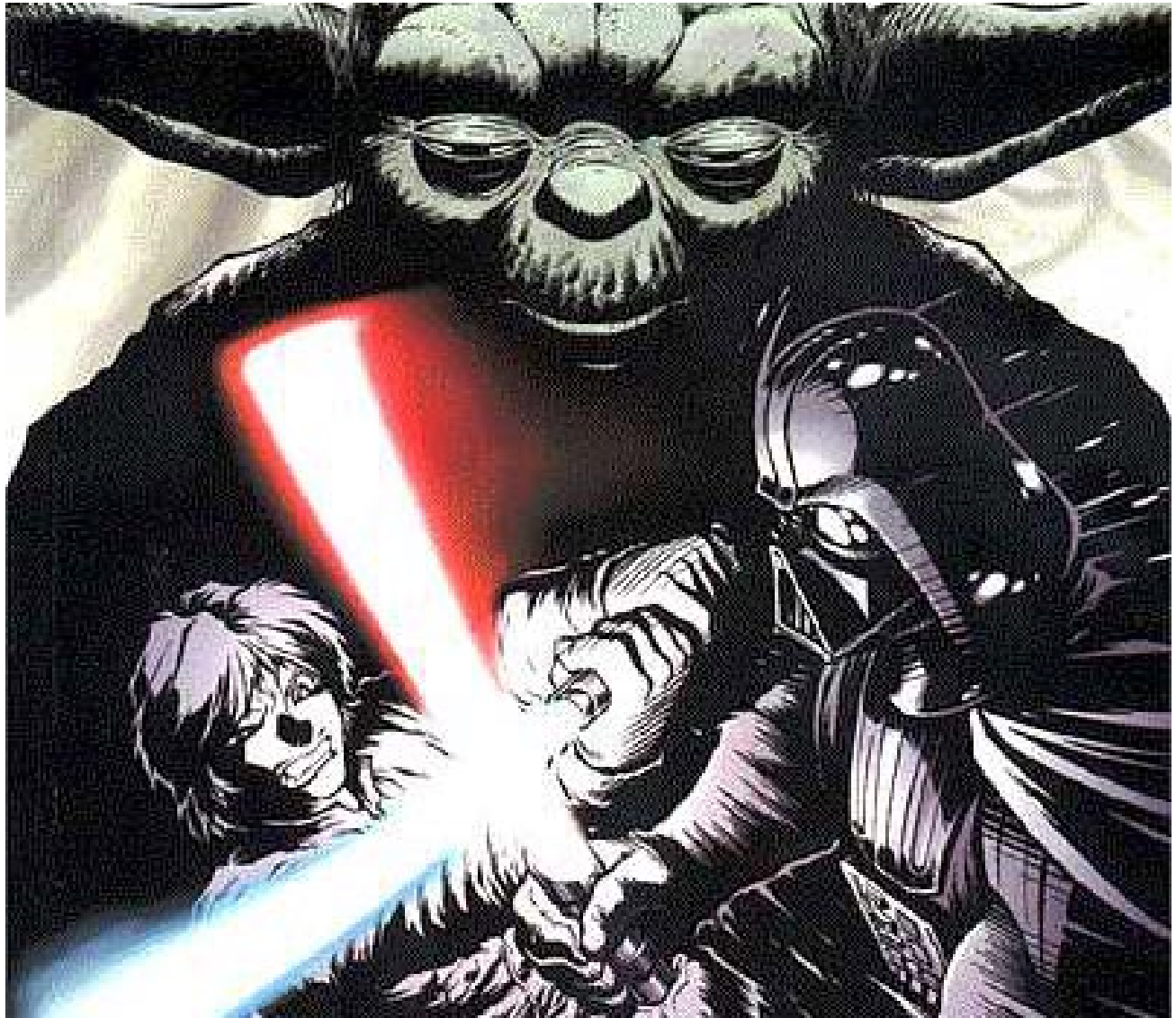
Force powers also have an energy cost to use as well, depending on their Force Sensitive attribute level. For Force powers that require only one skill the cost is 5 energy points for a character with a level 1 Force Sensitive Attribute. Force powers that require two skills cost 8 energy points and Force powers that require three skills cost 10 energy points. For Force Sensitive levels above one, reduce the energy cost by 1 for each level, regardless of how many skills they require.

Some Force powers can be “*kept up*”. This means you can continue to use a power without having roll for it every round. For powers that are kept up, they cost only  $\frac{1}{4}$  the energy cost (round down) every turn after the first turn used.



## The Force and Combat Actions

If using the normal BESM rules, a character is allowed only one action per combat round (not including defensive actions). However, due to the nature of the Force, a character may use the Force and perform another action in the same round, unless the power says otherwise. Using the Force and performing an action gives the character a -1 penalty for all actions though, including Force actions.



## Force Powers

### CONTROL POWERS

#### *Absorb/Dissipate Energy*

**Control Modifier:** 0 for sunburn or other minor energy source; -1 for intense sun; -2 for solar wind or other modest energy sources; -3 for radiation storms or other intense energy sources. This power may also be used to absorb energy attacks such as lightning or blaster bolts. The difficulty is -2 plus the margin of success for the attack.

**Effect:** The power allows the caster to absorb or dissipate the energy that hits them. A successful *Control* means the caster was successful in absorbing or dissipating the energy. A failure means they take full damage from the energy. If absorbed, the caster adds what would have been the damage to their energy points.

The character may use this power as a defensive action in combat to absorb direct energy attacks, such as blaster bolts and lightning.

#### *Accelerate Healing*

**Control Modifier:** For every 10 points of damage increase the difficulty by -1.

**Time to Use:** One minute.

**Effect:** Doubles your Body stat for healing purposes. May only attempt this power once per day.

#### *Concentration*

**Control Modifier:** 0 if the Jedi is relaxed and at peace; -3 if the Jedi is filled with anger fear, or other negative emotion. -4 if they Jedi is acting on those emotions.

**Effect:** The Jedi feels the Force flow through the universe and their own being, allowing them superhuman concentration on a specific task. If the *Control* roll is successful, the Jedi may add +4 to any one action during that round. The bonus only effects one single action during that round, even if they do the same action twice.

#### *Control Disease*

**Control Modifier:** 0 for a mild infection, such as a cold; -1 for modest illness, such as the flu; -2 for a severe illness, such as gangrene or a hive virus; -3 for a life threatening disease; -4 for a massive, long standing disease; -6 for a rapid acting life threatening disease.

**Required Power:** *Accelerate healing*

**Time to Use:** 30 minutes to several uses over the course of weeks.

**Effect:** Allows the Jedi to direct and control the natural healing resources within their own body. If the disease is life threatening or long standing, the Jedi must make several repeated skill attempts over the course of weeks or months to cure the disease entirely. (Gamemaster's discretion on how many rolls are needed and how often)

#### *Control Pain*

**Control Modifier:** For every 10 points of damage, increase the difficulty by -1.

**Effect:** A successful roll means the character can act as if they were not injured. The wound is not healed, but the character does not suffer any of the penalties of being wounded. They can still die from their injuries too, even if they can't feel the pain.

*This power may be kept "up" so the character can ignore the pain of an injury over a long period of time. However, if they are injured again, they must make another control pain roll with the difficulty being the new level of injury.*

#### *Detoxify Poison*

**Control Modifier:** 0 for a very mild poison, such as alcohol; -1 for a mild poison; -2 for an average poison; -3 for a virulent poison; -4 to -6 for a neurotoxin.

**Time to Use:** Five minutes.

**Effects:** Allows a Jedi to detoxify or eject poisons that have entered their body. If the roll is made, the poison does not effect them.

### *Emptiness*

**Control Modifier:** -2

**Note:** Characters consumed by the Dark Side may not use this power

**Required Powers:** *Hibernation* trance

**Effect:** The character has emptied their mind and allows the Force to flow through them. They seem to be in a deep trance and oblivious to their surroundings. The character may not do anything except to try and come out of the trance.

When a character enters emptiness, the player must state for how long the character will remain in that state.

When in emptiness, the character will be very difficult to sense or affect with the Force. Increase the difficulty to detect, affect or sense by -4.

When the character comes out of emptiness, the character gets a +4 bonus to every Force skill rolls for a period as long as they were in emptiness. This bonus is reduced by -1 for each Dark Side point they have.

When in emptiness, characters dehydrate and hunger normally. Therefore it is possible to die if you were to remain in emptiness for too long.

A character must make a *Control* roll with a -3 penalty to bring them out of emptiness. The character may attempt to come out of emptiness under any of the following conditions:

- The stated time has passed.
- Once each hour after beyond the original time limit
- The character takes more than stunning damage

### *Hibernation Trance*

**Control Modifier:** +3

**Effect:** The Jedi can place themselves in a deep trance, slowing all bodily functions to near death status. A Jedi can heal while in hibernation but can do nothing else.

Anyone who comes across a Jedi in hibernation trance assumes the Jedi is dead unless they make it a point to test the Jedi. Another Jedi with the Sense skill or life detection power will be able to detect the Force within the character and know they are alive.

When a Jedi enters a hibernation trance the player must state what conditions will awaken the character: after a specific amount of time, or what stimuli needs to be present (noise, or someone touching them, for example). Another Jedi can use the power *place another in hibernation trance* to bring the user out of the trance.

A hibernating character uses about 1/10 as much air as a sleeping person and can survive for up to a month without water. A character can survive for up to three months without food.

### *Remain Conscious*

**Control Modifier:** Increase difficulty by -1 for every 20 points of damage taken.

**Required Powers:** *Control pain*

**Effect:** This allows a Jedi to remain conscious after suffering an injury that would otherwise make them fall unconscious. When a character with power suffers this kind of an injury, they lose all actions for the rest of this round.

At the beginning of the next round, the character can attempt to activate this power. This must be the first action of the round. The Jedi cannot even defend.

If the roll is unsuccessful, the Jedi passes out immediately. If successful, the Jedi may make one other action. After that action the Jedi will lapse into unconsciousness (unless the Jedi has done something else to stay conscious).

### *Resist Stun*

**Control Modifier:** -2

**Time to Use:** One minute

**Effects:** Resist stun allows a character to prepare for the effects of stun damage. This power must be cast before the character suffers damage. A successful roll allows the Jedi to resist all stun effects. Non-stunning wounds are still treated normally.

*This power may be kept "up".*

## SENSE POWERS

### *Life Detection*

**Sense Modifier:** 0 if the subject has Force skills or is Force sensitive. +2 if not.

**Effect:** This power allows a Jedi to sense a sentient being that might otherwise be hidden. This is an opposed roll for any being that wishes to remain hidden. The being rolls their *Control* or *Mind* (whichever is greater) against the caster's *life detection* roll. If the caster is successful, then they are aware of the other being's presence. The higher the success the more they know about the being. If the caster was unsuccessful, then the other being remains hidden.

### *Magnify Senses*

**Sense Modifier:** 0, modified by proximity.

**Time to Use:** Three seconds

**Effect:** This power allows a Jedi to enhance his *normal* senses beyond what could normally be possible without artificial aid. But the caster cannot still hear beyond their normal frequency range, they can only hear better and farther. Likewise, they can see farther (like using binoculars) but cannot see beyond their normal spectrum range and detect scents and odors too faint to for normal olfactory senses.

### *Receptive Telepathy*

**Sense Modifier:** 0 for friendly, non-resisting targets. A resisting target makes a *Mind* or *Control* roll and takes the difference as the difficulty. Modified by proximity and relationship with target.

**Required Power:** *Life detection*

**Effect:** This power allows the Jedi to read surface thoughts and emotions of the target. The Jedi "hears" what the target is thinking, but cannot probe any deeper.

If the success is greater than 5, the Jedi can sift through memories up to 24 hours old. A Jedi cannot sift through memories the same round contact is made.

A Jedi can read the minds of more than one person, but each additional person requires a new *receptive telepathy* roll. This power can be used on any living creature.

### *Postcognition*

**Sense Modifier:** -1 if seeing less than two hours into the past; -2 if more than two hours but less than a week; -3 more than a week but less than six months; -4 for more than six months but less than a year; -5 for more than a year but less than two years. Add -1 for every year past two years.

**Required Powers:** *Hibernation trance, life detection, sense force*

**Time to Use:** Five minutes; the time may be cut by one minute by adding -1 penalty for every minute. Minimum time to use is one minute.

**Effect:** *Postcognition* allows a Jedi to sense the imprints of the Force left on objects handled by living beings. The character must also be able to handle the object.

The Jedi must declare how far into the past they are looking. A successful roll allows the Jedi to determine who handled the object or what events transpired around the object. The Jedi may search for specific events or simply review past events.

If the roll is successful by 6 or more the character can witness the event as if they were actually there. If by 3, 4 or 5, then the Jedi gets a good idea of what transpired, but at least one sense is somewhat obscured. If by 2 or less, then Jedi gets vague blurred images and sense that tend mix together that are dull and indistinct. A failure means the Jedi sense nothing at all.

### *Sense Force*

**Sense Modifier:** -2 for an area. -3 for sensing details or specific objects within the area.

**Effect:** This power is used to sense the ambient Force in an area. It cannot be used to sense specific beings, but there are many forms of life and areas that are intertwined with the Force.

Sense force will tell the character the rough magnitude of the Force in an area or object, the rough type and quantity of life forms in an area, and whether the area or object tends toward the light or dark side.

## ALTER POWERS

### *Injure/Kill*

**Alter Difficulty:** Target's *Control* or *Mind* roll

**Required Power:** *Life detection*

**Warning:** A character that uses this power receives a Dark Side point

**Effect:** An attacker must be touching the target to use this power.

When the power is activated, if the attackers roll was better than the targets *Control* or *Mind* roll then the target takes damage equal to the attackers *Alter* level plus the margin of success.

### *Telekinesis*

**Alter Difficulty:** less than 1 kg: 0; 1-10 kg: -1; 11-100 kg: -2; 101-1 metric ton: -3; 1-10 metric ton: -4; 10-100 metric ton: -5; greater than 100metric ton -6 plus -1 for every 100 metric ton

Increase difficulty if object isn't moving in simple straight-line movement.

**Effect:** This power allows a Jedi to levitate and move objects with the mind alone. If successful, the object will move to the Jedi's desires. *This power may be kept "up"*.

Objects move at 10 meters per second. Increase difficulty by -1 for every additional 10 meters per second.

A Jedi can levitate several objects at once. Each additional object requires a new *telekinesis* roll. It can also be used to levitate the caster or others.

Levitated objects can also be used to attack, but the caster automatically receives a Dark Side point. Damage is: less than 1 kg: 10; 1-10 kg: 20; 11-100 kg: 30; 101-1 metric ton: 50; 1-10 metric ton: 100; 10-100 metric ton: 200; greater than 100metric ton 300 plus 100 for every 100 metric ton. Such attacks require an additional *Control* roll by the attacker. The target can dodge. The larger the object, the more difficult the dodge.

## CONTROL AND SENSE POWERS

### *Lightsaber Combat*

**Control Modifier:** -2

**Sense Modifier:** -1

**Effect:** Not to be confused with the *Lightsaber Attack* and *Lightsaber Defense* skill, this power is the Jedi using the force to control the lightsaber. *This power may be kept "up"*.

This power is called upon at the start of a battle and remains up until the Jedi is stunned or worse. The Jedi can then try to reactivate the power.

Jedi that successfully activate this add their *Sense* level to their *lightsaber attack* and *defense skill* and may add or subtract part or all of their *Control* level to the lightsaber's damage. Players must decide how many they add or subtract when they activate the power.

A Jedi who fails to activate the power may only use the skill and may not activate the power for the duration of the battle.

A Jedi using *lightsaber combat* can also try to deflect a blaster bolt as a defensive action. The Jedi can also try to control where the deflected bolts go. This is considered an additional action and all remaining actions suffer a -1 penalty.

If the Jedi tries to control the bolt, they must make an additional *Control* roll. The difficulty is the range to the target and it's cover.

### *Projective Telepathy*

**Control Modifier:** 0. Increase difficulty by -2 if the Jedi cannot verbalize the thoughts they are transmitting (they are gagged or don't want to make a sound).

**Sense Modifier:** 0 if the target is friendly and doesn't resist. Roll and opposed *Mind* or *Control* if target resists.

**Required Powers:** *Life detection, receptive telepathy*

**Effect:** If the Jedi successfully projects their thoughts, the target "hears" their thoughts and "feels" their emotions. The Jedi can only broadcast feelings, emotions and maybe a few words. This power cannot be used to send sentences or hold a conversation.

The target does understand that these are not their own thoughts and that they are being projected by someone else. If the Jedi does not "verbally" identify themselves then the target does not know who is sending the thoughts. This power can only communicate with minds, not control them.



## CONTROL AND ALTER POWERS

### *Accelerate Another's Healing*

**Control Modifier:** 0, modifier by relationship

**Alter Modifier:** 0

**Required Powers:** *Control another's pain, control pain*

**Time to Use:** One minute

**Effect:** The target is granted the extra healing abilities as outlined in *accelerate healing*. The Jedi must be touching the target in order to use the power.

### *Control Another's Disease*

**Control Modifier:** 0, modified by relationship

**Alter Modifier:** Same as control disease

**Required Powers:** *Accelerate healing, control disease*

**Time to Use:** 30 minutes to several uses over the course of several weeks

**Effect:** This power allows a Jedi to heal another character using the same rules as outlined in *control disease*. The Jedi must be touching the character in order to use this power.

### *Control Another's Pain*

**Control Modifier:** 0, modified by relationship

**Alter Modifier:** For every 10 points of damage, increase the difficulty by -1.

**Required Powers:** *Control pain*

**Effect:** This power allows a Jedi to control another character's pain using the same rules as outlined in *control pain*. The Jedi must be touching the character in order to use this power.

### *Place Another in Hibernation Trance*

**Control Modifier:** 0, modified by relationship

**Alter Modifier:** 0

**Required Powers:** *Hibernation trance*

**Time to Use:** Five minutes

**Effect:** This power allows a Jedi to put another character into a hibernation trance. The target must be in physical contact with the Jedi and must be willing. The power cannot be used as an "attack" to knock others unconscious.

This power can be used to bring another character out of a hibernation trance, but the Alter modifier is increased by -2.

### *Return Another to Consciousness*

**Control Modifier:** 0, modified by relationship

**Alter Modifier:** Increase difficulty by -1 for every 20 points of damage taken by target

**Required Powers:** *Remain conscious, control pain*

**Effect:** The target returns to consciousness. The target has the same restrictions imposed by the *remain conscious* power and must be touching the Jedi.

### *Transfer Force*

**Control Difficulty:** -1, modified by relationship

**Alter Modifier:** -2

**Required Power:** *Control another's pain, control pain*

**Time to Use:** One minute

**Effect:** This power will prevent a wounded character from dying if they were going to die because the Jedi is transferring their life force to the target. The wounded character remains wounded but will not die unless wounded again. The wounded character is in hibernation and will stay alive in this state for up to six weeks. The Jedi must touch the target when this power is activated.

## CONTROL, SENSE, AND ALTER POWERS

### *Affect Mind*

**Control Modifier:** 0 for perceptions; -1 for memories; -2 for conclusions

**Sense Modifier:** An opposed *Control* or *Mind* roll

**Alter Modifier:** 0 for slight changes or the target doesn't care; -1 from brief changes in perceptions or memories less than a year old; -2 for short hallucinations or memories less than a day old; -4 for slight disguises to facial features, hallucinations that can be sensed with more than two senses or memories less than a minute old; -6 for hallucinations that affect all five senses, if the memory change is a major one, or the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

**Effect:** The target's perceptions are altered so that they sense an illusion or fail to see what the user doesn't want them to see. This power can permanently alter a target's memory so they remember things incorrectly or fail to remember something. This power can also be used to alter a character's conclusion.

Before rolling the skill rolls, the Jedi must describe what effect they are trying to achieve. The power is normally used on one target. Two or more targets can only be affected if the power is used two or more times.

The target will believe they are affected by any successful illusions. A character that thinks they are struck by an imaginary object will feel the blow. If they thought they were injured they would feel pain. If they thought they had died they would fall unconscious. However, the character suffers no true injury.

The power can only affect living beings, not droids or recording devices.



### Stock Items & People Equipment & Weapons

WEAPON	DAMAGE	ABILITIES	DISABILITIES	SKILL	ITEM
Blaster Pistol	10	Concealable	none	Gun Combat (Pistol)	major
Heavy Blaster Pistol	15	Concealable	Short Range	Gun Combat (Pistol)	major
Blaster Rifle	15	none	Inaccurate	Gun Combat (Rifle)	major
Blaster Carbine	10	Reliable	Inaccurate	Gun Combat (Rifle)	minor
Hold-Out Blaster	5	Concealable	Limited Shots (6)	Gun Combat (Pistol)	minor
Sporting Blaster	10	Concealable	Short Range	Gun Combat (Pistol)	minor
E-Web Repeating Blaster	25	Auto-Fire	Static, Two-man	Heavy Weapons(Gunnery)	major†
Wookie Bowcaster	15	none	Limited Shots (6)	Gun Combat (Rifle)	major††
Thermal Detonator	35	Area Effect, Concealable	Limited Shots (1)	Short RangeThrown Weapon (Grenade)	major
Lightsaber	20	Concealable, Penetrating (Armour) x2	Melee	Lightsaber Combat	major



## Starships & Vehicles

Name: Incom T-65B X-wing

Cost: 88 MP

### ATTRIBUTES

Level	Cost	Name
2	2	Extra Endurance (1 week)
4	12	Flight (1200 kph)
1	3	Force Field (blocks 15 pts of damage)
1	4	Heavy Armour
2	2	Life Support
1	10	Multiple Mecha Attacks
4	4	Sensors
4	8	Space Flight
4	8	Star Flight
2	8	Toughness
2	8	Weapon Attack (Four laser cannons)
5	5	Weapon Attack (proton torpedo launchers)

### DEFECTS

Bonus	Name
3	Awkward Size
1	Conditional Ownership
2	Noisy

### WEAPONS

#### Four Laser Cannons

Damage: 45 points

Fixed (1 BP)

#### Proton Torpedo Launchers

Damage: 60 points

Area Affect

Homing

Long Range

Fixed (1 BP)

Limited Shots (6, 1 BP)

### DERIVED VALUES

Armor: 10

Shields: 15

Health Points: 80



Name: Kuat Drive Yard Imperial I Star Destroyer

Cost: 239 MP

#### ATTRIBUTES

Level	Cost	Name
7	7	Extra Capacity (crew & passengers: 40,000; fighter & ground vehicle compliment)
5	5	Extra Endurance (6 years)
2	6	Force Field (stops 45 points of damage) -Field must be dropped to launch fighter and support craft
4	16	Heavy Armour
2	2	Life Support
4	16	Mecha Regeneration
2	20	Multiple Mecha Attacks
5	6	Sensors (w/analytic function)
3	6	Space Flight
3	6	Special Equipment (Tractor Beams)
3	6	Special Equipment (Hyperdrive Back-up)
3	6	Star Flight
6	24	Toughness
7	33	Weapon Attack (forward turbolaser batteries)
7	33	Weapon Attack (port turbolaser batteries)
7	33	Weapon Attack (starboard turbolaser batteries)
5	10	Weapon Attack (forward ion cannons)
5	10	Weapon Attack (port ion cannons)
5	10	Weapon Attack (starboard ion cannons)
5	10	Weapon Attack (aft ion cannons)

#### DEFECTS

Bonus	Name
7	Awkward Size
2	Conditional Ownership
7	Crew Requirement (36,810 + 275 gunners)
4	Noisy
2	Poor Maneuverability
2	Start-Up Time
2	Weakpoint (Shield Generators)

#### WEAPONS

Turbolaser Batteries (different gunners)

Damage: 90

Auto-Fire

Long Range

Fixed (firing arc: forward left or right)

Inaccurate (+1 penalty)

Ion Cannons (different gunners)

Damage: 45

Auto-Fire

Stun

Fixed (firing arc: forward, left, right, or aft)

#### DERIVED VALUES

Armor: 40

Health Points: 160



## Example Character

Wendy is making a character for a Star Wars campaign. The GM has told this will be during the Old Republic times and he wants to tell the story of some Jedi students. Since they are already students, the GM is starting them at 45 points for character creation, making it a higher-powered campaign.

**Name:** Maya Nishisaka

## Stats

**Body Stat:** 9

**Mind Stat:** 7

**Soul Stat:** 6

## Derived Values

**Health Points:** 95

**Energy Points:** 85

**Shock Value:** 19

**Attack CV:** 7

**Defense CV:** 5

## Attributes

Damn Healthy lvl 2 (Costs 2 pts)

Energy Bonus lvl 2 (Costs 2 pts)

Force Sensitive lvl 2 (Costs 8 pts)

Highly Skilled lvl 2 (Costs 2 pts)

Kensei lvl 2 (Costs 2 pts)

-Judge Opponent

-Lightning Draw

Organizational Ties (Jedi) lvl 2 (Costs 2 pts)

Personal Gear lvl 1 (Costs 1 pts)

Special Movement lvl 2 (Costs 2 pts)

-Balance

-Light-footed

## Defects

Attack Restriction (Jedi Code) lvl 2 (Gives 2 pts)

## Skills

Acrobatics (Flexibility) lvl 2 (Costs 6 pts)

Cultural Arts (Jedi History) lvl 1 (Costs 1 pts)

Law (Galactic) lvl 1 (Costs 2 pts)

Lightsaber Attack (Single-blade) lvl 2 (Costs 12 pts)

Lightsaber Defense (Single-blade) lvl 2 (Costs 12 pts)

Ranged Defense lvl 1 (Costs 5 pts)

Social Sciences (Jedi Theology) lvl 1 (Costs 2 pts)

## The Force

**Control:** 7

**Sense:** 5

**Alter:** 5

Concentration lvl 1 (Costs 1 pts)

Lightsaber Combat lvl 1 (Costs 2 pts)

## Equipment and Gear:

Lightsaber (major), Jedi robes, datapad, galactic transport pass (minor),

1500 credits (minor), comlink, personal holocron (minor), medical kit (minor)