

GURPS - Star Wars

Jedi and Sith

Force level:

The force, the energy which permeates all universe, the matrix of reality, the breath of life which sustains the very atoms exists in all living things and may even, on some intelligent beings, become so concentrated as to allow him to feel it and use it.

All beings have a level on an attribute called "Force Level", which measures how much of the force they can feel and direct. On most people, this attribute equals 0, meaning they do not feel the force. However, it can be trained, even in those which have no level of force sensitivity, but it is usually only taught to those who are born with an innate ability to sense it.

The force is a whole, an energy complete in itself. However, as with all things manifested, It shows to the mortal eyes as being composed of two opposite poles, when in fact it is the force which composes the poles, and not the opposite.

Nevertheless, the force can be felt either through serenity, peace, quiet and calm, or through anger, rage, helplessness and despair. These are the two sides of the force, from now on referred as the "light side" and the "dark side".

Every person has two Force Level attributes, one force level for the light side, and one for the dark side. The powers each side allows are very much different, and it is not possible to use a power of the light side with anger, or a dark side power with fear. To use a dark side power, one MUST rage, and to use a light side power, one MUST be at peace.

However, with control over oneself, a person can learn to channel his/hers anger or calm whenever needed, and so it is possible for anyone to have Force Levels in Both Light and Dark side at the same time.

Force Level Cost:

Each Force level has the following costs:

Level:	Full Cost:	Level:	Full Cost:
1	10	6	80
2	20	7	100
3	30	8	125
4	45	9	150
5	60	10	175

Plus 25 points per level.

As you can see, the cost of a force level is the same cost of an attribute of the same value – 10.

If a person wishes to purchase both light and dark side levels, pay for each separately. Therefore, a 3 level Light and 2 level Dark side would cost 50 character points in the whole.

Force Insensitivity:

Some rare people are INSENSITIVE to the force. They not only do not feel it, but it works harder on them. Characters may buy negative levels of Force at the cost of 5 points per negative level.

A character must purchase dark side and light side insensitivity separately.

A character cannot have any force level with a side to which he has at least one point of insensitivity.

Each level of Force Insensitivity subtracts 2 from the roll of any force power that a Jedi or Sith uses directly into the character (lightning included).

Basic Skills:

Jedi and Sith have some basic skills with which they purchase all of their advanced techniques. Basic skills have no alignment: They can be used by both light and dark sides.

Basic skills are purchased as M/H abilities, no affected by eidetic memory.

Advanced Techniques:

As an offset of the basic skills, there are the advanced techniques. These are like “force maneuvers”. Each one is a skill in itself which is based not on any attribute, but on the Jedi’s level of some or another basic skill. Some techniques also are based on another techniques’ level, thus creating a “tree” of levels upon levels.

Each technique starts with a default level described specifically for each one. From that default on, the Jedi can increase his level on that technique by purchasing it in the following table

Cost:	Level:	Cost:	Level:	Cost:	Level:
-	Default	8	Default + 5	26	Default + 10
1	Default + 1	10	Default + 6	30	Default + 11
2	Default + 2	14	Default + 7	35	Default + 12
4	Default + 3	18	Default + 8	40	Default + 13
6	Default + 4	22	Default + 9	45	Default + 14

And so on, every additional level costing 5 points.

Using Force:

Every skill and technique implies a use of force, and the amount of force used is specified on each effect’s description.

When using a Jedi power, the Jedi’s Force level with decrease by the amount that the power needs. Thus, a Jedi with Light Side Level 4 using a mind trick requiring 3 levels would have his Light Side Level reduced to 1 while performing the trick. If the effect that the Jedi is intending to perform is to use more Force than he has levels left, then he cannot perform the effect.

Unaligned abilities use either light or dark side Force Levels. The Jedi can choose which. However, he cannot have one ability using both light and dark side levels, and while using ONE power from one side, he cannot use any power from the other.

The GM may, at his will, use any Jedi ability unconsciously, without the character knowing it.

All powers require one turn of concentration to work, unless the Jedi have a level in that power greater or equal to 21, in which case the power can be used in zero time.

Distance, Aura and Familiarity:

Every living being has an aura, an energy cape around his or hers body. However, those who use the force have a much stronger aura, and while on most people their aura reaches about 10 to 30 cm, on Jedi it can reach kilometers.

A Jedi power is much easier to use if the Jedi’s aura is touching the target’s aura, just as it is harder if the target is far away. The reach of an aura depends on the Jedi’s Force Level:

Force Level	Aura Size:	Force Level	Aura Size:
0	1,5 meters	6	25 meters
1	2 meters	7	40 meters
2	3 meters	8	60 meters
3	6 meters	9	90 meters
4	9 meters	10	140 meters
5	15 meters	11	200 meters

Every further level doubles the Jedi’s Aura.

If the Jedi has mixed Side Force levels, his aura reach will be equal to the greater of the two.

Therefore, a Jedi with Force Level 3 and another with Force Level 1 could perform effects in each other from at least 9 meters (6 + 3 meters).

The Force powers used when the auras are touching are performed without any penalties. If the Jedi is one meter away from the target, he gets a +3 in his roll. However, if the target is outside the aura range of the Jedi, he will have a penalty to use force powers on him based on how many times his aura reach he is away from the target.

For instance, a Jedi of Level 3 trying to use a power on a target 20 meters away would have –3 in his skill roll. Because his aura is 6 meters wide, and the target is three times away from him (6 – 12 – 18).

However, the Jedi also has a modifier in his roll based on his familiarity with the target. If the Jedi knows the target well, he may have an increase in range for his powers. The table relating familiarity and skill modifier is as follows:

Modifier:	Familiarity
+1	Jedi has a clear picture of the target

0	Jedi has a clear mental image of the target
-2	Jedi has no image of the target
+2	Jedi knows the target intimately (mother, father, son, lovers)
+1	Jedi knows the target real well (intimate friends, boyfriend and girlfriend)
0	Jedi knows the target well (friends, family)
-2	Jedi knows the target (job colleagues)
-4	Jedi has some knowledge of the target (friend of a friend)
-6	Jedi has few knowledge of the target (someone he met once)

The table is not applied if the auras are touching. Furthermore, familiarity can never confer bonuses to the skill roll, only negate penalties.

Opposite Auras:

When a Jedi of one side is attempting to perform a power on another Jedi of the opposite side, he will have a penalty in this power equaling the sum of the opposite levels of the target. For instance: A Jedi of Light Side 3 is trying to sense a Sith of Dark Side 4. He will have a general penalty in his roll of 4 (the Dark side levels of the Sith). If the Sith had Dark Side 4 and Light Side 3, the penalty would be only 1.

Alignment and Sides:

Some people have psychologies which are more prone to light or dark side actions. Some mental disadvantages take a character closer to one side than the other. Therefore, these advantages or disadvantages grant such characters automatic points in some Force Levels. The table relating these advantages is as follows:

(dis)advantage:	Light Side Points:	Dark Side Points:
Any Phobia		2
Avarice		5
Kleptomania		2
Greed		7
Any code of honor	4	
Cowardice		3
Curiosity		1
Split personality		2
Overconfidence		4
Fanaticism		3
Bully		3
Berserk		8
Honesty	5	
Impulsiveness		3
Intolerance		5
Jealousy		5
Lecherousness		6
No sense of humor		1
Megalomania		5
Compulsive Lying		2
Pacifism (-10, any)	6	
Pacifism (-15, any)	10	
Total Pacifism (-30)		5
Combat Paralysis		1
Paranoia		2
Laziness		2
Sadism		10
Bloodlust		8
Sense of Duty (-5, any)	3	
Sense of Duty (-10, any)	6	
Sense of Duty (-15, any)	10	

Sense of Duty (-20)	15	3
Stubborn		
Truthfulness	10	
Common Sense	2	
Empathy	5	
Animal Empathy	3	
Intuition	5	
Generosity (-5)	4	

Therefore, a Jedi with Sense of Duty towards All Living things and Empathy would have 20 points extra on his Light Side Force level. He could purchase a level 4 light side paying only 25 points (instead of the usual 45).

If a character has enough extra points on one of his Force Level Sides, he can be assumed as to having been born with that Force Level (and thus, would easily call the attention of other force users nearby).

Falling to the dark:

It is just not enough for a person to have a dark side force level to be considered “fallen” to the dark side. Even if that dark side force level far surpasses the light side. And even completely light-aligned force users can fall to the dark.

There can be a moment in a force user’s life where, given one on many issues (anger, vengeance, hatred, jealousy, lecherousness, pride, etc), he uses the force to deliberately harm someone (physically or mentally) and simply doesn’t care for the consequences. He does it willingly without regard if this is right or wrong, driven by a blinding, negative emotion.

This is the moment of the fall.

It may never happen for a dark side force user if he always stick to a moral code. And it is a danger presented to any side.

When someone falls to the dark, he automatically gains the “Machiavelism” disadvantage, and this disadvantage is what differs someone who walks in the light from someone who fell to the dark. Also, if he has no dark side force levels, he will lose one of his light side force levels and gain one dark side level automatically.

Raising to the Light:

Just the same, it is possible (though highly unlikely) for a deeply dark sided individual who fell to the dark to sincerely repent from all he had done and resist the urge to keep on with his machiavelic behavior. When this happens, he automatically loses the disadvantage and, if he has no light side force levels, he gains one and loses a dark side level.

For this repentance to occur, the user must DO something, which indicates the overcoming of his hatred. It is not enough to repent if no actions follow this repentance, and falling to the dark or raising top the light both have to do with that the character DOES, not what he thinks, feels or wants. If the character wants to be evil, but does nothing so far, no living soul can say that he IS. Being is defined by someone’s actions, not words, beliefs or thoughts (though a person’s actions ARE always a reflex of what he believes and thinks).

Basic Skills:

These are the basic skills any Jedi or Sith can have. They are the basis for all advanced techniques, which is where the real power lies.

Sense:

This is the ability to “sense” things. From disturbances in the force to whether your son is on that Tydirium shuttle or not, and even if that babe you’re after is in fact your sister or not. Taken to extremes, it can be used to sense thoughts or the will of the force.

A successful roll in this skill allows the user to sense basic and diffuse information about superficial emotions on a target. Exactly like an IQ roll for someone with the Empathy advantage.

Force use: Sensing emotions use 1 force level while the user is sensing them.

Telekinesis:

This is the ability that a force user employs to move objects with the force of the mind, just as to perform many other neat tricks. With a successful roll, a user can move a certain object at a speed of two meters per second per margin of success (for a margin of 0, the speed is 1 m/s).

The size of the object affected depends on the Force Level of the user:

Level:	Object Size:	Level:	Object Size:
1	One gallon	8	A bus, an X-Wing
2	A chair	9	A small house, a tydirium shuttle
3	A comfortable chair	10	A medium sized house
4	A table or sofa	11	A 3 floor building
5	A wall drawer	12	A mansion, a corellian corvette
6	An entire room, a car	13	A 5 floor building
7	A loaded truck, an A-Wing	14	A 15 floor building, a Nebulon-B

The user may spend fatigue to sustain more size than his force level allows at the expense of 1 fatigue per extra level, per turn.

For an unexplained reason, in the Star Wars genre, a force user CANNOT move living things with his mind.

This ability is based on volume, not weight.

The table presented is based on the condition that the object is not moving and nothing is keeping it in place. If something is holding the object, the user will have a penalty in his skill based on the strength of the object’s resistance:

Penalty:	Resistance:	Penalty:	Resistance:
-1	Bound by an old rope	-9	Screwed in place
-3	Bound by a new rope	-11	Fused in place
-5	Bound by a steel cable	-13	Cemented in place
-7	Bound by an iron chain	-15	Part of a larger object

If the object is being held by another force user, or someone else is holding it, a contest of skills is in place against the Telekinesis ability of the opponent or an appropriate attribute.

The telekinesis lasts as long as the user concentrates on it. It always requires intense concentration and the user may do NOTHING while maintaining a telekinesis.

Force Use: The force level required to move the object.

Self-Control:

This is the ability which allows a force user to control his own body in ways not usually achieved by ordinary people.

This skill allows the user to replace his skill level by his IQ in any resistance test which uses IQ, as well as his HT in tests to stay alive, stay conscious, resisting wounds, etc...

Force Use: While the Jedi is replacing his IQ or HT by this level, his Force Level is lowered in 1 point.

Induce:

Like telekinesis, but instead of moving objects, the user of this skill can move minds.

With a successful roll of this skill, resisted by the target's willpower, the Jedi may induce it to feel a generic emotion, without directing it to any specific topic.

The roll will have a penalty determined by the GM if the induced emotion is against what the target may be feeling at the moment, or could ever come to feel naturally (like making Romeo hate Juliet).

Force Use: While the user inducts the emotion, his Force Level will be reduced by 1 per person targeted.

Block

This is the ability to use the force to prevent incoming damage to the target. The use of this skill allows the user to prevent any damage that hits him from doing real harm. In a successful roll, the user may take the damage he would normally assume for an attack (all damage or part of it) and take it in fatigue instead of hit points.

Force Use: The block uses one force Level.

Advanced Techniques

Far beyond the basic skills, advanced techniques combine the finer points of each skill into much more powerful effects. Each technique is noted as a skill, but bought in a completely different way. Techniques have 4 basic indicators. They are: the default level, the pre-requisites, force requirements, and the technique alignment.

Pre-requisites:

If a Force user (Jedi or Sith) fulfills the pre-requisites for an specific technique, he automatically has that technique at the default level. Techniques can only be improved if the character meets its requirements.

Default Level:

The level at which an advanced technique starts of. Further points spent to increase the technique's level will raise it from the default level on. Most (if not all) techniques default levels are based on the Jedi's Force Level. Light side techniques use the light side Level, and dark side techniques use the dark side level. However, an unaligned technique can be based on any one of the user's levels. Be aware, though, that if a user is using a dark side power, he cannot, at the same time, use an unaligned technique of level based on his light side. He would have to base it on his dark side level. The opposite is also true (regarding unaligned techniques based on dark side levels while the user is using a light side technique).

In naming the default level of techniques, FL refers to "Force Level" on the specified alignment.

Alignment:

This indicates if the technique is a dark side, light side or unaligned technique.

Force requirements:

This is not specifically stated for any technique. However, if a technique requires the use of at least a specific amount of force levels, then the user cannot use that technique if he has less than the specified levels. He cannot even train it, thus having no level with it.

The table used to purchase techniques past their default level is the same one listed on the beginning of the text:

Cost:	Level:	Cost:	Level:	Cost:	Level:
-	Default	8	Default + 5	26	Default + 10
1	Default + 1	10	Default + 6	30	Default + 11
2	Default + 2	14	Default + 7	35	Default + 12
4	Default + 3	18	Default + 8	40	Default + 13
6	Default + 4	22	Default + 9	45	Default + 14

And so on, every additional level costing 5 points.

Techniques are described in the following format:

Technique name.	Alignment
Default level	Pre-requisites.
Description.	

Force Use: Amount of force levels used by the technique.

Unaligned Techniques:

Clairvoyance.	Unaligned
FL + 9	Sense 11+

This is the ability that a Jedi has to see things that happen far beyond the reach of his eyes.

The images received through this technique are mental images, like those we see when we imagine something very intensely, or even dream, though it's hard to reach such level of clarity in a clairvoyance.

In a clairvoyance, past and future feelings mix together, and the user may see something that will, in fact, take a long time to happen when trying to see the present. What determines the ease at which certain images are seen is the emotional intensity of the situation. If he is trying to see images of a person which suffered a traumatic accident a few minutes ago, he may well get the images from the accident instead.

The margin of successes determine how clear is he image received. The more successes, more defined was the clairvoyance.

In spite of its name, clairvoyance can be used to gather other senses as hearing, smell, etc.

Force Use: 2, while the user is concentrating

Dissipate Energy.

Unaligned

FL + 3	Block 18+
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This technique allows the user to dissipate incoming energy in the most fantastic ways.

If the target is about to receive an energetic damage of which he is aware of (this doesn't count crushing damage dealt by great impacts), he can roll this technique. On a successful roll, he dissipates 1 die of damage per margin of success.

The user may do nothing while dissipating the energy, not even other active defenses.

This technique doesn't work on damages dealt by the force.

If the user is performing this technique in a round, and is struck by damage from more than one source at the same round (like many blaster shots coming at him), he can have a different roll for every different damage source.

Force Use: 4

Electrokinesis.

Unaligned

FL + 7	Telekinesis 12+ Magnetizing 15+
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With electrokinesis a user may induce electrical energy into equipments. He could, for instance, turn equipments on and off at a distance.

This ability generates or contains electrical energy on an ordered way. However, it doesn't allow for any finer control (such as brain-hacking a computer). It could not, also, make a defective device start working.

While the user focuses on the device, it will work.

This ability does not work on light sabers.

Force Use: 3

Enhance Physical.

Unaligned

FL + 5	Self Control 13+ Telekinesis 12+
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Through this technique, a force user can enhance his ST, DX or HT. On a successful roll, one of his attributes will be enhanced by an amount depending on the force level he is using. The margin of successes indicated how long this effect will last:

Successes:	Duration:	Successes:	Duration:
1	10 turns	6	20 minutes
2	1 minute	7	40 minutes
3	3 minutes	8	1 hour
4	6 minutes	9	2 hours
5	10 minutes	10+	4 hours + 2 hours per success

Force Use: 1, plus 1 per every point of increase in the chosen attribute.

Evade.

Unaligned

FL + 6	Block 15+
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	Sense 13+
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This ability allows the user to evade any incoming ranged attack. It works as an automatic dodge.

The user does not have to know that the attack is coming to evade it. He cannot evade attacks that he can't normally dodge (thus, he cannot use this ability if he is bound by chains, for instance).

On a simple successful roll, the user evades one ranged attack entirely.

This ability can only evade one ranged attack per round.

Force Use: 5

Force Jump.

Unaligned

FL +6	Telekinesis 10+ Self-Control 10+ Jumping 11+
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This skill allows the user to perform one jump higher or more distant than he normally can.

The modified jump can be (Skill Level – 10) times higher than his normal jump. For instance, with level 16, he could jump 6 times higher and longer. With skill 20, he could jump 10 times higher and longer, etc...

Force Use: 2

Impulse.

Unaligned

FL + 10	Telekinesis 10+
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With this technique, a user may cause instantaneous impulses on objects far away. This could be used for pushes or pulls. He must target the object and have a clear line of sight with it. In a successful roll, the object will be hurled at the direction that the user specifies as if it were through by a person of St equaling the user's FL + 10.

This technique cannot be used to deal damage.

This technique can be used to pull people away or near. The target resists with his HT plus strong or weak will, plus any Force Levels he has (of one side only).

Force Use: 2

Increased Speed.

Unaligned

FL + 6	Telekinesis 11+ Self Control 11+ Running 10+
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Using this technique, a force user may enhance his speed when running on a straight line in ten times his normal base value (before applying load modifiers). This does not modify dodge.

If the user has to alter his trajectory, but remains running, this increase drops to 2 times faster (instead of the 10 times of before).

Force Use: 2

Life Extension.

Unaligned

FL + 5	Self Control 13+ Telekinesis 14+
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With this technique, the user extends his natural lifespan. The player rolls this skill for every year of character life. In a success, he managed to avoid the aging of one month per success on that year's life.

When the character starts to make his aging rolls, before every aging roll he is entitled a "Life extension" roll. In a success in this roll, he doesn't have to perform that aging roll.

This technique consumes 10 minutes of meditation every day.

Force Use: 0

Life sense.

Unaligned

FL + 9	Sense 9+
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With this ability, the user can sense the amount of living beings in a certain place.

In a successful roll, he gets a general idea of how many beings are in the place. He can be specific, looking for “only people”, or “only rhodians”, but he will be subjected to a penalty imposed by the GM.

On a very good roll, he may even sense the identity of the beings sensed.

Force Use: 2

Magnetizing.

Unaligned

FL + 7	Telekinesis 14+
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This ability allows the user to magnetize an object or person, filling the target with static electricity. It cannot cause damage, but it will be enough to create a relative movement between a magnetic object and the target (or vice versa). In short, this ability creates a small magnet.

Force Use: 2

Mind Speech.

Unaligned

FL + 3	Sense 19+
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With this technique, a user can establish a mental communication with a target and send and receive thoughts to it. The target will hear the user’s thoughts as if the user were whispering them in his ear. He will know that these are not his thoughts.

Every use of this technique allows one phrase to be sent and an answer received. This takes one round. For an extended conversation, the user and target must touch each other (and then mind-speak freely for as long as they want).

Force Use: 4

Recover weariness.

Unaligned

FL + 8	Self Control 11+
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With this technique, the user can reduce his physical weariness through mental control of his bodily functions. Usually, a person recovers 1 point of fatigue every 10 minutes when resting. With this skill, that time is reduced in 1 minute times the skill level – 10. Therefore, with level 20, a person recovers fatigue at the rate of 1 point per minute while resting. No further benefits are possible.

Force Use: 3

Reflect.

Unaligned

FL + 5	Block 15+ Telekinetic Aim 15+
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With this technique, a user can reflect an incoming physical projectile back to its origin. It doesn’t work on blaster or laser shots, but works perfectly for missiles, grenades, thermal detonators, torpedoes and the sort. Tele-guided missiles which are affected by this technique will be locked onto their origin as a new target.

The user must know that the projectile is incoming and must see it for this technique to work.

To successfully reflect the missile, the user must do nothing in the turn that it would hit him. The missile must be closer than 3 meters for him to reflect it back.

The user can reflect only one incoming missile per turn.

Force Use: 5

Sense Force.

Unaligned

FL + 10	Sense 10+
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This skill allows the user to sense the force. He could sense someone's force levels (stating if they are higher, lower or equal to his, but no more details), or "disturbances" and "harmonies" in the force. Disturbances are points where the force is unusually focused (for light or dark), and harmonies are points where it is flowing freely (as in most of the deep space).

In a good roll (7+) he may even get a hint as to what caused the disturbance.

This technique also allows a user to sense if someone is taken by the dark side or not.

Force Use: 1

Sleep.

Unaligned

FL + 7	Induce 14+
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This technique allows the user to put a target to sleep instantly. The user rolls his skill and the target can resist with his willpower. If the user wins, the target falls into a normal sleep and may be awakened as he normally would after sleeping.

Force Use: 3

Telekinetic Aim.

Unaligned

FL + 7	Telekinesis 14+
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This ability allows the user to alter the trajectory of a ranged attack (from thrown shurikens to blaster shots) in ways to increase its chance of hitting the target.

The user must see the place where the attack is supposed to hit.

The margin of success that the user achieves in his roll of Telekinetic Aim will be added in his ranged attack roll.

This ability can also be used in the reverse way and deflect incoming ranged attacks, lowering their margin of successes. However, the user must see the attack coming.

Force Use: 3

Truth Sense.

Unaligned

FL + 6	Sense 12+
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This is the ability to look into someone and tell whether he is telling the truth or not. The target can resist unconsciously with his Willpower. In a success, the user may know if the last thing the target said was a lie or, as long as he concentrates, he will know if the subject lies. For a margin of 5 successes, he may even get a clue about what the truth is, if the target does lie. This technique allows for a user to even tell if someone is going to lie, if the target starts to elaborate the lie for a long time.

Force Use: 2

Wall Running.

Unaligned

FL + 5	Self-Control 14+ Telekinesis 12+ Running 12+
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This technique allows the user to run on a vertical surface. The margin of successes that a user obtains in this roll plus one equals to the number of steps he can give on a surface whose slope is at most 90 degrees. If the character can take more steps than he can give in a single round, this technique must be maintained along the following turns (or abandons).

Consider every step a character takes while running to be equal to his Height / 1.5 for the effects of this technique.

This technique allows the character to run on vertical surfaces in any direction, even upwards.

Force Use: 3

Light Side Techniques:

Accelerated Healing.

Light Side

FL + 8	Self Control 9+
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With this technique, a user may accelerate the rate at which he recovers from wounds in many times. He must touch the wound to be healed and focus. While he is concentrating, the wound will heal more quickly. According to the following table, the margin of successes indicate how much quicker the target rolls for his HT to recover one lost hit point (usually, in the Star Wars TL, a target rolls for HT 4 times per day, or once every 6 hours).

Margin:	HT roll frequency:	Margin:	HT roll frequency:
1	Every 4 hours	8	Every 3 minutes
2	Every 2 hours	9	Every 2 minutes
3	Every hour	10	Every minute
4	Every 40 minutes	11	Every 30 seconds
5	Every 20 minutes	12	Every 15 seconds
6	Every 10 minutes	13	Every turn
7	Every 5 minutes	14	Twice per turn

The user may place a duration in this effect and stops concentrating. He must split his margin of successes into the duration and he frequency. While the effect is taking place, though, even if he is not concentrating in it, his force level will be reduced by the amount specified.

The table for duration is as follows:

Margin:	Duration:	Margin:	Duration:
1	1 minute	6	2 days
2	10 minutes	7	4 days
3	1 hour	8	1 week
4	6 hours	9	2 weeks
5	1 day	10+	1 month + 1 week/ success

This effect cannot be cancelled. Once put in action, it will work until the duration expires. A user cannot accelerate the healing of a target already under the effects of accelerated healing. He must first wait for the other use to wear out.

Force Use: 2

Confuse.

Light Side

FL + 7	Induce 10+
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This technique allows a force user to alter a target's mind in a way as to remove its orientation sense and confuse its thoughts for a time.

This ability can be used in one of two times, first, the user may rolls his level, the target resisting with his Willpower and, in case he wins the challenge, the target is stunned for as many rounds as he overcame the target's resistance.

Or, if the user wants it, he can concentrate intensely for a prolonged time and, if he succeeds in confusing a target, he will be stunned for as long as the user is concentrating (storm troopers keep saying things like "Did you see something?").

The user may affect more than one person with this technique. Every additional person incurs a penalty of 1 in his roll.

Force Use: 3

Emptiness.

Light Side

FL + 3	Block 18+ Self Control 19+
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The character focuses his mind on the void, and feeds all of his thoughts and feelings into one single flame flickering in this void, until nothing else remains but the void. When he is devoid of feelings and form, when there is nothing more than he and the flame, and he and the flame are One, he have reached Emptiness.

With training, it takes 25 – skill turns to enter emptiness. A character with Emptiness 25 can use the emptiness state in battle-readiness.

In emptiness, the character can focus all of his self on one single object (an attacker, a physical object, a task, etc), and integrate himself with that object in such ways that he and the object are one. Fighters in emptiness are said to move their blades as if the blades and themselves were one.

When in emptiness, a character does not suffer any pain penalty for hit points taken. Thus, he can perform reactive attacks which take place after a successful parry (they count as attacks, though). The target of such attacks are at –2 to defend against them.

While in emptiness, the character gains a bonus of +4 in one single skill of his choice. This bonus can only be used when the skill is rolled towards the target of the emptiness, and the character will be oblivious to anything else happening around him outside the target’s actions.

If the target dies, is destroyed or leaves the character’s presence, the emptiness fades away instantly. A character can also leave emptiness at any moment. Outside of that, it remains active as long as the character wills it. Strong external stimulus can remove him from the emptiness as well, but a character always will try to resist an attempt to take him out of emptiness with his willpower.

The character can incorporate more than one person or object as a target of his emptiness with an additional –1 penalty for every person incorporated (thus, with level 30, a character could incorporate 6 persons in his emptiness and still use it at battle readiness).

Force Use: 4

Energy mantle.

Light Side

FL + 7	Induce 13+
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This technique allows a user to project an energy field around him which allows him to affect others around him with a force power which usually only affects himself.

A person can resist this power with his willpower + 5.

Force Use: 1

Environmental resistance.

Unaligned

FL + 4	Expel Toxin 13+ Hunger Resistance 13+ Telekinesis 13+ Self-Control 15+
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This technique allows the user to miraculously resist extremely hostile environments. The GM assigns the user a penalty based on how odd the environment is for him. With –10, for instance, a human being could withstand being in Mercury while with –2 he could withstand being in Mars. With –20, the user can support total vacuum or a gas giant environment. It is not possible to withstand the environment of a Star with this technique.

In a successful roll, the user can function normally in the given environment for 24 hours, or until he returns to a suitable environment (whichever comes first).

Force Use: 3

Expel Toxin.

Light Side

FL + 6	Self Control 13+
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This technique allows a force user to control his own body in ways that allow him to overcome any toxin or noxious substance that may have got in. This applies to poisons and sickness in general, even those which were injected or sexually transmissible.

The user rolls his “expel toxin” level. The margin of successes will be added to his natural HT resistance roll. This technique even allows the user to resist poisons and diseases which are usually too strong allow an HT roll (the penalty is left to the GM to figure, but the character may at least roll).

Force Use: 3

Hibernation Trance.

Light Side

FL + 5	Self-Control 15+
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This technique allows the user to enter a hibernation trance where all of his vital functions are reduced to nearly zero. He can determine how long the trance will take (even up to centuries), or that he will awake when a specific condition is met (the ship leaves hyperspace, the alarm starts off, etc).

The margin of successes is important for it will be a bonus in the user's resistance to any malign power affecting him while he is hibernating, and also a penalty in any physician's attempt to bring him back to life.

As long as the trance lasts, the user will remain alive indefinitely. He could even survive while floating in vacuum with this technique. He also does not age while hibernating.

Force Use: 4

Hunger resistance.

Light Side

FL + 8	Self Control 11+
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With this technique the user may resist hunger or thirst. For every margin of success in his roll plus one, he can withstand one day without food OR drink. For every 2 successes, he can stay one whole day without eating with no ill effects. This can be used ad infinitum as long as he obtains successes.

Force Use: 1

Mind Order.

Light Side

FL + 6	Induce 11+
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This famous ability allows a user to command a person into doing whatever he intends. He must look at the target in the eyes and speak out his order (usually moving his hand in an esoteric way). The target resists with his willpower. If he fails, he will do the user's bidding. If he wins the resistance, he may be entitled a roll of IQ (minus the user's successes) to realize that the user tried to do something to him. If not, he will think all is well.

Commands which go against the target's nature can be resisted with a bonus.

Force Use: 4

Mind Read.

Light Side

FL + 3	Clairvoyance 13+ Life Sense 13+
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With this difficult technique, the user may sense superficial thoughts from a target. The user rolls his level against the target's willpower. On a success, he will then sense the images that are populating the target's mind.

Thoughts are not like an e-book with an automated browsing system and fast-forward and rewind capabilities. The captured thoughts may confuse the user and usually come very unordered. There is no distinction between one's own thoughts and the target's, which is why complete passivity is needed to sense thoughts correctly, and attempting this technique while involved on ANY other activity incurs heavy penalties by the GM.

The margin of successes indicated how well the user can differentiate from his own thoughts and those of the target.

This ability requires complete concentration regardless of skill level.

Force Use: 5

Mind Trick.

Light Side

FL + 7	Induce 10+
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This technique allows the user to affect a target's mind in a way as to convince him that what he is speaking is true.

The target resists with his willpower.

The user may affect more than one person with this technique. Every additional person incurs a penalty of 1 in his roll.

Force Use: 2

Precognition.

Light Side

FL + 6	Clairvoyance 13+ Truth Sense 13+
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With this ability, the user may sense facts which have not yet happened. The feelings about them are very vague and obscure, mostly because future can always change, but in the general, what is sensed with this skill is almost certain.

The distance in time this skill reaches is very fluid, depending more on the definition of actions than time properly said. For instance, if someone is decided to get married, and there is very little things that can change this, then the user may sense his marriage, even if it's years away. However, if someone enters a gambling house, where anything can happen, it would be very hard to predict his next few hours.

In the overall, precognitions always come true, one way or another. Therefore, the more defined the information is (and specially, if this information is regarding other PCs), the more problem the GM may face in the future.

Force Use: 4

Precognitive Reflex.

Light Side

FL + 6	Precognition 10+ Self Control 11+
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This ability does not require concentration. It allows the user to replace his DX by his level in "precognitive reflex" whenever he is to roll something which depends on reflex (like catching a gundan's tongue).

This ability can be used to always allow the user a roll of active defenses, even when surprised in total darkness by 3000 noghri.

Force Use: 2

Un-pain.

Light Side

FL + 7	FL + 7
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This technique allows a force user to suppress all physical pain he may feel. He will not suffer any penalty for pain (as in the high pain threshold advantage) and will automatically resist any attempt at torture. He feels the pain, it just doesn't bother him.

Force Use: 1

Dark Side Techniques:

Criokinesis.

Dark Side

FL + 7	Telekinesis 12+
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With this skill, the user may freeze any liquid substance or liquefy gaseous ones. It works as opposite to Pirokinesis.

The user has a penalty based on the temperature needed to liquefy the substance he focuses on. This technique works by lowering the temperature, but also by concentrating pressure, so it if a user creates liquid helium (something which is only possible at 4K), it would form at a temperature far greater than the usual 4K (but still rather cold).

If the user stops concentrating, the liquid or solid will slowly revert to its normal state.

Temperature to change state (Celsius):	Penalty:
Up to -5	0
-5 to -30	-2
-30 to -60	-4
-60 to -120	-6
-120 to -240	-8
-240 to 0,00000000000001K	-10

Force Use: 3

Dark Cloud.

Dark Side

FL + 4	Block 18+
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This allows the user to expand his dark side aura so as to cloud the perceptions of any light side or unaligned technique. Within the aura of the dark cloud, every attempt to sense anything will have a penalty equaling the user's level - 10.

This cloud can be maintained indefinitely, even while the user is asleep.

The reach of the aura equals the user's dark side aura size times one thousand.

This ability interferes with sensing attempts for which the user or the target is within the cloud.

Precognition or retrocognition attempts to sense something in a time where a dark cloud were (or will be!) present also face the aura's penalty.

Force Use: 3

Damage.

Dark Side

FL + 5	Telekinesis 12+
--------	-----------------

The user may damage a person or object internally. The target can resist with his Willpower and, if the user is successful, he can damage the target to as many hit points as he succeeded the roll. For every hit point the target assumes, the user must pay one point of fatigue.

This damage can be dealt in specific parts of the body, with the usual penalties for body parts.

The user must have a clear line of sight to the target to use this skill.

Force Use: 4

Force Grip.

Dark Side

FL	Damage 18+ Telekinesis 18+
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This technique allows a force user to grab a target with the force and constrict its internal organs (usually on the neck) until he dies. The character may continue holding the subject after he dies, if he so wills it, and this technique can be used on inanimate objects (even droids, with the same modifiers for Telekinesis).

The target of this skill can resist with his IQ or HT (whichever is higher) plus strong or weak will. If he fails the first resistance, the user starts to choke him and can damage him for one point of damage per round, up to as many rounds

as he overcame the target's resistance. After this time, the target may resist again, and so on, until the target falls unconscious, at which moment the user may damage him for one point of damage per round until he dies.

This technique does not allow for the user to float the target or raise him in the air. The target is stuck in place while being force-gripped.

Force Use: 5

Fury.

Dark Side

FL +3	Block 18+ Self Control 19+
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The character can summon all of his hatred, all of his anger and madness in a surge of fury which lasts as long as he wills it so.

In effect, while he is in Fury, he gains all benefits of the "Berserk" advantage and none of the setbacks.

With training, it takes 25 – skill turns to enter fury. A character with Fury 25 can use the fury state in battle-readiness.

In Fury, the character must focus all of his self on one single object (an attacker, a physical object, a task, etc). Fighters in fury are said to be unstoppable killers which nothing can slow down.

When in fury, a character does not suffer any pain penalty for hit points taken. Thus, he can perform all-out attacks at an additional +4 on his skill roll (thus, he could make one attack at +8, or at +4 and +4 on the damage, or two attacks at +4). The target of such attacks are at –2 to defend against them. The character also gains a +2 bonus in all of his normal attacks.

The character's fury is unsettling to any target except another character in Fury. Thus, all such targets must make a fright check every combat round. There is a penalty in this fright check equaling the number of hit points taken from damage on the previous round. Thus, a character can also enter in Fury using more than 4 Force levels, and every level above the fourth will incur a –2 penalty on the per turn-fright checks.

If the target dies, is destroyed or leaves the character's presence, the fury fades away instantly. A character can also leave fury at any moment (and must not, by any means, perform any all out attacks while in it). Outside of that, it remains active as long as the character wills it. Strong external stimulus can remove him from the fury as well, but a character always will try to resist an attempt to take him out of fury with his willpower.

The character can incorporate more than one person or object as a target of his fury with an additional –1 penalty for every person incorporated (thus, with level 30, a character could incorporate 6 persons in his fury and still use it at battle readiness).

Force Use: 4 + 1 per every 2 points penalty on the fright checks of the target.

Lightning.

Dark Side

FL + 1	Electrokinesis 17+ Damage 18+
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The famous ability to cast lightning from one's very hands. The lightning reaches 10 meters per die of damage it causes, and has an increased knock back, causing the target to fly away 1 meter away per every 4 points of damage.

Target affected by this lightning can apply a DR equaling to their Light Side Force Level. That is the only possible resistance against this lightning. Normal DR does not apply.

Force Use: 1 plus 1 per die of damage. Add 1 if the lightning is to be cast in an arc and not a single beam.

Piromancy.

Dark Side

FL + 7	Telekinesis 12+
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With this ability, the user may set fire to any flammable object. He focuses on the object and it simply burns. The fire shows up in all of the object's surface, thus consuming it. There is a penalty in this roll based on the material to be inflamed, not on its surface:

Material:	Penalty:	Material:	Penalty:
Alcohol	0	Dry material	Extra +1
Cotton	-2	Nylon	-1

Phosphorus	+1	Paper	-1
Gasoline	0	Thin paper (napkins)	0
Jeans (e thick tissue)	-4	Petrol	-1
Wool	-3	Plastic	-3
Wood	-4	Polyester	-2
Wet material	extra -2	Silk	-1

Force Use: 2

New Disadvantages:

Machiavelism

-10 points

Simply put, a machiavelic person does not measure the means to reach a goal. He care for nothing but what he wants, and will step over anything to achieve it.

No machiavelic person can be said to be good, even if what he wants is something just and good, because in the process to reach this “goodness”, he will, eventually, create many injustices.

Machiavelic characters always think of themselves as being bearers of the universal truth. They are machiavelic exactly because they cannot, will not believe that there is any better way to do things but their way. They are the greatest there is, and nothing else matters.

A “sense force” use always detects machiavelic persons as being “fallen” people.

New Advantages:

Force immunity

Some species, for one reason or another, are immune to certain manifestations of the force and cannot be influenced by them in any way. Force immunity has three levels:

Total immunity – 100 points.

No force ability works in the character, and he can never learn any force skill.

Partial immunity – 60 points

All techniques listed under one specific basic skill, or who have that basic skill as a pre-requisite do not work in the target, and he can never learn this specified basic skill.

Light Immunity – 30 points

One specific advanced technique does not work on the target.

New Skills:

Light Saber (F/H)

defaults to DX-6

In the star wars universe, the Light Saber is a Physical Hard skill for a very simple reason: One single sweep can chop down a member. There can be no mistakes when using it, or even training with it.

Parry with a light saber is 2/3 of its level.

A user can block an incoming beam with his light saber using 2/3 of his skill. Penalties and bonuses for missile attacks do apply, but in Star Wars, beams travel as fast as arrows, thus they are at -4 to parry.

Light Sabers are like Force swords with the Following modifiers:

Weight: 0,5 kg (1 pound).

Damage: 4D, fixed, RD/100.

Reach: 1

Cost: Light Sabers are priceless, but could be found on the black market for around 25000 credits.

Light sabers can deflect incoming energy attacks up to 8D. Beams which strike for more than 8D can malfunction the light saber (roll for 26 minus the beam’s dices of damage) and cause a knock-back on the user (roll for DX + 8 minus the beam’s dices of damage).

Jedi Art

In the Jedi Academy, new students learn not only to control the power of the force, but also to fight with the lightsaber. This physical training can be purchased by the players as a martial art in itself, but with several modifiers to it.

Jedi Art Styles:

There are three different styles of fighting with the “light” weapons. These are: “Light Saber”, “Dual Saber”, and “Saber Staff”.

“Light Saber” is the technique used to fight with one light saber, wielded by both hands. It is the technique taught first to students and the most widely used. The light saber wielded by both hands combines control and strength and can be used to knock down most of, if not all of the attackers.

The “Dual Saber” technique employs the use of two light sabers, one on each hand. This technique allows the user to parry while striking, opening the defenses of the attacker with ease. However, it is much more difficult to control the two sabers and it lacks in strength.

The “Saber Staff” technique uses two light sabers attached to each other. This style combines the strength of a two-handed attack with the surprise element of a second blade, which attack can come aided by the momentum of the previous parry. It is very useful against multiple opponents.

Regardless what many may think, there is no “Better technique”. Even the “Light Saber” style, which uses only one light blade, is as effective as the others.

When fighting, characters start off their attacks and defenses through “fighting stances”. A stance is a position from which to spring maneuvers using the weapon style of choice. Thus, different stances allow for different modifiers when fighting.

Every style has a list of stances from which the character may choose. Every character can choose a list of stances he has trained with depending on their “Light Saber” skill level. All of the three styles (including the “Dual Saber” style), are fought using the “Light Saber” skill of the character.

A character can choose his skill level – 10 divided by 2 different fighting stances. Thus, for level 14, he can choose 2 fighting stances. For level 20, he can choose 5, and so on.

Stances Modifiers:

A fighting Stance modifiers a character’s fighting rolls. Every stance has listed modifiers for the character’s attack Roll, parry, damage, and sometimes other miscellaneous modifiers specified on each stance (like counter-attack, total attack rolls, etc).

When using two light sabers, all usual modifiers apply (for off-hand weapons and attacking with two weapons at once). However, parrying with the off-hand light saber has no penalties to the skill, as with the use of a main gauche.

Switching Stances:

A stance can be changed during a battle at the start of each round in no time. However, a stance can only be modified at the start of every round, and once chosen a stance, a fighter must stick to it until the end of the round.

The Dual Weapon Attack maneuver

If the character can choose right of the “Dual Saber” style, why would he ever bother to purchase the “Dual Weapon Attack” maneuver?

Quite simply: The Dual Saber style does NOT allow the character to attack twice per round (once for each light saber). Thus, the off-hand light saber is only used for parrying purposes (or disarming, but NOT attacking), and any attack made with it is at –4 (as usual for a weapon in the off-hand).

List of Fighting Stances:

Light Saber Stances:

Basic Stance (Wind Howling – Light Saber Style)

No modifiers.

This is the basic swordfight stance, in which the fighter places the sword directly before him, with the hilt at the height of his abdomen, held by both hands. It allows a balanced attack and defense and is considered the starting stance for every fighter.

Bonfire – Light Saber Style

Attack +3

Parry –2

Damage +2

This stance places the sword directly above the character's head. The strikes are made with the built momentum of long swings. This increases their power and allows for small tricks as the blade descends, confusing the attacker as to where defend. However, this is a very open position, which leaves the attacker rather defenseless.

Leaf Falling – Light Saber Style

Attack –3

Parry + 1

Counter-attack +1

This stance places the sword horizontally before the fighter, held by both hands at the left or right. This makes attacks rather difficult, but allows for an increased defense. The sword at middle height can be quickly moved to any defending spot, and the horizontal placement can be used to gather momentum from an attack and launch a counter-attack with increased efficiency.

Loose Flame – Light Saber or Dual Saber Style

Attack –4

Dodge +2

In this stance the fighter uses only one hand for attack and places his off hand to his back (it can be holding another light saber or not). The attack loses much of its control, but the off hand thrown back can be used to counter-balance the body's movements, allowing for quicker leaps and moves to be made. This increases the character's dodge efficiency.

Inverted Blade – Light Saber Style

Attack –2

Close combat style.

Allows use of Block at 2/3 of skill level

In this stance, the light saber is wielded inverted (the light blade is positioned along the fighter's arm). The character loses the reach of the sword and must fight in close combat with this stance. With it, the character can strike at a foe with the saber's hilt normally, but strikes using the blade are at –2.

This stance allows the character to block attacks using 2/3 of his skill level. The advantage is that, unless the attack comes from another light blade, it will most certainly be cut in two at the touch of the light blade.

Stingray – Light Saber Style

Attack -1

Parry -1

Reach +1

Damage –2D

This stance places the sword far from the attacker's body, with his arms outstretched. This increases the reach of his weapon in 1, but the attacks thus made lack control and strength.

Coiled Fire – Light Saber Style

Parry +2

Attack –2

Move –3

In this stance, all of the fighter's body is crouched, reducing the area of attacks an enemy might aim at. The Blade is held vertically and mostly ready to defend at incoming attacks. This increases the ability to parry incoming blows but reduces most of the character's move (though he can still retreat while dodging or parrying) and his attacks also suffer for the lack of space with which to move his arms freely.

Dual Saber Stances:

Tarantula – Dual Saber Style (Basic Stance)

No modifiers

In this stance, both light sabers are held beside the character, at waist height. This is a balanced position with which the character may strike or defend freely.

Scorpion – Dual Saber Style

Damage -2D

Counter-attacks +2

This is a quick stance where one saber is held at waist height and the other is raised just above the head. The lower saber is used to parry first and open the attacker's defenses for the strike from the higher saber. It is quite effective against one-saber wielders. However, its quickness lowers much of the saber's damage.

Polarity - Dual Saber Style

Attack -1

Allows attacks and defenses from all adjacent hexes.

In this stance, one saber is held before and another to the back, both outstretched. This allows the fighter to parry attacks coming even from the back, and strike at enemies even at his back.

Star Cross - Dual Saber Style

Parry +1

Damage -2D

With this stance, both blades are held horizontally. One just before the fighter, and the other at his side. With it, he can use the parrying facility of the transversal blade while maintaining his attack-readiness for impaling attacks with the blade beside his body.

Whirlwind - Dual Saber Style

Attack +4

Parry -1

Damage -2D

This stance has both light sabers stretched forward, one slightly before the other. This is a very offensive position which users may take when going all-out on an enemy. It values a mass of attacks and leaves the fighter open in his flank. Also, the speed which this stance requires decreases the damage somewhat.

Corellian Winds - Dual Saber Style

Attack -2

Parry +2

Block +2

Damage -2D

Allows use of Block at 2/3 of skill level

This stance uses one light saber pointed forward at waist height, and another wielded inverted in the off-hand. The inverted saber allows for a much more controlled parry and block, but the attacking light saber suffers from the lack of control.

Sullust Mantis - Dual Saber Style

Attack -4

Parry +3

Block +3

Damage -3D

Close combat style.

Allows use of Block at 2/3 of skill level

This is the more defensive stance that light saber swordfight has to offer. Both light sabers are wielded inverted. This allows for the fighter to strike at close combat with the hilt of the sabers with no penalty, but any attack using the blade is very penalized. However, the parry and block capabilities of using both sabers inverted are very great. This is an excellent stance for total defenses.

Saber Staff Stances:

Nemesis - Saber Staff Stance

No modifiers

The basic saber staff stance places the saber staff directly before the attacker, at 45 degrees. It allows for a quick attack or defense in any line of height.

Driller - Saber Staff Stance

Attack +2

Parry -2

Damage +1D

In this stance, the saber staff is held beside the attacker, horizontally. This allows for much more powerful attacks as the impaling attacks use an increased momentum and the cutting attacks can swing through a greater arc. However, it's a very open position.

Midnight – Saber Staff Stance

Attack -2

Parry -2

Damage +3D

In this stance, the saber staff is held at the back of the fighter, in a 45 degree tilt. All attacks and defenses are made with great swings of the staff, increasing greatly its attack power, at the expense of a very open and hard to control position.

Horizon – Saber Staff Stance

Attack -1

Parry +1

Damage -1D

This stance places the saber staff directly before the fighter, held horizontally. This increases the defensive position of the attacker, as the staff can easily reach any attack point. However, it is harder to attack and the quickness of the stabs decrease the staff damage.

The Jedi Martial Art:

A force user must be trained by a master to access the Jedi Martial Art. There is only a cinematic version of this art for obvious reasons.

Primary Skills: Light Saber, Acrobatics, Light Saber Engineering (M/A), Jedi Philosophy.

Secondary Skills: Meditation, Body Language, 2 any weapon skills.

Optional Skills: Breath Control, Parry missile weapons, Running, Jumping.

Maneuvers: Feint (Light Saber) [2 points], Hit Location (Light Saber) [2 points], Lunge, Riposte (Light Saber), Disarming (Light Saber), Off-Hand Weapon Training.

Cinematic Skills: Breaking Blow (Light Saber), Body Control, Blind Fighting, Force Fast Draw (M/H), Precognitive Parry.

Cinematic Maneuvers: Enhanced Parry, Dual Weapon Attack (Light Saber), Whirlwind Attack (Light Saber), Light Saber Block.

New Cinematic Skills:

Force Fast Draw (M/H)

Pre-requisite: Telekinesis 14+

No default

This is the ability to quick-draw any weapon using a telekinetic control, making the weapon jump to the hand of the fighter. It is like an Advanced Technique for Telekinesis, but different than advanced techniques on some points.

This skill can only be used by a force sensitive character, and it only works on weapons he is carrying or that are at best 1 meter away from him. It can be used instantly and another force-using skill can be used on the same round.

If two fighters are using "Force Fast Draw" on a same weapon, treat it as a challenge of rolls. If one uses force fast draw and the user uses any other force-using skill or holds the weapon, then the other fighter always retains the weapon.

On a successful roll, the weapon leaps to the hand of the character. This can be any weapon that the character can hold in a hand and wield without penalties for weight.

New Cinematic Maneuvers:

Light Saber Block (hard)

Defaults as $\frac{2}{3}$ of Light Saber skill-5

Pre-requisite: Light Saber 18+

Parry Missile Weapons 15+
(cannot exceed $\frac{2}{3}$ of Light Saber Level)

This allows a fighter to use his light saber to block incoming energy beams and still reflect them back to the general direction where they came from. The fighter must know the attack is coming and must see it to be able to block it.

This maneuver is used as a normal Block Roll. The penalty of -5 already includes the difficulty for parrying the incoming energy missile.

In a successful block, the energy beam is redirected back to where it came from. All penalties for ranged attacks apply for this roll (thus, the reflected beam is considered as a ranged attack from the fighter). Moreover, a beam can be reflected towards any direction the fighter can see.

Blocked beams lose 10% of their power.

This maneuver can be used to block a force lightning with a light saber. Treat it as a normal block. Every margin of success reduces the lightning's strength in 1 dice. However, to successfully block a lightning, the user must assume a total defense position.

Force Use: 3

Unaligned Technique.

Basic Skills

Name:	Points:	Level:	Name:	Points:	Level:
Sense			Induce		
Telekinesis			Block		
Self-Control					

Name:	Points:	Level:	Pre-Requisites:	Default:	Force Use
Unaligned Techniques:					
Clairvoyance.			Sense 11+	FL + 9	2
Dissipate Energy			Block 18+	FL + 3	4
Electrokinesis			Telekinesis 12+, Magnetizing 15+	FL + 7	3
Enhance Physical			Self Control 13+, Telekinesis 12+	FL + 5	1 + 1 pl
Evade.			Block 15+	FL + 6	5
Force Jump.			Telekinesis 10+, Self-Control 10+, Jumping 11+	FL + 6	2
Impulse.			Telekinesis 10+	FL + 10	2
Increased Speed.			Telekinesis 11+, Self Control 11+, Running 10+	FL + 6	2
Life Extension			Self Control 13+, Telekinesis 14+	FL + 5	0
Life sense.			Sense 9+	FL + 9	2
Magnetizing.			Telekinesis 14+	FL + 7	2
Mind Speech.			Sense 19+	FL + 3	4
Recover weariness.			Self Control 11+	FL + 8	3
Reflect.			Block 15+, Telekinetic Aim 15+	FL + 5	5
Sense Force.			Sense 10+	FL + 10	1
Sleep.			Induce 14+	FL + 7	3
Telekinetic Aim.			Telekinesis 14+	FL + 7	3
Truth Sense.			Sense 12+	FL + 6	2
Wall Running			Self-Control 14+, Telekinesis 12+, Running 12+	FL + 5	3
Light Side Techniques:					
Accelerated Healing.			Self Control 9+	FL + 8	2
Confuse.			Induce 10+	FL + 7	3
Emptiness			Block 18+, Self Control 19+	FL + 3	4
Energy mantle.			Induce 13+	FL + 7	1
Environmental resistance.			Expel Toxin 13+, Hunger Resistance 13+, Telekinesis 13+, Self-Control 15+	FL + 4	3
Expel Toxin.			Self Control 13+	FL + 6	3
Hibernation Trance.			Self-Control 15+	FL + 5	4
Hunger resistance.			Self Control 11+	FL + 8	1
Mind Order.			Induce 11+	FL + 6	4
Mind Read.			Clairvoyance 13+, Life Sense 13+	FL + 3	5
Mind Trick.			Induce 10+	FL + 7	2
Precognition.			Clairvoyance 13+, Truth Sense 13+	FL + 6	4
Precognitive Reflex.			Precognition 10+, Self Control 11+	FL + 6	2
Un-pain.			FL + 7	FL + 7	1
Dark Side Techniques:					
Criokinesis.			Telekinesis 12+	FL + 7	3
Dark Cloud.			Block 18+	FL + 4	3
Damage.			Telekinesis 12+	FL + 5	4
Force Grip.			Damage 18+, Telekinesis 18+	FL	5
Fury			Block 18+, Self Control 19+	FL + 3	4 + 1 pl
Lightning.			Electrokinesis 17+, Damage 18+	FL + 1	1 + 1 pl
Pirokinesis.			Telekinesis 12+	FL + 7	2

Name:	Points:	Level:
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Primary Skills:

Light Saber (P/H)		
Acrobatics (P/H)		
Light Saber Engineering (M/A)		
Jedi Philosophy (M/H)		

Secondary Skills:

Meditation (M/VH)		
Body Language (M/H)		
Weapon:		
Weapon:		

Optional Skills

Breath Control		
Parry Missile Weapons		
Running		
Jumping		

Name:	Points:	Level:
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Manuevers

Feint (light saber)		
Hit location (light saber)		
Lunge		
Riposte (light saber)		
Disarming (light saber)		

Cinematic Skills

Breaking blow		
Body control		
Blind Fighting		
Precognitive Parry		
Force Fast Draw		

Cinematic Manuevers:

Enhanced Parry		
Dual weapon attack (light saber)		
Whirlwind attack (light saber)		
Light Saber Block (Hard)		

Fighting Stances:

Name	Attack:	Parry:	Damage:	Others:
Light Saber Stances:				
Basic Stance	-	-	-	-
Bonfire	+3	-2	+2	-
Leaf Falling	-3	+1	-	Counter attacks +1
Loose Flame	-4	-	-	Dodge +2
Inverted Blade	-2	-	-	Close Combat, allows block at $\frac{2}{3}$ SL.
Stingray	-1	-1	-2D	Reach +1
Coiled Fire	-2	+2	-	Move -3
Dual Saber Stances:				
Tarantula	-	-	-	-
Loose Flame	-4	-	-	Dodge +2
Scorpion	-	-	-2D	Counter Attacks +2
Polarity	-1	-	-	Allows attack and defenses from all adjacent hexes
Star Cross	-	+1	-2D	-
Whirlwind	+4	-1	-2D	-
Corellian Winds	-2	+2	-2D	Allows use of block at $\frac{2}{3}$ SL, Block +2
Sullust Mantis	-4	+3	-3D	Close Combat, allows block at $\frac{2}{3}$ SL.
Saber Staff Stances				
Nemesis	-	-	-	-
Driller	+2	-2	+1D	-
Midnight	-2	-2	+3D	-
Horizon	-1	+1	-1D	-

Annex I

Star Crafts and Space Dogfight Rules

In a Star Wars campaign, it is very common if not necessary that the players will eventually find themselves inside a bunch of space dogfighters (like A or X wings) and have to deal with hordes of incoming Tie fighters.

I have, thus, created these rules designed to manage the variables pertaining a dogfight encounter in the Star Wars genre, and only in this genre. Most of it was taken from the X-Wing and Tie-Fighter game series, some from other space sources.

Also, I present rules for managing a space craft. RD, Turbolaser damage, Speed, directing power and so on. I hope you enjoy.

Space Crafts: Basic Stats.

Space crafts have many Stats. If made by GURPS-Vehicles, they will probably have an enormous amount of Stats, some which will never have to enter game mechanics. In these rules, I have ironed it down to some basic stats and hope to fulfill any holes with creativity, if they show up.

The statistics pertaining a ship (any ship, from X-Wing to Star Destroyer, for that matter), are the following:

Generated Power: Measured in an abstract unit of power, which has no meaning at all in the real world. This power is the energy directed to the ship's systems.

Power Cell: A ship can have power banks that store energy which can be retrieved on a time of need. Power cells are measured in units of power they store, at most.

Speed: The ship's max sub-light speed in kilometers per second. A ship has a Max Speed value, which is the maximum speed that its thrusters can handle. One unit of power directed to Speed can propel a ship at 100 km/sec.

HyperDrive: The ship's hyperdrive speed. Ships also have a max hyperdrive speed, which indicates how fast their hyperdrives can propel it. One unit of power propels a ship at 1 light year per day.

Shields: The shield Strength of a ship. A shield strength is measured in Hit Points, and when it reaches zero, the shield falls. One point of power can recover 10 HPs from a shield per turn. However, any ship will lose shields at a rate of 60 HPs per turn. So unless 6 points of power are not directed to a ship's shield, it will lose strength per turn. A ship also have a Max Shield statistic, informing the maximum amount of HPs that the ship's shield can withstand.

Lasers: The amount of energy a ship's laser has stored. Every turbolaser shot uses up 1 unit of power per every 6D of damage it causes. Every turbolaser also has a max damage statistic, indicating the maximum amount of energy that can be spent per shot. A laser shot that spends 3 units or power does not causes 18D of damage, instead, it causes 6Dx3.

Hull: How much punishment the ship's hull can withstand before being utterly destroyed, in Hip Points. A ship's hull does not recovers, but An R2 Unit installed on a starcraft may repair internal systems.

DR: Starcrafts' DR is applied to its Hull, not its shields. Ship's DR is NOT ablative. However, no Ship's DR can completely negate a turbolaser shot. At best, 3 points of damage always passes the ship's DR.

Crew: How many people can be aboard the ship.

Poetic License in Physical Laws

Okay, I have to say that I, for one, never actually bought this idea of the X-Wing and Tie-Fighter games series that a ship in space have a maximum speed it can travel. I could spend some time trying to justify it, or simply change this rule, but I came to the fact that it would change somewhat of the flavor of the game. So, for fun's sake, in Star Wars, this specific law of physics is very much ignored. So, star crafts' engines are measured in speed, not in acceleration, and a ship's maximum speed is given by its engine power. If the engine stops, the ship stops. It is flawed and sure anyone knows it is unjustifiable, but that's how it is, and it's fun to be this way. I found most players can bear this one flaw on physics if the game is cool enough for them.

Ship's Class:

What of bigger ships? So I am saying that 1 unit of power can move a tie fighter at 100 km/sec, as well as a Death Star? No. There is something called Ship's Class, and every statistic has its own Class. The Ship classes are as stated:

Name:	Absolute Multiplier:	Examples:
Star Fighter Class (SF)	1	X-Wing, Tie-Fighter, Tydirium Shuttle
Star Craft Class (SC)	3	YT-1300, Corellian Corvette
Transport Class (TC)	9	Leia's Transport.
Frigate Class (FC)	27	Nebulon-B
Capital Class (CC)	81	Star Destroyer, Calamari Cruiser
Death Star (DS)	243	Death Star.

The absolute multiplier indicates for how much you should multiply damages, energy usage or shield generation when dealing with multi-class components on a single ship.

For instance. A Star Fighter Class ship installed Star Craft Class shields. The shields usually lose 60 HPs per turn and need 1 unit of power for every 10 HPs to work. However, since the ship's power generator is of Star Fighter Class, there is a 3 times difference between the interactions. The player, then, notes in his ship's sheet that the shield loses 180 HPs per turn and one unit of power would recover 10 HP. He could also have noted that one unit of power recovers 10/3 HPs while the Shield loses only 60 HPs per turn.

If this ship is struck by a turbolaser from another ship, the laser's damage applied to the ship's shields would also have to be modified by 3. So, if the player multiplied the ship's shield HPs by three, he would taker full damage. However, if he noted the shield's HP normally, the damage would have to be divided by three before it were computed.

It is suggested that no ship, regardless of class, should have lasers of class beyond Transport. Even Capital ships would be equipped with large banks of Transport Class lasers, instead of one Capital Class laser.

Damage and Ship Parts:

When a ship is damaged, all of the damage it suffers goes first to its Shields (if it has any). When the shields are out, the damage is then applied to the Ship's hull (after bypassing DR). There is no DR good enough to completely negate a turbolaser shot. 3 points of damage ALWAYS passes through to the ship's Hull hit points.

A ship's hull has 5 layers. One is for full HP. Other is for 80% of HP, other for 60%, and 40%, and 20% and 0. The value of each layer must be noted in the ship's sheet.

What does these layers mean? Every time a ship's hull is damaged, the damage has a chance to disable or destroy one of the ship's internal systems. What chance is that? That depends on the layer affected.

If the ship's hull strength is between 80% and full, then the chance is that of 5 in a roll of 3D.

If the ship's hull strength is between 60 and 80%, then the chance is that of 8 in a roll of 3D.

If the ship's hull strength is between 40 and 60%, then the chance is that of 11 in a roll of 3D.

If the ship's hull strength is between 20 and 40%, then the chance is that of 14 in a roll of 3D.

Finally, if the ship's hull strength is lower than 20%, then the chance is that of 17 in a roll of 3D.

So, every time a ship's hull is damaged, he player must roll for the chance of one of his internal systems malfunctioning. If the roll is a success, than one of his systems were hit directly and he must roll to see which system was affected:

Roll:	System:
3	Power conduits. Ship explodes instantly.
4	Life Support: Ship's cabin loses air pressure.
5	Weapons: One of the ship's weapons is hit (if a missile bay, it may explode).
6	Shield Generators: Ship stops generating power.
7	Energy Banks: Ship loses all stored power.
8	Tracking system: Missiles can no longer be aimed and shots must be fired blindly (-8 to skill rolls)
9	Radar: Ship cannot track other vessels automatically.
10	Internal Navigators: ship loses notion of space. HyperDrive jumps are prevented.
11	IFF identifier: Other ships cannot identify this ship anymore.
12	Communicators: Player can no longer talk to (or listen to) other players or NPCs from this ship.
13	Weapon Selector: Pilot cannot change the selected weapon type.
14	Hyperdrive. Roll for 4 for imminent explosion.
15	Other miscellaneous system (cloaking device, mega-death ray, etc).
16	R2 Unit, ship can no longer repair itself.
17	Engines: Ship stops moving and drifts away.
18	Cabin: Pilot takes half damage.

If a ship does not have a specific system indicated in the table (like Tie Fighters, which have no shields), then roll again if that system is the one hit by the shot.

When a ship system is hit, it stops functioning immediately. Depending on the amount of damage it sustains, though, it can still be recovered or is lost beyond hope. To simplify matters, if the damage that one single system receives equals or exceeds on fifth of the ship's total Hull HPs, then it is lost forever. If not, it can be recovered and an R2 Unit may still repair it in time for battle.

Repairing Systems:

Damage to the ship's systems must be noted separately for each system. Every round, an R2 Unit can repair one system of the player's choosing. The R2 has a skill level in Ship Repair and uses this skill to fix the ship. The droid rolls against his skill, and every success (plus 1) he has can recover 5 HPs of a damages system. The ship's navigator can direct the droid to which system to fix first, and thus determine where the droid will use his skill next turn.

If the droid repairs a system completely, it returns to full functionality at the same round.

Cost of Ship's Systems and Parts:

All costs are given for systems and parts of Star Fighter Class. For other classes of ships, multiply the cost according to the class' multiplier.

Power Generators: A power generator costs C\$1000 per point of power it generates, regardless of its source (solar panels, cold fission, etc).

Power Cells: A power cell costs C\$100 per point of energy it can store.

Engines: Engines cost C\$1000 per every max 100 km/sec it can withstand.

Hyperdrives: A hyperdrive costs C\$2000 per every light year/ hour it can travel.

Shields: Shields cost C\$100 for every max HP it can hold.

Turbo-Lasers: A turbolaser costs C\$1000 if it fires a 6D shot. A turbolaser of more power have an incremental cost based on its own power. So, a turbolaser of max damage 6Dx2 costs two times a 6D one. A turbolaser of 6Dx3 max costs 3 times more than a 6Dx2 one, and a turbolaser of 6Dx4 costs 4 times more than a 6Dx3 one, and so on. A simple table arises from this progression:

Max Damage:	Cost:	Max Damage:	Cost:
6D	C\$1000	6Dx6	C\$720000
6Dx2	C\$2000	6Dx7	C\$5040000
6Dx3	C\$6000	6Dx8	C\$40320000
6Dx4	C\$24000	6Dx9	C\$362880000
6Dx5	C\$120000	6Dx10	C\$3628800000

Hull: A ship starts with a Hull strength of 100 HPs. Further reinforcements are possible at the rate of C\$100 per Hull HP.

DR: A ship starts with DR 15. Further reinforcements cost C\$500 per point of DR.

Upgrades:

A ship can be upgraded. The cost of the upgrade, though, is debatable.

Some systems must be changed entirely. A new turbolaser must replace an old one. The old one cannot be altered to suddenly deal more powerful shots. Thus, the cost of the upgrade is simply the cost of the new system.

However, for Hull and DR, it is possible to mount a new layer of material above the old one, "upgrading" the old material. The cost equals the difference of HPs (for hull) or DR plus one third of the cost of the existing HP or DR. This is to represent the difficulty in upgrading ships with overlapping layouts.

Space Combat:

Two star fighters approach. How to deal with the oncoming battle?

First off for every pair of crafts engaged in battle, it is necessary to take note of their distance between each other. Distances are measured in kilometers.

So, it is clear to see that two fighters approaching each other will have their distance decreased every round for a number which equals the sum of their speeds.

Every ship have a relative position regarding another ships, and there re three different relative positions: Hunter, Hunted and Stalker. A hunter ship is a ship which has its target right before it, and a hunted ship has an opponent right behind it. The best possible position for a ship is that of a hunter, and the worst is that of the hunted.

A hunted ship can try many maneuvers to outsmart the hunter, while the hunter will try to maintain the hunted in its aim. When the hunted ship manages to escape the hunter's aim, then the hunter and the hunted becomes stalkers. Stalkers are ships which are in combat range but cannot strike at each other because none is within firing sight.

For a reason I could never grasp, starships in Star Wars can only fire forward. They can travel trough the stars, build impossible light sabers, and replace lost limbs with perfect android members, but cannot devise a simple rotating turret.

Nevertheless, it is not a realistic game, but a genre game, concessions have to be made.

The distance between the two ships is very important, for it determines which weapons can fire.

Turbolasers and Ion cannons can fire at a target up to 1500 km.

Missiles can be shot at targets up to 3000 km away.

Since all ships movements and distances are multiple of 100 (what a coincidence!), we note the distance between two ships in units of 100 km.

So, at the start of (mostly) every space combat situation, both opposing ships are Hunters to each other (they are going straight ahead of each other). This can change at any round if a ship does some maneuver to alter this, but usually, ships draw close until they fly by each other and then start to maneuver for the chase.

When in a hunter/hunted situation, the distance of the ships will be altered every round by the difference of the hunted with the hunter's speed. When in a hunter/ hunter situation, the distance will be lowered every round by the sum of both speeds, and when the ships are Stalking for each other, the distance is increased every round by a value equaling half the modulus of the difference of the speeds (round up).

The more two ships are away from each other, the harder it is for one to out-maneuver the other. So, there is a penalty in maneuver rolls for escaping a hunt equaling half the distance (round down). So, for instance, if two ships are 2500 km away from each other, 25 is our game distance, the hunted ship would have a -12 penalty in his maneuver rolls to escape the hunter.

However, aim is harder the more distant two ships are (even with automatic aiming aided by computers). So, a hunter has a penalty in his firing rolls equaling to half the distance from the two ships, round down.

Aiming a missile, however, is something altogether different. It is easier to aim a missile at a target which is further away, because the target moves less in relation to the targeting system. For missiles, the aim penalty applied is equal to half of 30-the distance between the ships, round down.

For a missile to be successfully fired at a target, a hunter must maintain the hunted in his aim for three successful rounds.

The core of a space battle lies in the use of maneuvers by hunters, hunted and stalkers, in order to gain advantage one of the other.

If a hunted ship manages to overcome a hunter in a challenge of the hunted's piloting against the hunter's artillery, then the hunter loses the aim and misses any shot he gives that round. If the hunted overcame the hunter for more than 6 points, then the hunter misses the hunted and they both become stalkers.

When stalking, both roll their piloting skills every round. Whenever one of them wins, he spots the other, and can hunt him. If both win, then the margin of successes will determine who hunts who. If they draw, however, they will spot each other at the last moment, and then miss their opponent.

Hunted Maneuvers:

Roll:

The hunted roll the ship from one side to the other, trying to avoid the aim of the hunter and, if lucky, escape his line of sight.

Hunted: piloting -2

Hunter: artillery -4

Loop:

The hunted tries to loop over the head of the hunter and bypass him.

Hunted: piloting -3

Hunter: artillery -5

Shake:

The hunted rolls from one side to another trying to shake off the hunter from his sight.

Hunted: piloting

Hunter: artillery -2

Pinball:

The hunted suddenly twists his ship around and tries to face the hunter, or at least confuse him. If the hunted overcomes the hunter by more than 9 with this maneuver, he becomes the hunter instead. If he overcomes by 3, though, both ships fly by one another and become stalkers.

Hunted: piloting -5

Hunter: artillery -3

Dead ground

Name:						Systems:		
Class:						Name:	HP:	
Crew:						Life Support (3)		
Generator:						Shields (6)		
DR:						Energy Cells (7)		
						Tracking Sys (8)		
	Curr:	Max:						Radar (9)
Hull:								Navigators (10)
Shields:			Weapons (5):					IFF (11)
Speed:			Name:	Class	Energy:	Amount:	HP:	Comms (12)
Hyperdrive:								Weapon select (13)
Power Cells:								Hyperdrive (14)
								R2 (16)
Hull Layers:								Engines (17)
100-80% (5)								Engines (17)
60-80% (8)								(15):
40-80% (11)								(15):
20-40% (14)								(15):
0-20% (17)								(15):

Name:						Systems:		
Class:						Name:	HP:	
Crew:						Life Support (3)		
Generator:						Shields (6)		
DR:						Energy Cells (7)		
						Tracking Sys (8)		
	Curr:	Max:						Radar (9)
Hull:								Navigators (10)
Shields:			Weapons (5):					IFF (11)
Speed:			Name:	Class	Energy:	Amount:	HP:	Comms (12)
Hyperdrive:								Weapon select (13)
Power Cells:								Hyperdrive (14)
								R2 (16)
Hull Layers:								Engines (17)
100-80% (5)								Engines (17)
60-80% (8)								(15):
40-80% (11)								(15):
20-40% (14)								(15):
0-20% (17)								(15):

Annex II

The Nillar Order

Decades of centuries ago, before the Sith Wars which shook the Jedi Order when the Old Republic was at its finest hour, there was an already ancient and recluse society of force users who named themselves The Nillar Order. The Nillar were people who learned to use the force much like the Jedi did, but had different views of its workings and developed powers which stem from a different perspective.

Nillar Philosophy

The Nillar believe in the Force, which they simply call Life. For them, The Force is Life and vice versa. Therefore, the Nillar do not believe in death, only in the dissolution of the bodies and the flow of energy. For them, the Force, or Life, is not an energy in itself, but precisely the flow of any energy. Life is movement, not the thing moved.

Life, for a Nillar, has many facets, all of them created by ourselves in order to fully experience Life. The creation and experimentation of all facets of Life (of all possibilities) is called “The Great Breath”, and is what many non-Nillar would call Life.

Everything within the Great Breath exists for a reason and must, therefore, be allowed to exist. Furthermore, everything that can be experienced must be experienced, or else it would have no meaning. A Nillar strive to experience all different possibilities that he can, for in that, they believe, lies learning, and learning is what constitutes the fulfillment of Being.

That includes, yes, even anger, hatred, despise, treachery and many other feelings and emotions that the Jedi strive to control and overcome. The Nillar embrace the dark side as much as the light side, and try to live their possibilities to the fullest. When they fight, they are fiercely angry and bloodlust, striving to integrate themselves with the very fight, and when they meditate, they are an ocean of calm.

However, there is a catch. The Nillar believed that the Great Breath was made by the Beings, and not for the Beings. Therefore, no experience is valid, if it is allowed to overcome the experimentator. Thus, angry is not a valid emotion to be lived, if it is allowed to overcome the person which is angry. Just as charity is not valid if it is allowed to swell the charitable person in sorrow. Self Control: That is the mark of the Nillar, and that is what they strive for to the utmost.

“Control yourself, and you control Life”, they say.

Therefore, Nillar seem as distant people to most. They do not allow their charity to overcome their minds just as they do not allow their anger to come fully. They seem cold and heartless, when in fact they are in control of all which stems from the heart (or at least, they try to).

Therefore, a Nillar Master and a Jedi Master can look at each other and see that they are equal in their philosophies. In the end, they both reach the same point: the everlasting peace. What changes between them is the means for that.

Sensing the fallen, the Unself:

Since Nillar do not see Life as being Light and Dark, but rather, as Controlled and Uncontrolled, they do not “fall to the dark” if they let go their hatred. Machiavelism is, for them, an optional disadvantage, and it doesn’t mean they are “evil”. Also, they cannot sense someone who has fallen to the dark, because they do not believe in that.

However, they believe in self-control, and when a Nillar let go of his control and uses Life (the Force) to experiment an emotion (any emotion) while being swayed by it, then they also Fall, but not to the Dark, they fall in what the Nillar call “Unself”. The Unself are those who deny their very essence. They give their personalities to one emotion so strongly that they cease to act as individuals. They cannot choose anymore, the emotions choose for them. They cannot see but through the emotions which blind them. They are unable to experiment the fullness of life, they only experiment one shade of an uncontrolled emotion. Therefore, they are living beings which deny Life, they are Un-Self.

To the Nillar, everyone is an Unself. A young apprentice enters the Nillar order as an Unself, and most of the population of the galaxy lives all of their lives in Unself. The Nillar believe that only self control and discipline can lead one from the Unself to the full realization of the Self. It would be much like a Jedi who sees everybody but the Jedi as belonging to the Dark side.

So, when a Nillar falls, he does not fall to the dark, he falls to the Unself. He gives in to his emotions and forgets himself. He falls from the path and ceases to experience Life as it IS. A Nillar can sense an Unself character just as a Jedi can sense a fallen one. And to the Nillar sensing, most Jedis are not Unselves, while most of the Sith are.

An Unself Nillar is attributed to a special disadvantage called “Emotivity”, just like the Jedi have “Machiavelism”.

Most Nillar purchase high levels of the “strong will” advantage, for obvious reasons. Nillar Masters are those who achieve the “Unfazeable” advantage, and this advantage is open for them to purchase.

Force Levels:

Nillar must purchase Dark and Light side force Levels normally, and all modifiers apply. They call these the “Polarity of Life”, and bear no special prejudices towards any side (as long as they control themselves).

Basic Skills:

Nillar have a new, special Basic Skill called “Projection”. Moreover, they have no access to the “Induce” Basic Skill that other force users have.

Projection:

The body has many layers, most of them energetic, which we cannot normally perceive. Projection is the ability to control these other layers of the body (some would call it the spirit) and project it outwards.

A basic projection roll allows a user to remove a part of his spirit from his body. The body part which is left “dispirited” becomes numb and does not respond to sensory impulses any longer. The roll has a penalty equaling the size and importance of the body part being projected:

Part:	Modifier:
A hand or foot	0
An arm or leg	-4
One of the five senses	-3
A non-vital, internal organ (stomach, liver, bones)	-2
A vital internal organ (heart, lungs, brain)	-5
All thorax and abdomen	-7
Head	-8
All of the body	-10

The energetic body of the Nillar (they call it “Ethereal Self”) remains active while projected, only not attached to the body anymore. So, if a Nillar projects his head out, he will see and hear things with his ethereal self, and not his physical self, and if he leaves his body entirely, he will be able to float around and cross walls.

A Nillar can travel with his body to any location within his aura range. When he starts to drift away from his aura range, he must roll every minute against his Projection skill with a penalty of 10 plus how many times he is away from his aura. For instance, if he has an aura size of 15 meters, and drifts away for 60 meters, he will roll every minute against his projection skill –13 (10 plus 3 times his aura range). If he fails this roll, he is immediately thrown back into his old body.

Force Use: 1 for a small organ (hand, stomach), 3 for a big organ (leg, arm), 5 for the whole body

The projection Skill allows a number of new Advanced Techniques, all of them unaligned:

Advanced Techniques:

Companion.

Unaligned

FL + 9	Projection 10+
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With this technique, the user places part of his Ethereal Body into another person. The person must be aware and willing. When that is done, wherever the target goes, it will be as if the user were touching him, even if a galaxy apart. They will be linked for as long as the user decides to maintain this skill.

This effect can be maintained active indefinitely, even while the user is asleep.

With this, user and target can perform Force Actions in each other without any distance penalty. Some claim that an instinctive form of this technique is what allows lovers or deeply united people to know what each other feels even through great distances.

Force Use: 1

Clone Other.

Unaligned

FL	Clone Self 15+, Projection 21+
----	--------------------------------

This works like “Clone Self” (see below), but the user may create his duplicate body in the likeness of any living creature which can sustain his intellectual faculties (which is any intelligent being). The cloned being must be of approximately the same weight as the user. If his weight is more than 30% the user’s, though, he will appear as a thinner version of the original being that the user intended to clone.

The user’s stats are maintained. He does not become stronger for cloning a Wookiee, for instance.

With this skill, a Nillar can, theoretically, alter his appearance permanently (if he roll at –8 and spends a point of permanent HT). This would allow him to become immensely beautiful if he so wanted. That is alright. In the old Nillar order, the masters wore the appearance they wanted. This skill could be used, in the same fashion, to make the user young. Again, that is as it should be. The Nillar masters used it to, indeed, stay alive through centuries and more.

Force Use: 8

Clone Self.

Unaligned

FL + 1	Projection 18+, Ethereal Healing 17+
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The user must project all of his ethereal body out before using this technique. With it, he can concentrate the Force around his ethereal body in such an intensity that it becomes physical, a duplicate of his first physical body which lies unconscious. This clone is in all aspects a duplicate of his body and functions normally, with a separate set of Hit Points and Fatigue.

If the Clone dies, the user must make a Fright Check at –12 and is instantly thrown back into his previous body. However, that is hard to occur, for at any moment the user may cancel this effect and the cloned body vanishes into nothing while the user resumes his ethereal existence.

The cloned body is free to roam wherever he likes, even far away from the original body. However, if the cloned body moves further from the body’s original aura, then at every 24 hours the user must make a new “Clone Self” roll to maintain his integrity and avoid going back to his body.

If the original body dies, the user may attempt a “Clone Self” skill roll at –8 and, in a success, he loses 1 point of permanent HT, but transforms his cloned body in his original one.

Force Use: 5

Ethereal Focus.

Unaligned

FL + 4	Ethereal Healing 13+, Projection 15+
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The user can focus part of his ethereal essence into an object of the shape of his choosing, and then concentrate this object into existence. The object must be solid and simple to make. It cannot be any sort of electronic or optical device.

The object assumes the shape, color and characteristics of the user’s choice.

This object is considered a part of the user’s body until it is utterly destroyed. The user will be considered to be in touch with whatever the object touches and vice-versa.

The user must spend one hour per every 300g of weight of the object, and he will lose 1 HP for every 300g of concentrated material.

Force Use: 4

Ethereal Healing.

Unaligned

FL + 7	Projection 12+, Companion 13+
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With this technique, the Nillar can project his ethereal body into someone else and concentrate it so strongly as to solidify it around the person. This allows severed tissue to be replaced, wounds to be healed, and even lost limbs to be reattached. It does not, however, allow the recreation of a severed limb entirely.

The user will lose a number of fatigue points equaling the recovered HPs of the subject.

This technique takes 1 minute per point of healed HP to work.

However, this healing is not gentle. Part of the user’s spirit is literally flowing into the target. For every 5 points of healed HP, the target will assume a 5 point mental disadvantage of the healer. If this disadvantage goes against one that the target already has, he may easily go insane.

These temporary disadvantages vanish at the rate of 1 character point per day (while the target’s body is assimilating the concentrated ether into itself). Also, for the duration of this time, the target will not feel the healed body

part, and the user will feel it as if it were part of his own body. Also, for this time the target and healer will be linked as in the “Companion” effect.

Force Use: 3

Take-Over.

Unaligned

FL + 5	Projection 14+
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This technique allows a user to project part of his ethereal body into the physical body of someone else. With that, his own body part becomes numb, but he gains control of the referring part in the target’s body. Therefore, if he projects his ethereal hand into the target’s hand, he could control his hand as if it were his. He will even feel what the target’s limb is feeling, as if it were a normal extension of his body.

The target resists this, whether he wants it or not, with his HT + willpower or IQ + willpower, whichever is higher.

There is a penalty equaling the size of the projection exactly as in the projection skill (thus, to take over an arm, the user rolls at –4, while to take over his head, he rolls at –8.

If the user projects ALL of his ethereal body into someone (and only in that condition), the target becomes unconscious during the process (unless he has some level in Projection). Otherwise, he is fully aware of what is going on.

Force Use: 3 to take over a small organ (hand, stomach), 5 for a big organ (leg, arm), 7 for the whole body

Vanish.

Unaligned

FL	Projection 22+, Clone Self 18+, Ethereal Focus 18+
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The user may unfocus his physical matter and vanish from sight. His physical body will disappear and the matter it was composed of will be converted into ethereal energy.

In effect, his body will cease to exist on the physical plane. He will be free to roam around as if he would have projected himself out of his body, but he will be locked to the place where his body had disintegrated itself.

A sensor scan on the place where the user’s body vanished will show a large concentration of magnetic energy, but nothing else. Force users may feel the presence of someone in that area, and the user’s ethereal body will be enlarged 100 times when he vanishes his physical self (thus occupying most of the area where he were).

If the user has a “Companion” or “Ethereal Focus” active, he may choose to reform his body close to those parts of his body, thus allowing him to “teleport” himself through space from one point to another. Otherwise, he must reform back where he disappeared.

Force Use: 10

New Disadvantages:

Emotivity

–20 points

This character has no control over his own emotions. He acts passionately and thinks only as to how he can satisfy his instincts. This disadvantage incorporates the “Impulsiveness”, disadvantage, and works as a minor form of “Berserk” and “Lecherousness”.

The character easily succumbs to any emotion at all. Pity, Anger, Sorrow, Happiness, and behaves on a rather erratic way. Think of a character with the “Manic-Depressive” disadvantage which is always “Manic”.

The Character rolls for fright checks normally, but any willpower roll to resist giving in to any feeling is met at –5.

This character is not necessarily evil. He can be an excellent person, but his emotions are so accentuated that he can easily let his kindness degenerate into self-mutilation, and his pity degenerates into depression. Such a character is very radical in thoughts and actions and usually ends up killing himself not because he couldn’t see the danger, but rather, he couldn’t avoid rushing into it.