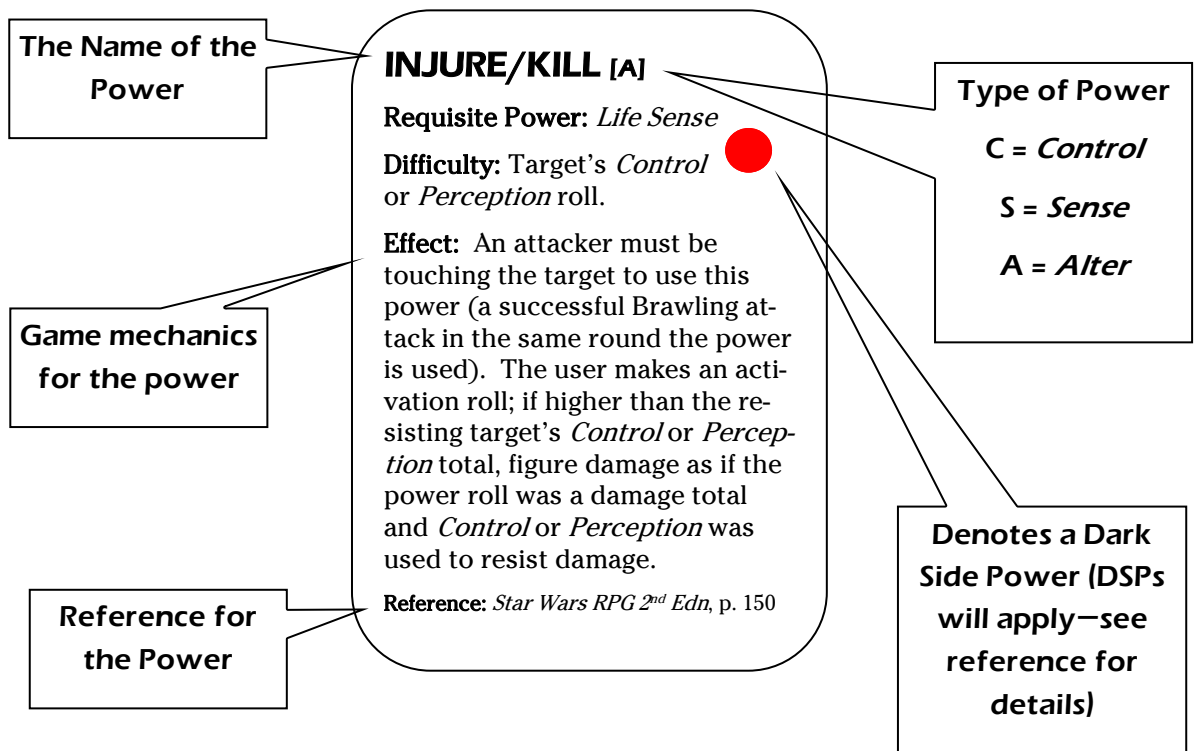


# How to read a Force Powers Card



**For best results, set your printer to 'Double-Sided Copies' and 'Flip on the Long Edge'.**

**Some differences in printers may alter this, so please do a test with the first few pages only.**

**These are designed for personal use only (I'm sharing these from my gaming table).**



## CONTROL/DISSIPATE ENERGY [C]

**Difficulty:** Very Easy (Sunburn), Easy (Intense Sun), Moderate (Solar Winds), Difficult (Radiation Storm). Resisting energy attacks (blaster, Force Lightning) is Moderate plus the damage roll of the attack.

**Kept up?:** The power may be kept up as long as the source of the energy is constant – it may not be kept up for blaster bolts or Force Lightning

## ACCELERATE HEALING [C]

**Difficulty:** Easy for Wounded characters, Moderate for Incapacitated characters, Difficult for Mortally Wounded characters.

**Time to use:** 1 minute

**Effect:** If successful, the Jedi is allowed two natural healing rolls for the current day, with each roll receiving a +2 modifier.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 148

## CONTROL PAIN [C]

**Difficulty:** *Very Easy* for Wounded or Stunned characters, *Easy* for Incapacitated characters, *Difficult* for Mortally Wounded characters.

**Kept up?:** The power can be kept up so the character can ignore the pain of injuries for a long time. However, whenever the character is injured again, the Jedi must make a new *Control Pain* roll, with the difficulty being the new level of injury.

**Effect:** A wounded Jedi who *Controls Pain* can act as if he had not been wounded starting the round

## EMPTINESS [C]

**Requisite Powers:** *Hibernation Trance*

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

**Difficulty:** *Moderate*

**Effect:** The user enters a deep meditation trance and is completely oblivious to their surroundings. Sensing a character in *Emptiness* with the Force requires a roll at the regular difficulty of the power plus the roll the character made to activate *Emptiness*. Once the character

## HIBERNATION TRANCE [C]

**Difficulty:** *Difficult*

**Effect:** The power places the Jedi in a deep trance, slowing all bodily functions. The Jedi states the circumstances for awakening (length of time, type of stimulus, etc). No Force powers (except healing) can be used in the trance. The hibernating Jedi uses 1/10 normal oxygen and can survive for one month in a wet climate or one week in a dry climate without water.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 148-9

## REDUCE INJURY [C]

**Requisite Power:** *Control Pain*

**Difficulty:** *Moderate* for Incapacitated characters, *Difficult* for Mortally Wounded characters, *Very Difficult* for dead characters.

**Effect:** The Jedi is able to mitigate the full effects of an injury but taking on a long-term repercussion. Successful use of the power requires the loss of one Force Point. An injury reduced by this power becomes a Wounded result. If the injury would have killed the character, then he suffers a permanent injury of some

**Effect:** The Jedi is able to absorb or dissipate energy. A successful Control roll is required. **Note:** the power must be able to be activated before an attack to be used against blasters and *Force Lightning* and in the same round as the attack occurs.

**Reference:**

*Star Wars RPG 2<sup>nd</sup> Edn*, p. 148

leaves *Emptiness*, they receive a +6 modifier to all Force skill rolls for a period of time equal to that spent in the trance. Reduced by one per Dark Side Point)

Characters still dehydrate and hunger normally. When entering *Emptiness* characters state the meditations' duration; and must make a Difficult *Control* skill roll to end it. Characters are permitted one roll when (a) the stated time has passed, (b) each hour beyond the original time limit, and (c) if the characters body takes any damage more serious than Stun damage.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 148

after the power roll has been made. The wounded character is not healed, but ignores wound penalties. The power can also be used to shrug off Stun results. Mortally Wounded Jedi using this power still make the same rolls as other Mortally Wounded characters.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 148

kind.

**DSP?:** No. Note that saving one's own life is not always considered selfish, either. The character may receive their Force Point back if dramatically appropriate.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 149

## REMAIN CONSCIOUS [C]

**Requisite Power:** *Control Pain*

**Difficulty:** *Easy* for Stunned characters, *Moderate* for Incapacitated characters, *Difficult* for Mortally Wounded characters.

**Effect:** When a character with this power suffers an injury that would knock him unconscious, he loses all of his actions for the rest of the round, but is still conscious. On the next round, the Jedi may attempt to activate the power – this must be his first action of the round (the Jedi may

## RESIST STUN [C]

**Difficulty:** *Moderate*

**Time to Use:** One Minute

**Effect:** The Jedi prepares for the effects of Stun damage, activating the power before taking any stun damage. A successful result will resist all stun results except for Unconscious and normal injuries. An Unconscious result forces the Jedi to drop the power, and he is only considered Stunned. Normal injuries (Wounded, Incapacitated, Mortally Wounded, and Killed) are treated normally.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 149

## LIFE DETECTION [S]

**Difficulty:** *Very Easy* if the subject has Force Skills or is Force Sensitive; *Moderate* if not. Modified by relationship.

**Kept up?:** Yes

**Effect:** When the power is successfully activated, the Jedi can sense all sentient beings within 10 metres – if the power is kept up then the Jedi is aware of a sentient being moving within 10 metres of their location. When a Jedi approaches or is approached by sentient creatures, make a Sense roll for the Jedi and each creature makes an opposed

## LIFE SENSE [S]

**Requisite Power:** *Life Detection*

**Difficulty:** *Very Easy*, modified by proximity and relationship.

**Kept up?:** Yes, usually to track a target.

**Effect:** Used to sense the presence and identity of a specific person. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is. A target can use their *Control* skill to conceal their identity; the *Control* roll result is added to the senser's Difficulty.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 149

## MAGNIFY SENSES [S]

**Difficulty:** *Very Easy*, modified by proximity.

**Time to Use:** Three rounds.

**Effect:** This power allows a Jedi to increase the effectiveness of his normal senses to perceive things that otherwise would be impossible without artificial aids. He can hear noises beyond his normal hearing due to distance or softness, but can't hear beyond normal frequencies.

**DSP?:** No

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 150

## RECEPTIVE TELEPATHY [S]

**Requisite Power:** *Life Sense*

**Kept Up?:** Yes, provided that the target is willing and proximity does not increase.

**Difficulty:** *Very Easy* for friendly, non-resisting targets. If the target resists, he makes a *Perception* or *Control* roll to determine the difficulty. Modified by proximity and relationship. The power can be used on any sentient species, and never on Droids.

**Effect:** Successful activation allow the Jedi to read the surface

not even *Dodge or Parry*). If the roll is successful, the Jedi can do any one other action that he has declared for the round – often a *Control Pain* so they can remain conscious.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 149

*Control or Perception* roll to avoid detection. Both rolls are considered ‘free’ and do not count towards actions in a round. If the Jedi rolls higher, then he senses the creature. If the Jedi beats the opposed roll by 10 or more, he is aware if this person has Force skills (yes/no), is Force Sensitive (yes/no), if they have met the person before (yes/no) and if yes, their identity.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 149

thoughts and emotions of the target. The Jedi ‘hears’ what the target is thinking, but cannot probe for information. If the skill roll is double the difficulty, the Jedi may sift through any memories up to 24 hours old. This ‘sifting’ takes a full round and cannot be attempted in the same round contact is made. The Jedi may read the minds of more than one person at a time, but each additional person counts as an additional action (with appropriate penalties and modifiers).

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 150

## SENSE FORCE [S]

**Difficulty:** *Moderate* for an area, *Difficult* for sensing details or specific objects within the area; as modified by proximity.

**Effect:** This power senses the ambient Force within a place. It cannot be used to detect sentient beings. *Sense Force* will tell a character the rough magnitude of the Force in an area or object, and whether the area or object tends toward the Dark or Light Side.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 150

## INJURE/KILL [A]

**Requisite Power:** *Life Sense*

**Difficulty:** Target's *Control* or *Perception* roll. 

**Effect:** An attacker must be touching the target to use this power (a successful Brawling attack in the same round the power is used). The user makes an activation roll; if higher than the resisting target's *Control* or *Perception* total, figure damage as if the power roll was a damage total and *Control* or *Perception* was used to resist damage.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 150

## PROJECTIVE TELEPATHY [C S]

**Requisite Power:** *Receptive Telepathy*

**Difficulty:**

[Control] *Very Easy* (Increase difficulty by +5 to +10 if the Jedi cannot verbalise the thoughts, such as when gagged or trying to be silent); modified by Proximity.

[Sense] *Very Easy* (for friendly targets), if the target resists roll *Perception* or *Control* to determine difficulty; as modified by relationship.

## ACCELERATE ANOTHER'S HEALING [C A]

**Requisite Power:** *Control Another's Pain*

**Difficulty:** [Control] *Very Easy* modified by relationship; [Alter] *Very Easy*

**Time to use:** One minute

**Effect:** The target is allowed to make extra healing rolls, as outlined in *Accelerate Healing* (two extra natural healing rolls per day, each with a +2 bonus). The Jedi must be touching the character when attempting the roll.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 152

## CONTROL ANOTHER'S PAIN [C A]

**Requisite Power:** *Control Pain*

**Difficulty:** [Control] *Very Easy*, modified by proximity and relationship, [Alter] *Easy* (Wounded characters), *Moderate* (Incapacitated characters), *Difficult* (Mortally Wounded characters).

**Effect:** A character receiving *Control Another's Pain* can act as if he had not been wounded starting the round after the power roll has been made. The wounded

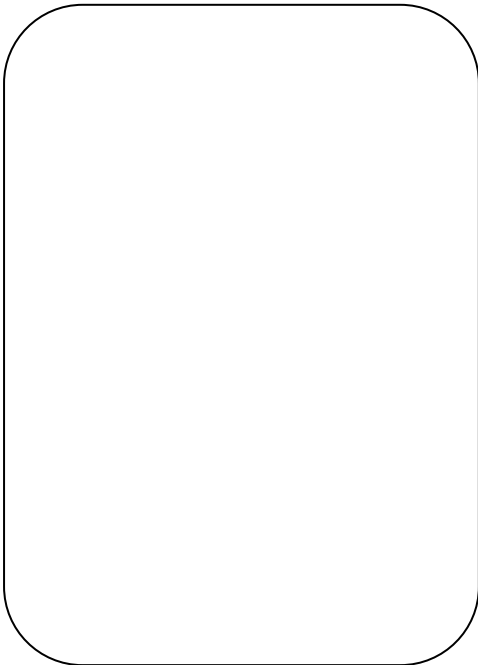
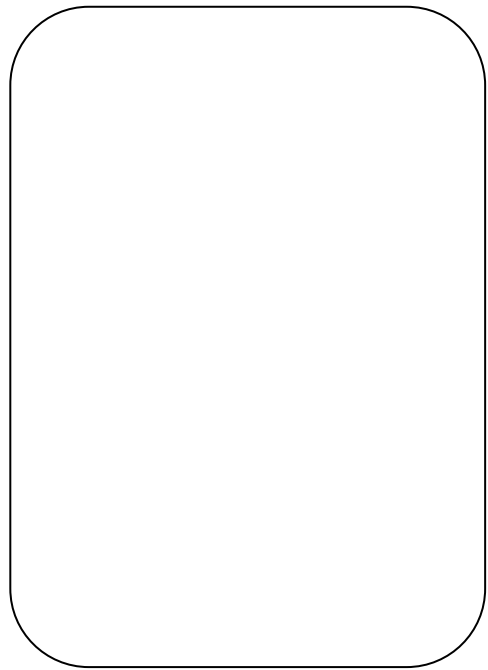
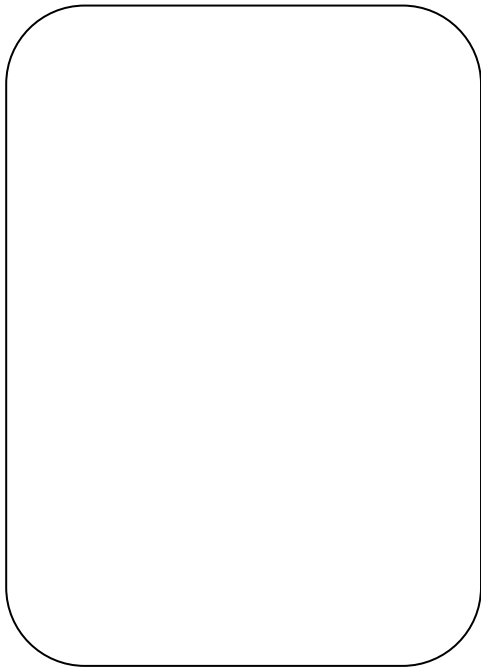
## RETURN ANOTHER TO CONSCIOUSNESS [C A]

**Requisite Power:** *Remain Conscious*

**Difficulty:** [Control] *Easy*, modified by proximity and relationship, [Alter] *Easy* (Incapacitated characters), *Difficult* (Mortally Wounded characters).

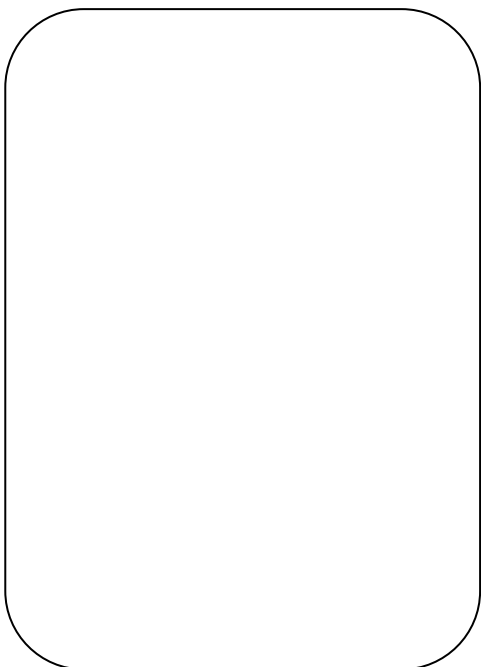
**Effect:** Target regains consciousness and has the same restrictions as those imposed by the *Remain Conscious* power.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 152



**Effect:** If successful, the target 'hears' the Jedi's thoughts and 'feels' their emotions. The target is aware that the thoughts and emotions are not their own. If the Jedi does not identify themselves, the target is unaware of the source of the communication. This is used for communication only, and cannot be used to control minds.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 152



character is not healed, but ignores wound penalties. The power can also be used to shrug off Stun results. Mortally Wounded characters receiving this power still make the same rolls as other Mortally Wounded characters.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 152



### TRANSFER FORCE [C A]

**Requisite Power:** *Control Another's Pain*

**Difficulty:** [Control] *Easy*, modified by relationship and proximity; [Alter] *Moderate*. The recipient must be willing.

**Time to Use:** One minute

**Effect:** This power will save a Mortally Wounded character from dying because the Jedi is transferring life force to the target. The target is still Mortally Wounded, but will not die (provided he is not injured again). The character is now in

### INSTINCTIVE ASTROGATION [S]

**Required Power:** *Magnify Senses*

**Difficulty:** *Moderate*, modified by difficulty of journey

**Effect:** This allows the Jedi to plot astrogation routes without a nav computer. The difficulty is modified by how dangerous the path is: *Very Easy* (0), *Easy* (0), *Moderate* (0), *Difficult* (+5), *Very Difficult* (+10), *Heroic* (+15). If the Jedi succeeds in plotting the course, it only requires an *Easy Astrogation* roll to plot the safe path. If the Jedi fails the roll, the

### SENSE PATH [S]

**Requisite Power:** *Emptiness, Hibernation Trance*

**Kept up?:** Yes

**Difficulty:** *Moderate*

**Effect:** This power tells the character what 'path' he is on, whether his current actions are likely to lead him to the Dark Side. However, the Jedi has no idea if they sense the past, present, or possible future. The visions are likely to be allegorical (specific details are only possible with *Farseeing*). Please follow up the reference below for more

### FEED ON DARK SIDE [C A]

**Requisite Power:** *Sense Force*

**Kept Up?:** Yes 

**Difficulty:**

[Control] *Moderate* when activated; *Very Easy* for each round thereafter

[Alter] *Moderate* when raised, no further roll required

**Effect:** The power allows the Jedi to feed on the fear, hatred, and other negative emotions of others and to make himself more powerful. If the character is in the presence of a Light Side Force-Sensitive who gains a Dark Side

### CONCENTRATION [C]

**Difficulty:** *Easy* if the Jedi is relaxed and at peace, *Difficult* if the Jedi is filled with fear, aggression or other negative emotions, *Very Difficult* if the Jedi is acting on those emotions.

**Effect:** The Jedi clears his mind, feeling the Force flowing through the universe and their being. The Jedi concentrates on one specific task at hand. If the skill roll is successful, he adds +4D to any one action that round. The Jedi may do nothing except use the *Concentration* power and one skill for a single action. The

### CONTORT/ESCAPE [C]

**Requisite Power:** *Concentration, Control Pain, Enhance Attribute*

**Difficulty:** *Very Easy* (loose bonds), *Easy* (hand binders), *Moderate* (serious restraints), *Difficult* to *Heroic* for maximum security (GM discretion).

**Effect:** The character escapes bonds by contorting in painful and difficult (but physically possible) ways. Whilst this is painful, Jedi are taught how to block out the pain and focus on the escape.

**Reference:** *Tales of the Jedi Companion*, p. 41

astrogation difficulty is automatically *Very Difficult*; if the roll is missed by more than five points, increase the difficulty to *Heroic*.

**Reference:** *Fragments from the Rim*, p. 78

hibernation and will stay alive for up to six weeks. The Jedi must touch the target when the power is activated. The power requires the expenditure of a Force Point; and as this power's use is always considered heroic, the Jedi will receive the Force Point back at the end of the adventure.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 152

Point, the user gains a Dark Side Point and a Force Point. These Force Points must be spent within five minutes being gained. See further GM notes on this power at the reference below.

**DSP?:** Yes

**Reference:** *Fragments from the Rim*, p. 79

specific details on roleplaying with this power (and possible tools for the GM).

**Reference:** *Fragments from the Rim*, p. 78-9

power may be used in conjunction with Force Points and Character Points.

**Reference:** *Tales of the Jedi Companion*, p. 41

### **DETOXIFY POISON [C]**

**Time to Use:** Five Minutes

**Difficulty:** *Very Easy* (alcohol/very mild poisons), *Easy* (mild poisons), *Moderate* (average poison), *Difficult* (virulent poisons), *Very Difficult to Heroic* (neurotoxins)

**Effect:** The Jedi is able to detoxify or eject a poison currently in their body so that the poison has no effect on him.

**Reference:** *Tales of the Jedi Companion*, p. 44

### **REMOVE FATIGUE [C]**

**Requisite Power:** *Accelerate Healing, Control Pain*

**Difficulty:** *Moderate*

**Kept Up?:** Yes

**Effect:** This power grants some protection from fatigue. Whilst upkept, the Jedi must make a stamina check once per day; and is only fatigued if two stamina checks are failed (at which point they take a -1D penalty to all checks for 1D hours). A character must still eat and drink normally.

**Reference:** *Tales of the Jedi Companion*, p. 47

### **BEAST LANGUAGES [S]**

**Requisite Power:** *Receptive Telepathy, Projective Telepathy, Translation*

**Difficulty:** *Easy* (domesticated animals), *Moderate to Difficult* (wild, non-predatory animals), *Very Difficult to Heroic* (ferocious/predatory animals)

**Kept Up?:** Yes

**Effect:** This power allows the Jedi to translate beast-language and reply. Whilst kept up, this power reduces the *Orniriness* code of riding animals by -2D.

**Reference:** *Tales of the Jedi Companion*, p. 48

### **COMBAT SENSE [S]**

**Requisite Power:** *Danger Sense, Life Detection*

**Difficulty:** *Moderate* for one opponent, modified by +3 per additional opponent the Jedi wishes to defend against.

**Effect:** Combats sense helps the Jedi focus on the battle at hand, their senses turned completely to the combat. A Jedi keeping this power up can automatically choose when they act each round as they no longer roll initiative (if two or more Jedi are using this power the one who rolled the highest when activating this

### **DANGER SENSE [S]**

**Requisite Power:** *Life Detection*

**Kept Up?:** Yes

**Difficulty:** *Moderate* or attacker's *Control* roll.

**Effect:** The Jedi extends their senses creating an early warning system, able to detect attacks the round before they are made. In game terms, attackers declare their actions against the Jedi one round in advance. An attacking Force user adds their *Control* roll to the activating Jedi's difficulty.

**Reference:** *Tales of the Jedi Companion*, p. 48

### **SENSE FORCE POTENTIAL [S]**

**Requisite Power:** *Life Detection, Life Sense, Receptive Telepathy, Sense Force*

**Difficulty:** *Moderate* (friendly, non-resisting targets), *Moderate* plus the target's *Perception* or *Control* roll to determine the difficulty for unwilling subjects.

**Time to Use:** Six rounds

**Effect:** This power allows the Jedi to probe the mind of an individual to determine whether that person has the potential to be strong in the Force. It works by

power goes first), and all attack and defence rolls are increased by +2D. The power last ten combat rounds and doesn't count as 'skill use' for determining die code penalties.

**Reference:** *Tales of the Jedi Companion*, p. 48

testing for the mental barrier (and subsequent backlash at being probed) which is inherent to potential Force users. A person who is merely Force-Sensitive will create a backlash to push the Jedi back 1 metre. Those with actual Force skills will send the Jedi reeling across the room. Well-trained individuals (or those with massive Force potential) can actually hurl the Jedi across a room.

**Reference:** *Tales of the Jedi Companion*, p. 50

### SHIFT SENSE [S]

**Requisite Power:** *Magnify Senses*

**Kept Up?:** Yes

**Difficulty:** *Moderate* for simple phenomena (heat, simple scents), *Difficult* for uncommon phenomena (comm frequencies, infrared radiation), *Very Difficult* for specific, complex phenomena (such as setting olfactory nerves to detect Tibanna gas).

**Effect:** The character can shift his senses to detect specific phenomena such as frequencies outside normal hearing, colour spectrum outside regular eyesight, or

### TRANSLATION [S]

**Requisite Power:** *Rreceptive Telepathy, Projective Telepathy*

**Difficulty:** *Moderate* for humans and aliens, *Difficult* for Droids. Add +5 to the difficulty if the target is being deliberately cryptic, and +20 to translate written language.

**Kept Up?:** Yes

**Effect:** This power allows the Jedi to translate a language and speak it in kind. The Jedi may decipher body language, explore the spoken word or even decode Sith texts. In order for the power to

### WEATHER SENSE [S]

**Requisite Power:** *Magnify Senses*

**Difficulty:** *Easy* if the Jedi has lived in the area for more than a year, *Moderate* if only for six to twelve months, *Difficult* if for only one to six months, *Very Difficult* if less than one month. Modified by proximity and local meteorological conditions.

**Effect:** By attuning himself to local weather patterns the Jedi may make limited predictions on the weather. The prediction is effective for four hours.

**Reference:** *Tales of the Jedi Companion*, p. 41

### CONTROL ANOTHER'S DISEASE [C A]

**Requisite Power:** *Control Another's Pain, Control Pain*

**Difficulty:** [Control] *Very Easy*, modified by relationship, [Alter] *Very Easy*

**Time to Use:** One minute

**Effect:** the target is allowed to make one extra healing roll per day with a +2 bonus. The Jedi must touch the character affected when activating this power.

**Reference:** *Tales of the Jedi Companion*, p. 55-56


### CONTROL BREATHING [C A]

**Requisite Power:** *Concentration, Hibernation Trance, Telekinesis*

**Difficulty:** [Control] *Moderate*, [Alter] *Very Difficult*

**Effect:** This power allows the Jedi to control the amount of oxygen flowing into his body. With this power the Jedi pulls air molecules through their skin and into their lungs, meaning that they could effectively breathe underwater (or a water breather could survive on land). The power negates the need for a breath mask, mechgill, or any rebreather gear.

### FORCE LIGHTNING [C A]

**Difficulty:** [Control] *Difficult*, modified by proximity and limited to line of sight; [Alter] *Perception* or *Control* roll of the target. 

**Effect:** This power creates energy bolts to fly from the users fingers to strike an opponent. Since it is Force-generated, it can be Force-repelled using dissipate energy. Armour does not protect against *Force Lightning* at all. The damage is 1D per 2D of *Alter* the user has (rounded down).

**Reference:** *Tales of the Jedi Companion*, p. 57

work, the user must first hear the target speak, or see the written words.

Note that once the power is no longer kept up, the Jedi will retain no knowledge of the language (spoken or written), only the translation.

**Reference:** *Tales of the Jedi Companion*, p. 52

specific chemical smells. The power counts as skill use for determining die code penalties.

Note that the power can be useful, but also limited. For example, the Jedi may detect the presence of a comm frequency but cannot actually listen in or decode the message.

**Reference:** *Tales of the Jedi Companion*, p. 51-2

This power is completely useless in vacuum. The power remains 'up' until the character either takes incapacitating damage or wilfully stops the power.

**Reference:** *Tales of the Jedi Companion*, p. 56

### **INFLICT PAIN [C A]**

**Requisite Power:** *Control Pain, Life Sense*

**Difficulty:**

[Control] *Very Easy*, modified by proximity;

[Alter] Target's *Control* or *Perception* roll, modified by proximity.

**Effect:** The target experiences great agony. The user causes damage by rolling their *Alter*, whilst the target resists with *Control, Perception* or *Willpower*. Damage is figured as if the attack was a Stun attack, although if the

### **PLACE ANOTHER IN HIBERNATION TRANCE [C A]**

**Requisite Power:** *Hibernation Trance*

**Difficulty:** [Control] *Very Easy*, modified by relationship; [Alter] *Very Easy*, modified by proximity.

**Time to Use:** Five Minutes

**Effect:** This power allows a Jedi to place another character in a hibernation trance. The affected character must be in physical contact with the user and consent (it cannot be used to knock a character unconscious). This

### **REMOVE ANOTHER'S FATIGUE [C A]**

**Requisite Power:** *Accelerate Healing, Accelerate Another's Healing, Control Pain, Control Another's Pain, Remove Fatigue*.

**Difficulty:**

[Control] *Easy*,

[Alter] *Moderate*, modified by proximity.

**Effect:** This power allows the Jedi to remove the effects of fatigue in another. However, unlike the basic power, the Jedi must wait until the target is actually

### **DOPPLEGANGER [C S A]**

**Requisite Powers:** *Control Pain, Emptiness, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Projective Telepathy, Control Another's Pain, Transfer Force, Affect Mind, Dim Another's Senses*.

**Time to Use:** Five Minutes

**Kept Up?:** This power must be kept up

**Difficulty:** [Control] *Very Difficult*; [Sense] *Very Difficult*; [Alter] *Heroic*

**Effect:** This power creates a

### **ENHANCED COORDINATION [C S A]**

**Difficulty:** [Control] *Moderate*, modified by proximity; [Sense] *Difficult*; [Alter] Dependent on the number of targets affected: 1-10 *Very Easy*; 11-100 *Easy*; 101-500 *Moderate*; 501-5000 *Difficult*; 5001-50000 *Very Difficult*; 50001-500000 *Heroic*.

**Effect:** The Jedi coordinates the activities of a group to make them more effective (although can only be used on those who agree with the Jedi's intent) by linking everyone on a subconscious level. It cannot be used to

### **FORCE HARMONY [C S A]**

**Requisite Power:** *Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy*.

**Difficulty:** [Control] *Difficult*, modified by proximity; [Sense] *Difficult*, modified by relationship; [Alter] *Moderate*.

**Kept Up?:** Yes.

**Effect:** This power allows several willing Jedi to manifest the power of the Light Side of the Force. The power bathes the users in the celestial illumination of the Light Side, and can act as a shield against the Dark Side (granting

power can be used to bring another character out of a hibernation trance, but the *Alter* difficulty is increased by +10.

**Reference:** *Tales of the Jedi Companion*, p. 57

target suffers any damage at all they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.

**Reference:** *Tales of the Jedi Companion*, p. 57

doppelganger of the Force user. Whilst it is an illusion, those who interact with it believe it to be real (it even registers on droid audio and video sensors). The doppelganger acts with half the skill dice of the user. The user must roll every five minutes to maintain it. If the users stops the power, or the doppelganger is fatally injured, it fades from existence.

**Reference:** *Tales of the Jedi Companion*, p. 60

suffering from fatigue before offering assistance. The penalties for failing a *Stamina* check can be counteracted, but must be addressed as they occur.

**Reference:** *Tales of the Jedi Companion*, p. 57

control minds. If the power is successfully activated, the Jedi selects three specific skills (which must only be *Dexterity*, *Technical* or *Strength* skills). For every 3D (round down) of the skill the group already has, they receive a +1D bonus. The power may be kept up, but new rolls are needed if new members join the group, or if the skills selected are changed.

**Reference:** *Tales of the Jedi Companion*, p. 62

+5D to resist powers called upon by Dark Side users). The number of users linked to the power is limited to the die code of the initiators' *Sense* or *Control* skill (whichever is lower). Note that the initiator of the power must be included in this number.

**Reference:** *Tales of the Jedi Companion*, p. 62-3



### PROJECTED FIGHTING [C S A]

**Requisite Power:** *Concentration, Telekinesis.*

**Difficulty:** [Control] *Difficult*; [Sense] *Difficult*; [Alter] *Moderate*, modified by proximity.

**Kept Up?:** Yes, as long as the target and Jedi maintain same distance apart.

**Effect:** The Jedi strikes an opponent without physically touching them. The target must be within the line of sight. The Jedi chooses whether or not to inflict Stun or Physical damage. Once

### TELEKINETIC KILL [C S A]

**Requisite Power:** *Control Pain, Inflict Pain, Injure/Kill, Life Sense*

**Difficulty:** [Control] *Easy*, modified by proximity; [Sense] *Easy*, modified by proximity; [Alter] target's *Control* or *Perception* roll.

**Effect:** The power telekinetically kills or injures a target. Once activated, the Jedi rolls their *Alter* against the target's *Control* or *Perception* to determine damage. The description of the method used is left up to the player.

**Reference:** *Tales of the Jedi Companion*, p. 63

### LESSER FORCE SHIELD [S A]

**Requisite Power:** *Absorb/Dissipate Energy, Concentration, Magnify Senses, Telekinesis*

**Difficulty:** [Sense] *Easy*; [Alter] *Moderate*

**Kept Up?:** Yes, the effects last only as long as this is kept up.

**Effect:** This power allows the Jedi to surround himself with a Force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi. The shield acts as STR+1D armour to all energy and physical attacks, including non-

### FORCE SCREAM [NA]

**Power Type:** *This is an involuntary power that may be activated when a Dark Jedi loses control of his temper.*

**Effect:** The *Force Scream* has been called a 'wave of hatred, amplified and fuelled by the Dark Side, that is capable of smashing through mental and physical defences with ease'. When the Dark Jedi is provoked and in danger of losing their temper completely, they must make a *Difficult Willpower* roll. If the roll fails, they release the scream. All the Dark Jedi's die codes are reduced by

### PREDICT NATURAL DISASTER [S]

**Requisite Power:** *Danger Sense, Life Detection, Weather Sense*

**Difficulty:** *Easy* (Jedi has lived in the area for more than a year); *Moderate* (Jedi has lived in the area for 6-12 months); *Difficult* (Jedi has lived in the area 1-6 months); *Very Difficult* (Jedi has lived in the area for less than one month). Modified by severity of disaster (larger disasters are easier to predict), and degree to which the event can be predicted accurately (GM discretion).

### TRANSFER LIFE [C S A]

**Requisite Powers:** *Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Detoxify Poison, Emptiness, Hibernation Trance, Reduce Injury, Remain Conscious, Resist Stun, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Injure/Kill, Telekinesis, Farseeing, Projective Telepathy, Accelerate Another's Healing, Control Another's Pain, Feed on Dark Side, Inflict Pain, Return Another to Consciousness, Transfer Force, Affect Mind, Control Mind, Dim Another's Senses.*

**Difficulty:** [Control] *Heroic*, modified by relationship (if target is unwilling add +15 to the difficulty); [Sense] *Heroic*, modified by proximity (if

activated, the Jedi makes an *Easy Brawling* skill roll. A Force user attacked in such a manner may use a *Brawling Parry* to avoid the attack (non-Force-sensitive characters cannot dodge the blow). If the hit is successful, the Jedi rolls *Strength* damage (resisted by the opponents *Strength* plus any relevant armour bonuses). Specific parts of the body can be targeted at the cost of -1D from the Jedi's *Brawling* skill.

**Reference:** *Tales of the Jedi Companion*, p. 63

2D for one hour; they must also rest for an hour or suffer a cumulative -2D penalty. The scream does damage equal to the Dark Jedi's *Alter* skill to all beings within 50m, including the Dark Jedi who released the anger. Force Sensitive characters resist this using their *Alter* dice, those without *Alter* use *Strength*.

**Reference:** *Tales of the Jedi Companion*, p. 65.

directional attacks such as gas clouds and grenades.

**Reference:** *Tales of the Jedi Companion*, p. 65

target is unwilling add +15 to the difficulty); [Alter] Variable, depending on willingness and Force affinity (*Easy* – Specially prepared clone host body; *Moderate* – Recently dead body; *Very Difficult* – Live willing host; *Heroic* – Live unwilling host).

**Effect:** This power transfers the Jedi's life energy into another body. It is believed that an unsuccessful attempt of this power causes the Jedi's body to perish and disperses their essence to the universe.

**DSP?:** Two Dark Side Points for using the power; four if the target is unwilling.

**Reference:** *Tales of the Jedi Companion*, p. 63-4

**Time to Use:** 15 minutes; reduced by increasing the Difficulty level by one per 5 min increment removed (minimum 1 min to use).

**Effect:** This power allows the Jedi to sense local condition and predict natural disasters such as eruptions, quakes, landslides, cave-ins, dangerous storms, and large scale fires. The prediction is effective for twelve hours; although the Jedi can increase the Difficulty level by one for every further 12 hour increment they wish to extend the power to include.

**Reference:** *The Jedi Academy Sourcebook*, p. 45

### TELEKINESIS [A]

**Difficulty:** The target must be in sight of the Jedi; all rolls modified by proximity.

*Very Easy* (>1kg), *Easy* (1-10 kg), *Moderate* (11-100 kg), *Difficult* (101 kg – 1 metric ton), *Very Difficult* (1001kg – 10 metric tons), *Heroic* (10,001kg – 100 metric tons).

Objects may be moved at 10m per round; add +5 per additional 10m per round.

If the object is not moved in a straightforward manner, the following difficulty modifiers apply:

### TELEKINESIS [cont]

>1kg (1D), 1-10kg (2D), 11-100kg (4D), 101kg – 1 metric ton (3D Speeder Scale), 1-10 metric tons (3D Starfighter Scale), and 11-100 metric tons (5D Starfighter Scale). These attacks require an additional Control roll by the Jedi which is used in lieu of a to hit roll versus *Dodge*. If the target does not (or cannot) *Dodge*, then the Difficulty is *Easy*.

**DSP?:** If this power is used to attack with levitated objects, yes.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 151

### LIGHTSABER COMBAT [C S]

**Difficulty:** [Control] *Moderate*, [Sense] *Easy*

**Kept Up?:** Yes (see below)

**Effect:** Called upon at the start of the battle, this power remains up until the Jedi is stunned or injured (at which point it needs to be called back up). If successful, the Jedi adds his Sense dice to the *Lightsaber* skill roll for attack and parry, and adds or subtracts the Control dice to the *Lightsabers* damage. If the Jedi fails the power roll, he must use his *Lightsaber* skill and damage unaugmented for the duration of

### AFFECT MIND [C S A]

**Difficulty:**

[Control] *Very Easy* (perceptions), *Easy* (memories), *Moderate* (conclusions); modified by proximity.

[Sense] Target's *Control* or *Perception* roll

[Alter] *Very Easy* (slight momentary misperceptions, minor changes to distant memories), *Easy* (brief visible phenomena, memories less than a year old, or if the target feels minor emotion for the conclusion reached), *Moderate* (short hallucinations,

### AFFECT MIND [CONT]

does not want them to see, permanently alter a target's memories so they incorrectly recall something or fail to recall it all, or causes the target to come to an incorrect conclusion. Furthermore, a target can believe that they have suffered an injury by being struck by an illusionary object (but suffers no actual injury). They will feel pain as appropriate, and if the object of the illusion would cause them to believe they would be killed, the target is instead knocked unconscious.

### ENHANCE ATTRIBUTE [C]

**Difficulty:** *Moderate*

**Effect:** The Jedi is able to enhance a single attribute for a limited period of time (with all skills governed by the attribute receiving the same bonus). The duration is determined by the roll, but may be extended at a cost of 1 Character Point per round. A single attribute can be enhanced at a time; if a second enhancement is activated, the first enhancement automatically ceases.

If the skill roll exceeds the Difficulty by 0-13, the increase is +1D for 3 rounds.

Gentle Turns (+1 to +5), Easy Manoeuvres (+6 to +10), Complex Manoeuvres such as using a levitated lightsaber to attack (+11 to +25)

**Kept Up?:** Yes.

**Effect:** If the roll is successful, the object moves as the Jedi desires. If used against an unwilling target, it is resisted by adding the targets *Perception* or *Control* roll to the difficulty. Multiple objects can be levitated, but each objects requires a separate roll. Levitated items can be used to deal damage with the following codes:

memories less than a day old, or if the target has strict orders about the conclusion), *Difficult* (slight disguises to facial features, hallucinations fooling two senses), memories less than a minute old, or of the matter involving the conclusion is very important to the target), *Very Difficult* (hallucinations which fool all five senses, major memory changes, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible).

**Effect:** The power causes the target to sense an illusion, fail to see what the user of the power

the combat.

**Parrying Blaster Bolts:** Firstly declare the use of the *Lightsaber Parry* as normal. To control where the deflected bolts go (which counts as an additional action) declare which specific shot is deflected then roll *Parry*. If successful, make a *Control* roll with the difficulty of the new target's *Dodge* or the range (from Jedi to target). Damage is equal to the original bolt.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 151

If the skill roll exceeds the Difficulty by 14-25, the increase is +2D for 2 rounds.

If the skill roll exceeds the Difficulty by 26+, the increase is +3D for 1 round.

**Reference:** *Tales of the Jedi Companion*, p. 44-5

The user must describe the effect exactly before rolling. The power will affect one target only; subsequent targets require separate rolls. This power cannot affect droids or recording devices.

**DSP?:** Not usually, although some uses may cause the user to gain a Dark Side point.

**Reference:** *Star Wars RPG 2<sup>nd</sup> Edn*, p. 152

## FORCE OF WILL [C]

**Kept Up?:** Yes

**Difficulty:** *Easy*

**Effect:** The Jedi uses his *Willpower* skill to fight the effects of hostile Force powers. If faced with a telekinetic or mind-based power, the Jedi's *Willpower* skill roll may be added to either the *Control* or *Perception* code. The *Control* (or *Perception*) plus *Willpower* total is referred to as the 'protection number'. If the attack is less than the target's *Control* or *Perception* roll, the Jedi suffers no ill effects, but if the attack roll exceeds the

## FORCE OF WILL [cont]

**Note:** this power provides no protection from objects hurled by the Force, *Force Lightning*, or *Force Storms*. Follow up the reference below for examples of this power in use.

**Reference:** *Tales of the Jedi Companion*, p. 45

## RAGE [C]

**Requisite Power:** *Hibernation Trance*

**Difficulty:** *Difficult*

**Effect:** *Rage* is the Dark Side equivalent of *Emptiness*. The Jedi allows himself to become full of mindless rage and allow the Dark Side to completely possess them. The character then determines how long the *Rage* trance will last. Barring an attack or the arrival of a specific person, the Jedi stays in the trance for the chosen duration. When the Jedi leaves the state, they receive a +10 bonus to all Force skill rolls

## RAGE [cont]

*Sense* roll modified by relationship with the *Life Sense* power when entering *Rage*. It is then an *Easy Control* roll to awaken when the foe is within 5m). Lastly, *Rage* is used in the *Transfer Life* power. See the reference below for more details.

**DSP?:** Yes. Note that this power can only be used by those Jedi who have been consumed by the Dark Side.

**Reference:** *Tales of the Jedi Companion*, p. 46

## LIFE WEB [S]

**Requisite Power:** *Life Detection*, *Life Sense*, *Sense Force*

**Difficulty:** Based on population size (as follows); modified by proximity. This cannot detect populations under 100,000 sentient beings. *Easy* (billions), *Moderate* (hundreds of millions), *Difficult* (tens of millions), *Very Difficult* (millions), *Heroic* (hundreds of thousands).

**Time to Use:** Two days (or more)

**Note:** the Force-user must choose one species as a specialisation (as below)

## DETOXIFY POISON IN ANOTHER [C A]

**Required Powers:** *Accelerate Healing*, *Accelerate Another's Healing*, *Control Pain*, *Control Another's Pain*, *Detoxify Poison*.

**Time to Use:** Five Minutes

**Difficulty:**

[Control] *Very Easy*, modified by relationship.

[Alter] *Very Easy* (alcohol/very mild poisons), *Easy* (mild poisons), *Moderate* (average poison), *Difficult* (virulent poisons), *Very Difficult* to *Heroic* for

protection number, the Jedi suffers the full effects. If the attack roll is greater than the *Perception/Control* roll but less than the protection number, the Jedi's *Willpower* is battered. Subtract 1D from the character's *Willpower* skill. The Jedi is able to defend using the lower score, and must roll a new protection number. If the effective *Willpower* is reduced to 0D, then the Jedi may only resist using *Control/Perception*. It takes one day to recover 1D of battering damage, or one hour per 1D if in *Emptiness* or *Rage*.

for a period of time equal to that spent in *Rage*. After the bonus subsides the character takes 1D of damage for every two hours spent in *Rage*. Character hunger and dehydrate twice as quickly whilst in *Rage* and are more susceptible to damage (-1D to resist physical and energy damage in this state). If touched by another person whilst in the trance, the Jedi may make a *Moderate Control* roll to awaken but also requires a *Difficult Control* roll to avoid a berserk frenzy of attacks against the one awakening them. A character may also use *Rage* to await the arrival of a foe (*Difficult*

(neurotoxins)

**Effect:** The Jedi is able to detoxify or eject a poison currently in another so that the poison has no effect on him. The Force user must keep physical contact with the patient for the duration of the activation. Breaking contact or failure to make the required rolls results in the patient taking a wound.

**Reference:** *Tales of the Jedi Companion*, p. 56

**Effect:** Used to detect large concentrations of a specific species. The user gauges the direction in which the population lies (distance is known if the Difficulty is beaten by 10+).

The Jedi must choose a specific species with whom they are familiar when learning the power. Additional specialisations are purchased at 3 CP each. The power requires two days on continuous concentration to use, with the Force user receiving a +1D to the roll for each additional 2 days spent in concentration.

**Reference:** *Tales of the Jedi Companion*, p. 49