

**FANTASY FLIGHT GAMES**

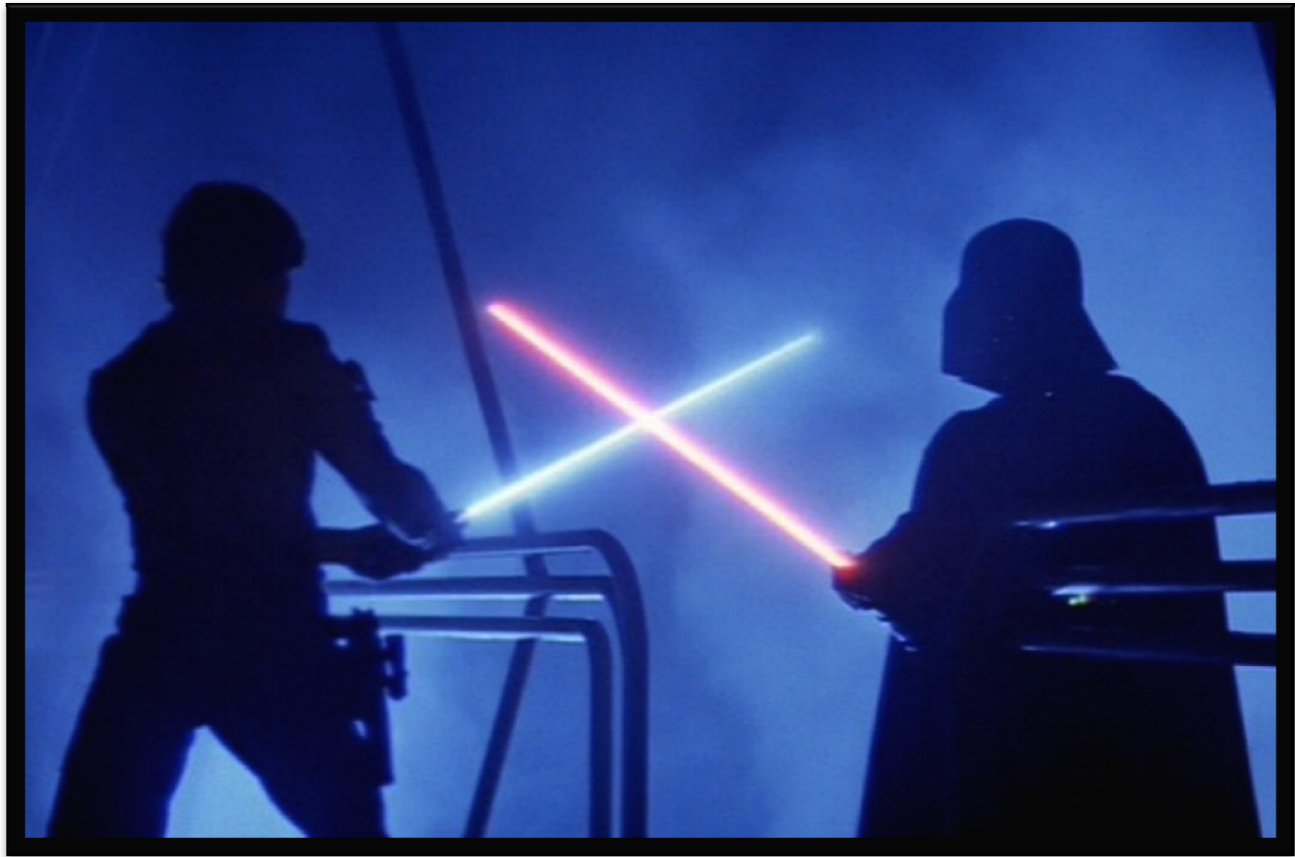
---

# **STAR WARS**

---

**ROLEPLAYING GAME**

---



## **THE WAYS OF THE FORCE**

AN UNOFFICIAL FAN SUPPLEMENT FOR USE WITH THE STAR WARS  
EDGE OF THE EMPIRE AND AGE OF REBELLION ROLEPLAYING GAMES

DOCUMENT VERSION 1.3



# CREDITS

Written and developed by Jonathan “Donovan Morningfire” Stevens.

Review and feedback provided by Ben “Cyril” Erikson, Garrett “barefoottourgide” Crowe, Phil “DarthGM” Maiewski, Chris “GM Chris” Witt, and Linda “ZRissa” Whitson. Thanks a whole bunch for your time and insight, allowing me to refine the various mechanics presented here as well as identify any spelling error that crept in along the way.

Additional thanks to FFG forum poster “Aazlain” for creating an EotE font which was of much use in creating this document, as well as Audun “JegerGryte” Lovlie for the “Fan Made” icon.

The “Deflect Blasters” and “Reflect Blasters” talents are based upon discussions made in the **[Talent] Deflect and Redirect** thread on the D20 Radio Forums, which can be found here: <http://www.d20radio.com/forums/viewtopic.php?f=168&t=11437>, with due thanks given to the posters that contributed their thoughts and ideas in that thread.

As always, a special thanks to George Lucas for creating the Star Wars films, and for giving a great many of the fans of those films the freedom to play around and create our own adventures in that galaxy far, far away.



## LEGAL DISCLAIMERS

Star Wars and all related terms are the registered trademarks of Lucasfilm Ltd., its associated bodies, and the Disney Corporation. **Edge of the Empire**, the dice symbols, and associated rules terminology are the property of Fantasy Flight Games. As such, the author of this document makes no claim of ownership to any of the afore-mentioned material.

The image for Force Mystic is by “Stirzy” courtesy of SWAG Online, and the image for the Jedi Initiate is courtesy of TheForce.Net. All other images are courtesy of Wookieepedia and used as per the attribution clause of their website. The images used in this document are the property of their specific creators and no infringement of their rights nor permission to reuse such images is intended or should be inferred.



Ways of the Force by [Jonathan Stevens](#) is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](#).

Permissions beyond the scope of this license may be available at <http://jedimorningfire.blogspot.com/>.

# INTRODUCTION

***"YOU'VE TAKEN YOUR FIRST STEP INTO A LARGER WORLD."***

**- OBI-WAN KENOBI**

The Force. To a great many fans of Star Wars, be it the movies, the Expanded Universe, or the various animated series, one of the most defining elements of that galaxy far, far away is that mystic energy field that surrounds us, penetrates us, and binds the galaxy together. Even if you're a brash smuggler that feels a good blaster at your side is better than ancient weapons and hokey religions, there is no denying the influence the Force has had upon the galaxy and upon the fandom.

One of the more controversial decisions that Fantasy Flight Games has made in regards to their series of Star Wars Role-Playing Games was the conscious decision to make Force-users a fringe element of both **Edge of the Empire** and **Age of Rebellion**, to the point of not including any actual material on the Jedi with the exception of their iconic weapon of choice, the lightsaber. For some, this lack of Jedi is a welcome change, giving them a chance to tell stories in the Star Wars galaxy without the worry of these potent individuals hogging the spotlight and showing up the rest of the party. For others, the lack of Jedi makes the game somehow not feel like Star Wars, particularly given the prominence that Jedi have been given in recent media such as The Clone Wars series as well as video games such as Knights of the Old Republic and The Force Unleashed. So while Fantasy Flight Games is planning to address this lack of Jedi with the future release **Force & Destiny** in 2015, some feel that's quite a long time to wait for such an iconic character type. Hopefully, this fan supplement will provide those players wishing to expand their character's abilities with the Force a few new options, including a chance to step into the role of one of the more iconic character types in the Star Wars saga...



## **WHAT THIS DOCUMENT IS NOT...**

If you downloaded this supplement in the hopes of finding a full array of Force Powers, Jedi specializations, and information on the myriad of Force traditions found within the Expanded Universe, then I'm going to have to disappoint you. The truth is I actually agree with Fantasy Flight Games' choice to not include a broad array of Force-based material at the outset of their product line, given the long and tumultuous history that Force-using characters have had with past versions of Star Wars RPGs. I've lost count of how many horror stories I've heard of Force-users in general and Jedi in particular causing all sorts of aggravation for GMs and sore feelings among the other players as their more mundane heroes get more and more marginalized by super-powerful Jedi characters as the campaign goes on. I'll leave the debates for which version was the worst offender to the various forums, but given this track record, I think FFG made the right call, particularly since they were also creating a new dice mechanic for their Star Wars line; better to get the core mechanics in place and working before introducing a character type with a long history of placing incredible amounts of game-breaking stress on each prior versions' core mechanics.

## **WHAT THIS DOCUMENT IS...**

Instead, this supplement is simply one fan's attempt to broaden the options for people like me that that enjoy playing and having Force-users in their Star Wars games. But at the same time, I'm also trying to keep to the general feel of the Dark Times and the Rebellion Era, the quarter century of time that FFG has chosen to set their initial three core rulebooks within. This is a period of time when it is quite dangerous to be a Force-user of any type, especially one who is not aligned with the Galactic Empire. Several millennia's worth of lore that the Jedi Order had accumulated during its long history has been lost, sealed away or destroyed on the orders of the Emperor while his servant Darth Vader hunts down the last few surviving Jedi, all in an effort to wipe all traces of the Jedi Order from the galaxy. But there are other paths by which one can learn the ways of the Force, either by learning ancient traditions found on remote, isolated worlds, or delving into shadowy lore that imperils the soul of the unwary even as it grants power to those who study it.

***"I WON'T FAIL YOU. I'M NOT AFRAID."***

***"OH, YOU WILL BE... YOU WILL BE."***

**- LUKE SKYWALKER AND YODA**

## NEW SKILL: LIGHTSABER (SPECIAL)

One of the key abilities of the Jedi Knights, proficiency with a lightsaber was a mark of distinction in the days of the Old Republic, before the Dark Times and the Empire's active suppression of the Jedi and their beliefs. By the time of Battle of Yavin, the many stances and dueling forms of the Jedi Order have been lost, and are likely to remain so until well after the Empire's fall. But until that time, there are still those who escaped the slaughter begun by Order 66 and have survived to the current day, safeguarding what knowledge they have about the usage of the lightsaber.

Though most melee weapons rely on the wielder's strength to overcome their opponents, the lightsaber requires a very different approach, one that comes hard for conventional fighters to grasp. As the lightsaber blade is both without mass and comprised entirely of a deadly edge, it instead relies heavily upon the hand-eye coordination of the wielder to control the weapon, both when attacking and when on the defensive. A significant part of the early training of a Jedi is to learn to use their burgeoning Force senses in tandem with their Force-enhanced reflexes to better gauge the position of the lightsaber's blade in relation to themselves and their opponent; as the Jedi grows in both power and experience, they become better able to wield the lightsaber, eventually reaching the point where they are able to deflect an enemy's blaster bolt and turn such an attack against their foes. To witness a Jedi Master in battle is to see the deadly beauty of the lightsaber in full bloom.

Upon gaining their first rank in Lightsaber, the character must select either Agility or Brawn as the base Characteristic used for this skill. The difficulty of Lightsaber checks is Average (◆◆), the default difficulty of all melee attacks, unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion). However, unlike standard melee attacks, the wielder does not add their Brawn to the damage result, instead using only the lightsaber's damage score to determine the damage inflicted on a successful attack.

## CONSTRUCTING A LIGHTSABER

In the times before the Empire and the fall of the Jedi Order, the construction of a lightsaber by an apprentice Jedi was viewed as both a critical part of their training as well as a ritual of great significance in their path to become a Jedi Knight. While the ritualism involved in this process has largely fallen by the wayside during the Emperor's rulership of the galaxy, the construction of a Jedi's personal lightsaber is still held as a crucial step, one that is required if the student is to prove worthy of calling themselves a Jedi Knight.

While it is possible for skilled craftsman to construct replicas of a lightsaber, such as the lightfoils used by the Saber Rakes of the Tapani Expanse, it is a Jedi's discipline and connection to the Force that enables them to build a proper lightsaber. And though the ritual elements have varied and changed through the millennia of the Jedi Order's existence, the basic procedure has remained largely the same since the time of the Jedi Civil War some four thousand years prior to the fall of the Old Republic. However, to most individuals the secrets of constructing a lightsaber are extremely difficult to come by, frequently requiring much research and investigation to find someone that still possesses such knowledge and is willing to share it with an aspiring Jedi.

While many of the required parts can be obtained through legal channels, the most important exception is the focusing crystal. During the Emperor's reign, the traditional sources used by the Jedi Order to obtain suitable crystals have either been razed or placed under strict Imperial quarantine, leading those who seeking to build a lightsaber of their own to explore other avenues, such as relying up on criminal channels, trying to sneak past Imperial blockades, or even gaining access to the proper tools and means to create a synthetic crystal of suitable quality; such activities could be the focus of an entire adventure. The components themselves have a minimum cost of 2000 credit if the character is using "off-the-shelf" parts and a synthetic crystal of sufficient quality; the cost varies if custom-built parts or a naturally occurring gem of suitable quality is used in the weapon's construction.

Upon gathering the necessary components, the task then becomes one of assembling those components into a proper lightsaber. This requires the character to have access to a tool kit and several days to then to complete the process of constructing their lightsaber. The default time required of a Force-user to construct a lightsaber is five days (or one Galactic Standard week), requiring a single successful Discipline check that begins at a Daunting (◆◆◆◆) difficulty. The character can attempt to reduce the time needed to build their lightsaber down to a minimum of one day, but doing so upgrades the difficulty once for each day saved; a Jedi trying to build a lightsaber in only three days would be rolling against a difficulty pool of ◆◆◆◆◆. A Force-user receives ◆ equal to their Force Rating when making the check. At the discretion of the Game Master, the dice pool may be further modified based on environmental conditions or the quality of the tools used.

Once the amount of time being spent on constructing the lightsaber is determined, the character makes the required Discipline check, and must achieve at least one ✨ on the roll; if they fail, their efforts were in vain though they can try again after a period of five days. If the check generates ○○○○ or ⊕, the lightsaber gains one of the following weapon qualities: **Accurate**, **Defensive**, or **Deflection**. If the check is successful but generates ⊗⊗⊗ or ⊖ the lightsaber instead gains the **Inferior** quality; a ⊕ can be spent to negate this result with the Games Master's approval. If the check failed and a ⊖ is rolled, the entire project is ruined and the Force-user must begin entirely from scratch as the components, including the focusing crystal, are damaged beyond repair; there's a very good reason that Jedi-in-training during the Rebellion Era are cautioned by their masters to not rush the process of building their initial lightsaber.

## FORCE-SENSITIVE SPECIALIZATIONS

Three additional Force-Sensitive specializations are now available: **Dark Side Acolyte**, **Force Mystic**, and **Jedi Initiate**. Each of these is considered to be “universal” specializations and provides the character with a Force Rating of 1. As per both 276 of the **Edge of the Empire** core rulebook and page 193 of the **Age of Rebellion Beta** rulebook,, a character cannot raise their Force Rating by purchasing additional Force-Sensitive specializations; the character will need to purchase the Force Rating talent in order to increase their Force Rating after buying the initial specialization.

### A CAUTIONARY NOTE: TOO MANY FORCE-SENSITIVE SPECIALIZATIONS?

While it might be tempting for a player to simply buy as many Force-Sensitive specializations as they can in the race to increase their Force-user’s Force Rating as high as possible, I’ve found during the course of my extended play testing, both of these rules and of the material presented in both the **Edge of the Empire** and **Age of Rebellion** rulebooks, that in many instances you can get by just fine with a Force Rating of 3, enabling the Force-user to activate most powers and one or two upgrades without much difficulty or needing to convert ● to ○ very often, if at all.

So in light of this, the Game Master is encouraged to restrict a player to only being able to purchase a maximum of two Force-Sensitive specializations for their character, unless of course they desire to have powerful Force-users as a central component in their game. More often than not, one of those two specializations should be either the Force Sensitive Exile or the Force Sensitive Emergent, reflecting the struggles of the character to expand their mastery and understanding of the Force without the aid of an instructor or teacher, things that were taken for granted before the Empire came to power. Only in truly extraordinary instances should the Game Master permit a Force-user to purchase a third Force-Sensitive specialization, especially as many Force-users during the Dark Times and Rebellion Eras are slow to trust outsiders with their precious knowledge; paranoia regarding Imperial spies and assassins is well-founded, and to openly identify oneself as a Jedi is to court the attention of the Emperor’s hunters, the foremost and most fearsome of which is Darth Vader.

Also, one of the major design tenets of both **Edge of the Empire** and **Age of Rebellion** is that Force-users are a minor element of a campaign; they’re present but not meant to be a driving force in the campaign. Allowing a Force-user to attain Force Ratings of 4 or higher results in a dramatic increase in power, and can easily shift the campaign away from gritty life on the fringes of civilized space or the desperate struggle for freedom against an oppressive totalitarian regime and into a game that has more similarity to a high fantasy epic with the Force-users taking center stage and the rest of the group relegated to supporting roles. While the movies are focused on the story of Anakin Skywalker and his son Luke, they also demonstrate that the other characters such as Han Solo and Padme Amidala each have their own stories to be told, and the campaign would certainly suffer if only the Force-users are allowed to take center stage.

### TALENT KEY

Rather than reprinting the text from FFG’s books, given that this document falls well outside “personal use” clause, I have instead chosen to provide a reference to the book and page where the talent’s game text can be found underneath each talent’s name. The new talents will be noted as such, and can be found in the **Talents** section of this document. The format used is the name of the rulebook where the talent can be found, followed by the page number. In the case of talents that appear in both the **Edge of the Empire** and **Age of Rebellion Beta** rulebooks, I’ve listed the page number of the former.

**EotE** = Edge of the Empire core rulebook

**AoRB** = Age of Rebellion Beta rulebook

**AoRW** = Age of Rebellion Weekly Beta updates.

### THE JEDI INITIATE AND YOUR CAMPAIGN

It should probably go without saying that Jedi are going to be very rare during the default time frame of FFG’s Star Wars RPG. The Emperor has been quite thorough in stamping out potential rivals and threats to his rule, with the Jedi Order bearing the brunt of his malice. Even more so than when seeking to play a Force-sensitive character, players should check with their GM before purchasing the Jedi Initiate specialization.

In terms of power, the Jedi Initiate not only provides access to the Lightsaber skill, but also provides eventual access to the lightsaber itself, a very powerful weapon in the hands of a skilled user, which is something a Jedi Initiate can certainly become with enough experience. These two factors make this specialization far more potent than any of the other options available, even if such power isn’t granted right away.

While the Jedi Initiate is only a taste of the power a true Jedi Knight might come to possess, it can be too powerful for some campaigns, particularly those where the GM intends to stick to the default themes as presented in either Edge of the Empire or Age of Rebellion. A lightsaber is a potent weapon, the presence of which can radically alter the dynamic of combat encounters, especially as the PC ascends through the Jedi Initiate specialization and unlocks the higher ranking talents offered.

# THE DARK SIDE ACOLYTE

*"YOUR FEEBLE SKILLS ARE NO MATCH FOR THE POWER OF THE DARK SIDE."*

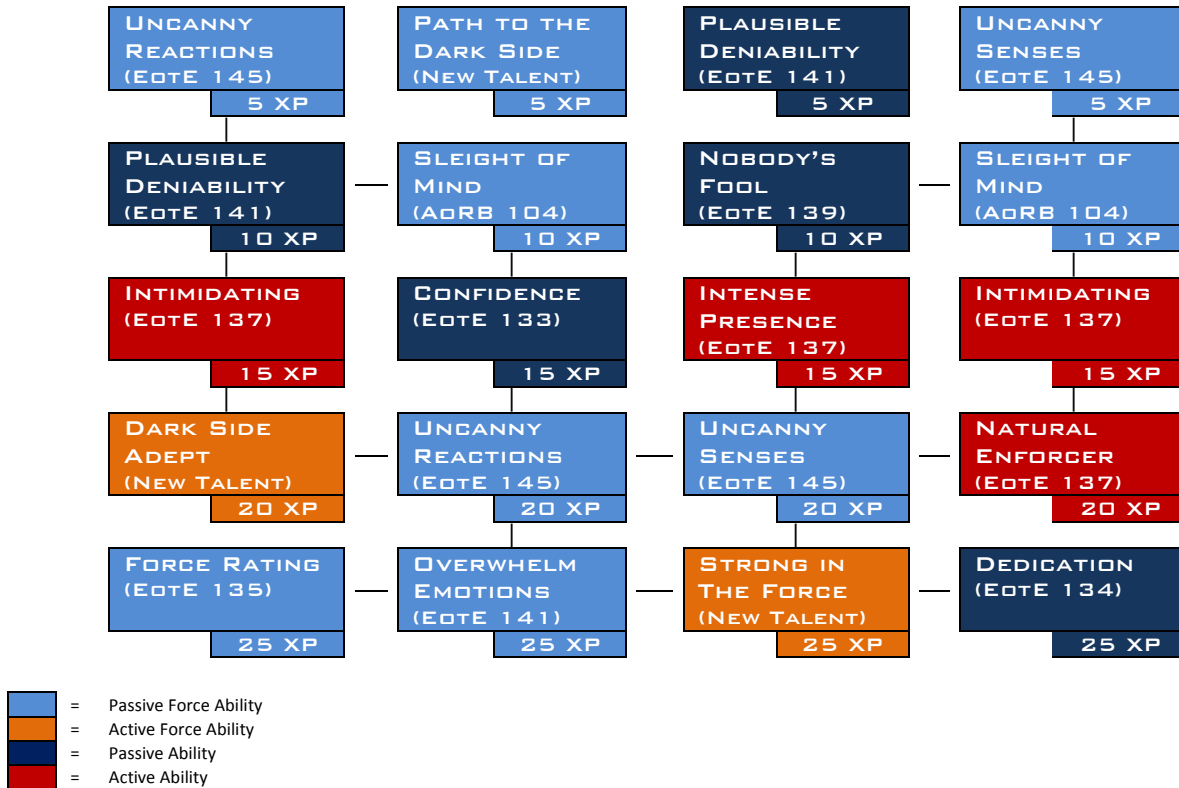
- DARTH SIDIOUS

Pursuing a path of study different from those of the Jedi or even the Sith, the dark side acolyte comes to view the Force as a tool, a means to power and control, not only over others but over one's fate as well. Often these individuals favor viewing their power as something supernatural, an image that many of them foster to make the acolyte seem more mysterious and thus in possession of greater power than they might actually have. No matter their origins, dark side acolytes all share the common trait of bending the Force to their will, and through such power they might bend the wills of others to suit their own purposes.



## DARK SIDE ACOLYTE (UNIVERSAL)

**Force-Sensitive Bonus Ability:** Gain Force Rating 1



### "IT IS A TERRIBLE THING, TO FALL. BUT FAR MORE TERRIBLE IS TO ADMIT IT."

In contrast to prior Star Wars RPGs, FFG's Star Wars game doesn't list a means to gauge when a Force-user has fallen to the dark side of the Force. Instead, it's left in the hands of the GM and the player to determine where that threshold is and when the character has crossed it. But rather than attempt to codify and track a character's fall with a "Dark Side meter," here are some suggested guidelines to keep in mind when trying to determine if a character has truly fallen to the dark side of the Force.

- Does the character frequently convert Dark Side Force Points in order to get more use of their Force Powers?
- Does the character frequently resort to violence at even the slightest provocation, perceived or otherwise?
- Does the character often indulge in or enjoy causing pain and suffering in others, especially when it's unnecessary?
- Does the character actively antagonize and attack others with little or no provocation?
- Does the character's actions focus on gaining power for their own selfish purposes with no thought to the well-being of others?

If the answers to three or more of these questions are "Yes," then odds are good that Force-user has fallen to the dark side and should now be considered a Dark Side Force-user, using the rules laid out in the side bar of page 278 of the EotE core rulebook. It is possible for a character to redeem themselves and return to the light, but that would require several session only taking actions that would result in a "No" to all five of the above list of questions. It's easy enough to fall to the dark side, but so much harder to step back into the light.

# THE FORCE MYSTIC

*"MY ALLY IS THE FORCE. AND A POWERFUL ALLY IT IS."*

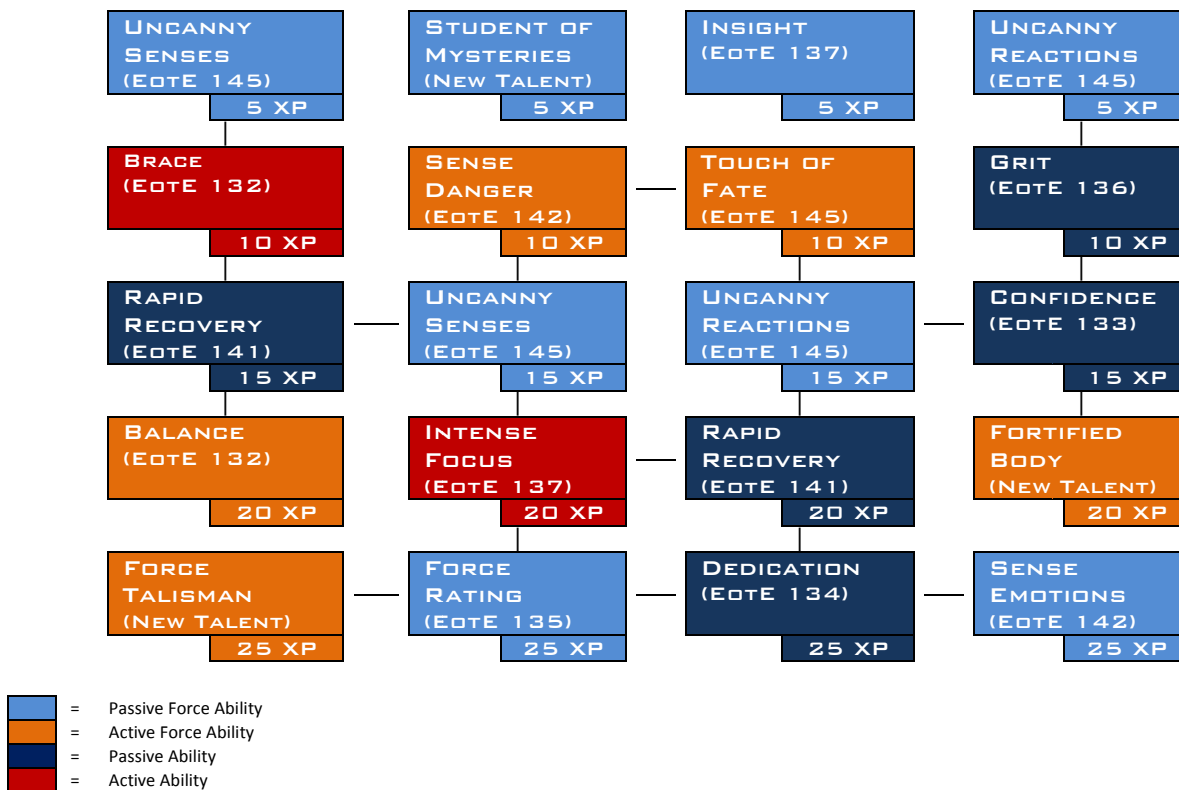
- YODA

While the Jedi Knights were by far the most well-known practitioners of the Force, they are far from being alone in both the study and understanding of the Force. Every civilized culture has within its history stories of medicine men, sages, and tribal shamans, all able to perform strange feats beyond the capabilities of their fellow beings or possessed of clairvoyance. And with the vast expanse of unexplored regions of space within the Outer Rim Territories, many primitive cultures still retain these mystics, beings who see the Force not in the terms established by the Jedi, but in a myriad of ways, ranging from songs of nature to the ancient whispers of long-dead ancestors to arcane incantations. But in those cultures, the secrets of the Force mystic are carefully guarded, and for an outsider to learn their ways requires a profound demonstration of both the would-be student's sincerity and trustworthiness; after all, these are the very secrets that have been passed down for generations, and few beings are willing to impart such deep and personal knowledge to just anyone.



## FORCE MYSTIC TALENT TREE (UNIVERSAL)

**Force-Sensitive Bonus Ability:** Gain Force Rating 1



### I SENSE A DISTURBANCE IN THE FORCE...

Any character with the Sense power is able to detect significant disturbances in the Force, such as the death of hundreds of Jedi Knights in the space of minutes, or the destruction of an entire planet, without needing any sort of roll; the only thing the character will be aware of is that something is wrong. Should the Force-user want to try and gain a better idea of what caused the disturbance, they must possess at the Sense power. This enables the player to flip a Destiny Point in order to make a special Force check, with each ● generated providing a clearer picture of what caused the disturbance, though the details should never be perfectly clear no matter how many ● the player gets on their roll.

Also, it's possible for a Force-user with the Sense power to also pick up on the Force-sensitivity of other characters, but this shouldn't be an automatic thing. Once per encounter, the Force-user can make an attempt to sense the presence of another Force-user. Doing so is simply a Force power check, with ● allowing the user to detect the nearest character with Force Rating 1 or better Short Range. If there are multiple characters that could be sensed, the user only detects the one with the highest Force Rating. Additional ● can be spent to activate any Range or Magnitude Upgrades the user has purchased.

# THE JEDI INITIATE

*"I WANT TO LEARN THE WAYS OF THE FORCE AND BECOME A JEDI LIKE MY FATHER."*

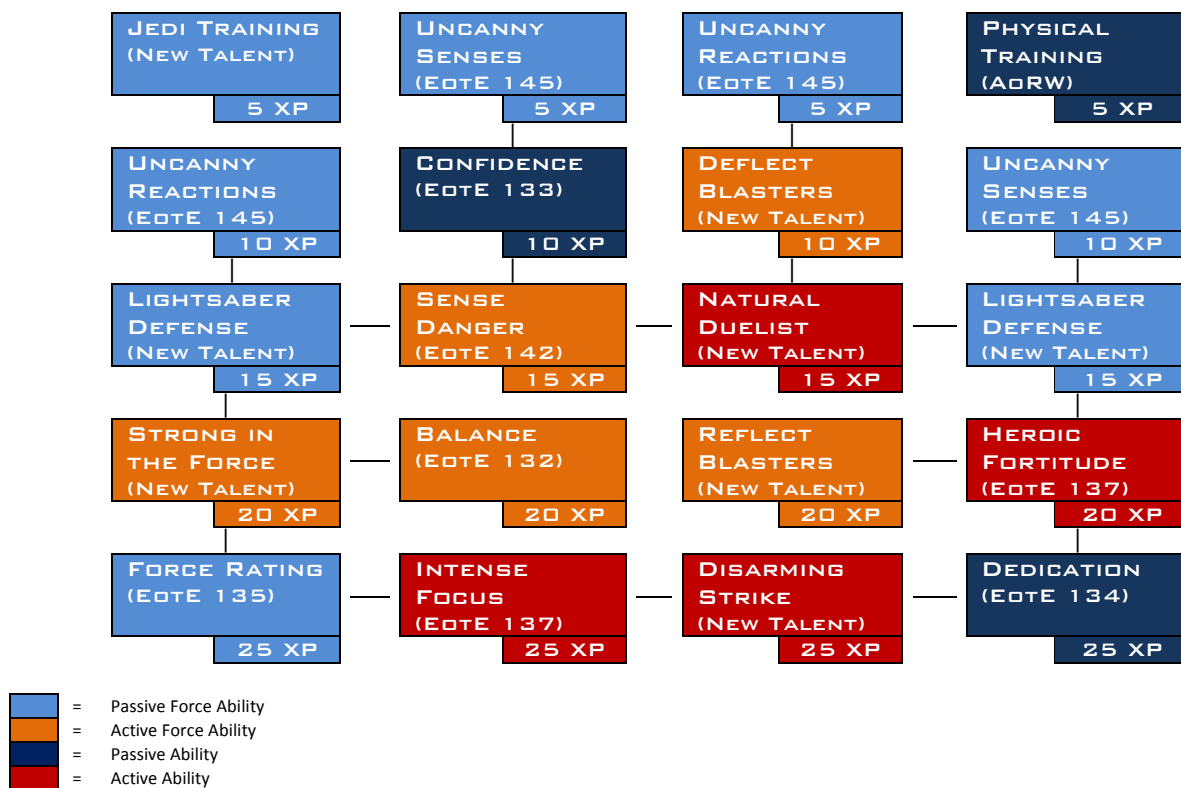
- LUKE SKYWALKER



For a thousand generations, the Jedi Knights were the guardians of peace and justice, standing tall against the many threats the Old Republic faced over the millennia. But just as the Old Republic has been swept away, so too have the Jedi and their belief in the Force been cast aside as a relics of a prior age, with the number of Jedi who survived both the Clone Wars and subsequent purge dwindling more and more with each passing day. But in spite the Emperor's efforts, the fire of the Jedi has not been completely extinguished, and there are still those who are willing and able to pass on what knowledge they retain to a new generation of students. Though the training methods have changed significantly, the ways and traditions of the Jedi continue to survive, with many taking up the role of champions against the Empire's tyranny.

## JEDI INITIATE TALENT TREE (UNIVERSAL)

**Force-Sensitive Bonus Ability:** Gain Force Rating 1



## THE JEDI CODE AND THE LURE OF THE DARK SIDE

A core tenet of the Jedi belief structure is that once you start relying upon the dark side, forever will it dominate your destiny, eventually leading that person to become an instrument of evil rather than being a protector of the common good. Characters that have taken the Jedi Initiate specialization or generally seek to adhere to the Jedi Code should refrain from converting ● to ●, bearing in mind their teachings that the dark side is the quick and easy path to power. Granted, there's no mechanical reason not to do so, but a player that's interested in actually playing a Jedi rather than a thug with a lightsaber and quasi-mystical powers should strive to adhere to this role-playing restriction.

That's not to say that young Jedi-in-training will always avoid the temptation of the dark side; they can feel the Force, even if they cannot fully control it. But without the oversight of the Jedi Council or other Jedi Knights, there are many would-be champions of the light who embrace the power offered by the dark side, eventually becoming no different than the very monsters they once sought to defeat. Part of becoming a Jedi Knight is learning to accept that while the Force is limitless in its capabilities, the Jedi are not; it's a difficult lesson that not all Force-users come to acknowledge, and that some traditions such as the Sith will reject outright.



# NEW TALENTS

## DARK SIDE ADEPT

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Dark Side Acolyte

Once per game session, when using a Force power to inflict damage directly to the target, add the character's Cunning to the total.

## DEFLECT BLASTERS

**Activation:** Active (Incidental, Out-of-Turn)

**Ranked:** No

**Trees:** Jedi Initiate

Once per round, when the character is targeted by a ranged attack and is actively wielding a lightsaber, the character can make a competitive skill check against the same base difficulty, using their Lightsaber skill against the attacker's combat skill; increase the character's difficulty by one if the attacker is using Auto-fire. If the character succeeds or ties on the competitive check, the attack is considered to be a miss. This talent cannot be used against starship-mounted weapons.

## DISARMING STRIKE

**Activation:** Passive

**Ranked:** No

**Trees:** Jedi Initiate

The character can spend Ⓢ to activate the Sunder weapon quality when attacking with a lightsaber, instantly destroying one openly wielded item the target possesses. The character does not need to make a successful attack roll in order to activate the Sunder quality.

## FORCE TALISMAN

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Force Mystic

The character has imbued a single small, portable object with the Force. Once per game session, this talisman can be used to enable the character to re-roll a single Ⓛ when rolling to activate a Force Power, but they must accept the result of the re-roll.

## FORTIFIED BODY

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Force Mystic

Once per encounter, the character can make a Resilience check to immediately heal one Critical Injury of their choice. The character receives a number of upgrades to their dice pool equal to their Force Rating.

## JEDI TRAINING

**Activation:** Passive

**Ranked:** No

**Trees:** Jedi Initiate

Discipline and Lightsaber are now career skills. The character also has the knowledge necessary to construct a lightsaber (see **Constructing a Lightsaber** above).

## LIGHTSABER DEFENSE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Jedi Initiate

The character gains +1 general defense when they are actively wielding a lightsaber.

## NATURAL DUELIST

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Jedi Initiate

Once per game session, the character may re-roll any one Lightsaber check.

## PATH TO THE DARK SIDE

**Activation:** Passive

**Ranked:** No

**Trees:** Dark Side Acolyte

Coercion and Discipline are now career skills.

## REFLECT BLASTERS

**Activation:** Active (Incidental, Out-of-Turn)

**Ranked:** No

**Trees:** Jedi Initiate

Upon successfully negating a blaster attack with the Deflect (Defense) talent, the character can immediately target a single character within Medium Range. The target suffers damage equal to the damage value of the original attacker's weapon, with each remaining ⚔ from the competitive check adding to the damage total. The character cannot spend Ⓢ to trigger any qualities the attacker's weapon might have.

## STUDENT OF MYSTERIES

**Activation:** Passive

**Ranked:** No

**Trees:** Force Mystic

Knowledge (Lore) and Vigilance are now career skills.

## STRONG IN THE FORCE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Dark Side Acolyte, Jedi Initiate

Once per game session, the character can spend a Destiny Point to roll one additional Ⓛ when activating a Force Power.

# FORCE POWERS

## NEW FORCE POWER: HEALING

**"LUMINOUS BEINGS ARE WE, NOT THIS CRUDE MATTER."**  
 – YODA

Though rare amongst members of the Jedi Order, the ability to mend the ills and injuries of others is one of the purest manifestations of the Light Side of the Force. Unlike other Force Powers, Healing requires the positive energies of the Light Side of the Force in order to function; characters that are Dark Side Force-users must spend a Destiny Point and suffer strain in order to activate this power.



### BASIC POWER

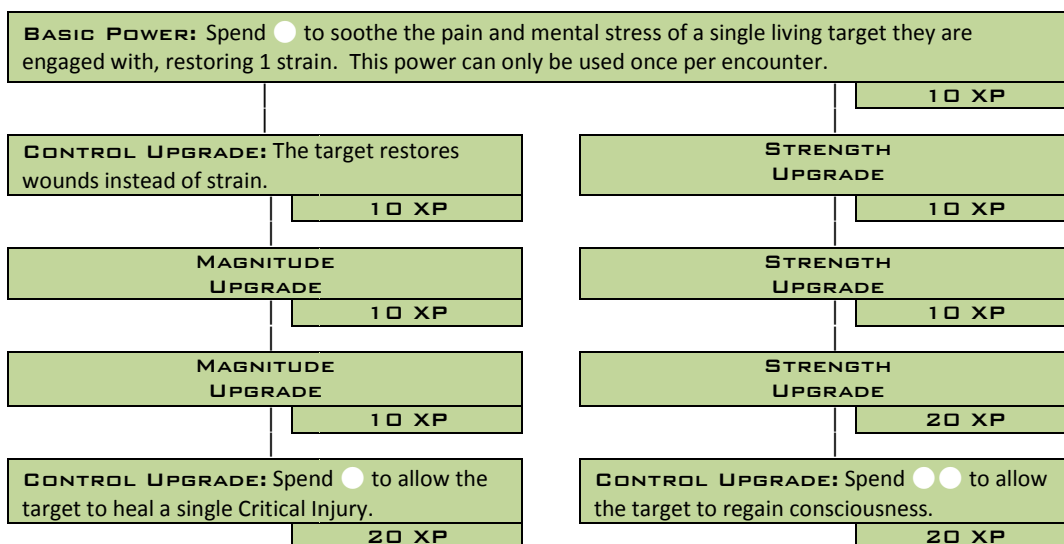
The user may spend ○ to soothe the pain and mental stress of a single living target they are engaged with, restoring 1 strain. This power can only be used once per encounter.

### UPGRADES

This power's upgrades are mostly centered on increasing the frequency and potency of the healing provided, though some upgrades do expand the Force user's options for alleviating the pain and suffering to those around them.

- *Control Upgrade:* The Force user can choose to allow the target to recover wounds when affected by this power rather than recovering strain.
- *Control Upgrade:* Spend ○ to allow the target to heal a single critical injury with a successful Discipline check with a difficulty equal to the Severity of the critical injury being treated. Note that this does not remove any lingering effects from a critical injury, such as missing limbs or permanently reduced Characteristics. This can be used in conjunction with other effects of this power, but the user must still roll enough ○ to activate these effects.
- *Control Upgrade:* If the target has exceeded their Wound Threshold or Strain Threshold, Spend ○○ to enable the target to immediately regain consciousness. This sets the target's current wound or strain values at one less than their threshold. This can be used in conjunction with other effects of this power, but the user must still roll enough ○ to activate these effects.
- *Magnitude Upgrade:* This power can be used one additional time per encounter, up to the number of Magnitude upgrades purchased.
- *Strength Upgrade:* The Force user restores one additional point of Strain when using this power.

## FORCE POWER TREE: HEALING



## NEW FORCE POWER: INJURE

"THE POWER TO DESTROY A PLANET IS INSIGNIFICANT NEXT TO THE POWER OF THE FORCE."

– DARTH VADER



By far the most insidious use of the Force, this power focuses on causing direct harm to the Force user's enemies rather than using external force as is the case with the Move power.

Unlike other Force Powers, Injure requires the negative energy of the Dark Side in order to function; characters that are not Dark Side Force-users must spend a Destiny Point and suffer Strain in order to use this power.

### BASIC POWER

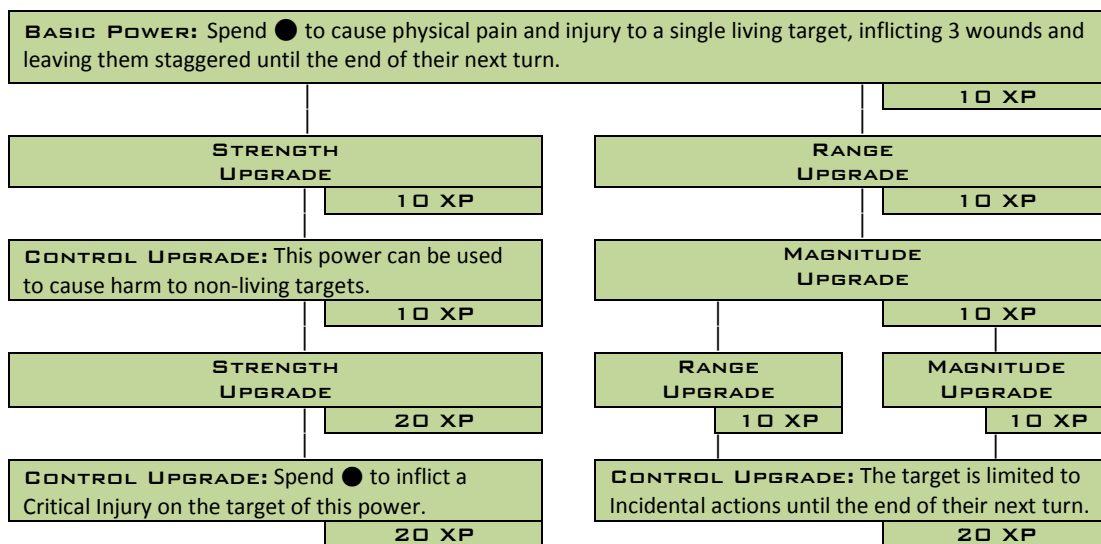
The user spends ● to cause extreme physical pain and injury to a single living target that they are engaged with, inflicting 3 wounds that ignores the target's Soak Value, and leaving the target staggered until the end of their next turn.

### UPGRADES

This power's upgrades are mostly centered on inflicting greater pain at greater distances, though some upgrades do expand the Force user's options for causing pain and suffering to their opponents.

- **Control Upgrade:** The Force user can use this power to cause harm to non-living targets.
- **Control Upgrade:** The Force user can choose to spend ● in order to inflict a Critical Injury on the target, and can spend additional ● to add +10 to determine the Critical Injury result. However, remember the Force user must still spend Force points to activate the power's actual effects.
- **Control Upgrade:** When taking damage from this power, the target can only take Incidental actions until the end of their next turn.
- **Range Upgrade:** Spend ● to increase the range band at which the character can target an opponent, however they must have a direct line of sight to that target. The Force user may activate this upgrade multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.
- **Strength Upgrade:** The Force user inflicts one additional wound when activating this power.
- **Magnitude Upgrade:** Spend ● to increase the maximum number of targets affected equal to the number of Magnitude upgrades purchased. The Force user may activate this upgrade multiple times, increasing the number of targets by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

## FORCE POWER TREE: INJURE



## NEW FORCE POWER: MESSAGE

“LEIA... HEAR ME... LEIA.”

– LUKE SKYWALKER



One of the more understated yet fantastic uses of the Force is the ability to reach out and touch the minds of another sentient being. While most Force-users are limited to only a few brief words or a strong emotion, those that master the power of telepathy can convey information across greater distances to a multitude of beings.

### BASIC POWER

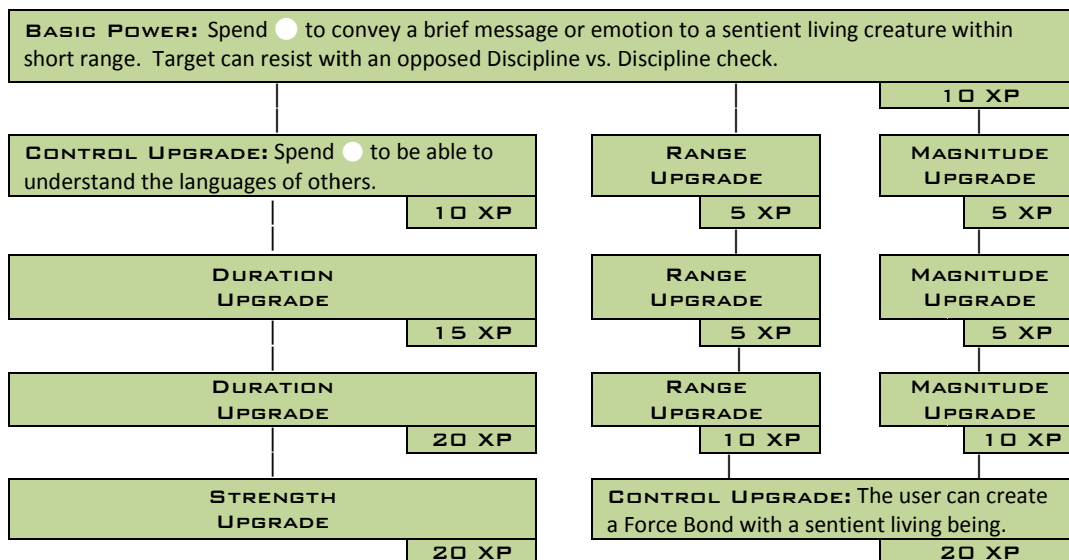
The user may spend ○ to convey a brief message (up to a dozen words) or a single emotion to a sentient living creature within short range. An unwilling recipient can resist the attempt by making an opposed Discipline vs. Discipline check.

### UPGRADES

This power’s upgrades deal with increasing both the range of contact and the number of individual minds the user can touch, as well as improving the quantity of information transmitted telepathically.

- *Control Upgrade:* The user can spend ○ to be able to fully understand the native language of a sentient living creature within the power’s effective range.
- *Control Upgrade:* The user can establish a “Force Bond” with a willing sentient living target. The user can only have one such bond active at any given time. While active, the Force user and the bonded target can use this power’s basic effects without having to make a Force power check out to extreme range. However, if one of the bonded creatures suffers a critical injury, the partner feels a measure of the pain and has their strain threshold reduced by 2 for the rest of the encounter.
- *Duration Upgrade:* Increase the duration of this power by an additional minute, up to the number of Duration upgrades purchased. This upgrade allows for prolonged, if simple, telepathic conversations.
- *Magnitude Upgrade:* Spend ○ to affect additional sentient creatures within range, up to the number of Magnitude upgrades purchased. The user may activate this upgrade multiple times, increasing the number of allies protected. However, remember the Force user must still spend Force points to activate the power’s actual effects.
- *Range Upgrade:* Spend ○ to increase the range by one range band, up to the number of Range upgrades purchased. The user may activate this upgrade multiple times, increasing the number of allies protected. However, remember the Force user must still spend Force points to activate the power’s actual effects.
- *Strength Upgrade:* The Force user can convey far more detailed and intricate information to the target, allowing for complex sentences and in-depth instructions, subject to the Game Master’s approval.

## FORCE POWER TREE: MESSAGE



## NEW FORCE POWER: REBUKE

"IF SO POWERFUL ARE YOU, WHY LEAVE?"  
- YODA

The Force can be a powerful ally to those trained in its use, a fact that all Force-users are aware of. And from this awareness, they in turn develop the resist the efforts of their contemporaries, and with sufficient skill are even able to turn an enemy's Force-based attacks back upon their adversary.

### BASIC POWER

When targeted by a hostile Force power, the Force user spends ○ and makes an opposed Discipline vs. Discipline check. This is as an Incidental, Out-of-Turn action. If successful, the effects of the hostile Force Power are negated with no effect on the Force user. If the hostile power normally requires an opposed check, the opposed check called for by this power supplants the need for that check; the Force user is not allowed two opposed checks to resist the hostile power.

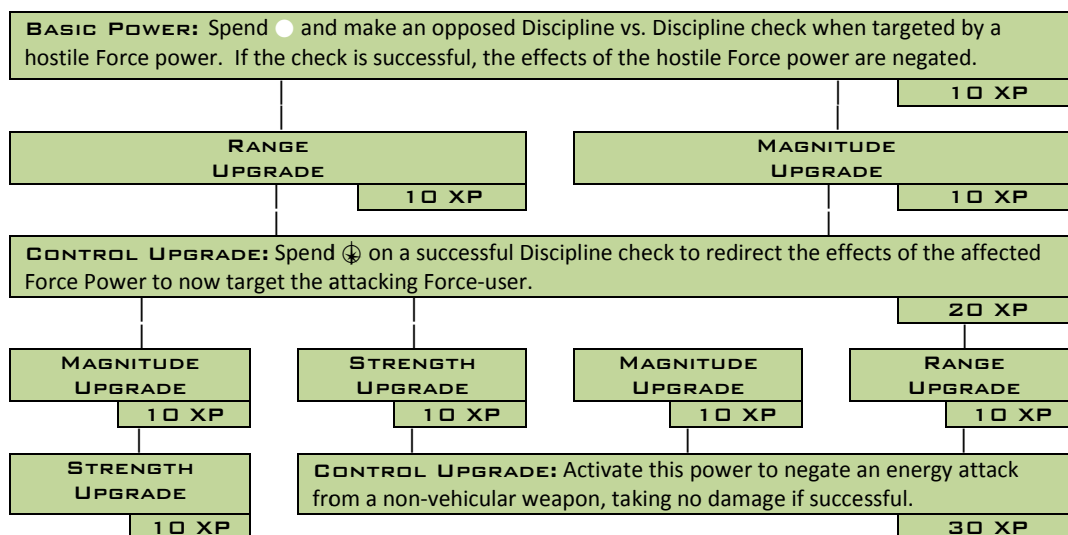


### UPGRADES

This power's upgrades deal with improving the user's ability to protect themselves and others from offensive uses of the Force, but also includes the ability to turn an enemy Force-user's attack back upon them and even protect the user from blaster fire.

- *Control Upgrade:* If the user generates a ⊕ on the opposed Discipline vs. Discipline check, they can redirect the attacking Force Power to also affect the attacking Force-User. The attacker suffers the full effects of the power based upon their original Force Power check.
- *Control Upgrade:* Once per round, the user can activate this power when struck by an energy attack from a non-vehicular weapon, using the attacker's combat skill instead of Discipline to set the difficulty for the opposed check. If successful, the energy attack deals no damage to the user, although the attack is still considered a hit for purposes of triggering weapon qualities.
- *Magnitude Upgrade:* Spend ○ to affect engaged allies with this power, up to the number of Magnitude upgrades purchased. The user may activate this upgrade multiple times, increasing the number of allies protected. However, remember the Force user must still spend Force points to activate the power's actual effects.
- *Range Upgrade:* The user can extend this power to protect a single ally they are Engaged with. Each additional Range upgrade purchased increases the range an ally can be from the user by one range band.
- *Strength Upgrade:* Upgrade the user's Discipline skill by one for each Strength upgrade purchased when making the opposed Discipline vs. Discipline check to defend against the opponent's Force power.

### FORCE POWER TREE: REBUKE



# WEAPONS FOR A MORE CIVILIZED AGE

## LIGHTFOIL, MODERN

Although the first lightfoils were creations of the Sith operating in the Tapani Sector, during the time of the Galactic Civil War a sub-culture of young Tapani nobles have taken to wielding modern recreations of the lightfoil, their affinity for the weapon having earned them the moniker of "Saber Rakes." Although not as potent a weapon as a lightsaber crafted by a true Jedi, the lightfoil is still a dangerous weapon; many Saber Rakes have at least one cybernetic prosthesis as result of being on the losing end of a duel.

An archaic lightfoil (as well as a dueling lightsaber such as that used by Count Dooku) would have the same characteristics as a regular lightsaber with the addition of the Accurate weapon quality and an increase of 2,000 credits to the base price.

## LIGHTSABER, DOUBLE

An uncommon variation of the classic lightsaber, the double lightsaber is roughly the span of two lightsaber hilts with a blade emitter on each end. Only rarely used by the Jedi Knights, the double lightsaber was more commonly seen in usage by the Sith, including such feared warriors as Darth Maul. A character is considered to be wielding two weapons for purposes of attacking with two weapons.

## LIGHTSABER, SHORT (SHOTO)

A variation of the Jedi lightsaber, the short lightsaber was most seen in use by Jedi of a smaller stature or those that favored wielding two lightsabers. In spite of its less-than-imposing length, the shoto was just as deadly a weapon as its larger cousin, with the Jedi Grand Master Yoda being just as dangerous while wielding shoto as such capable warriors as Mace Windu, Obi-Wan Kenobi, or Anakin Skywalker were when wielding a regular lightsaber.

## LIGHTSABER, TRAINING

While the typical lightsaber is known for being both elegant and deadly, many Jedi that were trained in its use began their studies instead with a specialized variant of the shoto lightsaber. Using a beam modulator to restrict the lethality of the standard energy blade, the training lightsaber most often saw use by initiates just starting their Jedi training, or by those Knights that preferred to have a truly non-lethal option at hand.

## LIGHTSABER PIKE

Used primarily by the Emperor's elite Shadow Guard, the lightsaber pike bears a strong resemblance to a conventional polearm without the bladed portion at the top. Only when the crimson energy blade erupts from the emitter does the weapon's true nature become apparent. To counteract the destructive capacity of a lightsaber, the entire haft of the weapon is made of phrik alloy, allowing the user to defend themselves against any rogue Jedi that might come looking to settle matters with the Emperor. When not activated, the pike can be used as a melee weapon, using the Melee combat skill and dealing damage as per a truncheon.

## WAN-SHEN

The signature weapon of the Matukai tradition of Force-users, the wan-shen is a tall polearm made of a hard but lightweight material with a reinforced blade at one end and a weighted tip at the other, enabling the wielder to attack with either end, though it's main purpose is to serve as a focus for Matukai adept's usage of the Force. A wan-shen is notable for the ease of being disassembled into four much smaller parts, making it far easier to store and carry the weapon. Due to the wan-shen's length and design, it can be used as a double weapon, following the rules on EotE CRB p. 210 for attacking with two weapons.

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Lightfoil, Modern	Lightsaber	7	2	Engaged	1	0	7,500	8 (R)	Accurate 1, Pierce 3, Sunder, Vicious 1
Lightsaber, Double	Lightsaber	10	1	Engaged	2	0	15,000	10 (R)	Breach 1, Defensive 1, Sunder, Vicious 2
Lightsaber, Short	Lightsaber	8	1	Engaged	1	0	8,000	10 (R)	Breach 1, Sunder, Vicious 2
Lightsaber, Training	Lightsaber	5	--	Engaged	1	0	6,000	10 (R)	Pierce 2, Stun Damage
Lightsaber Pike	Lightsaber	8	1	Engaged	2	0	16,000	10 (R)	Breach 1, Cortosis, Cumbersome 2, Defensive 1, Sunder, Vicious 2
Wan-Shen	Melee	+3	3	Engaged	2	1	1,000	6	Defensive 2, Disorient 2, Pierce 1

# INSTRUMENTS OF THE FORCE

## ADEGAN/ILUM CRYSTALS

Used by the Jedi Order during the course of its long history, crystals taken from the Adegan system and the planet of Ilum proved to be quite valuable in the construction of a Jedi's lightsaber. Having the unusual trait of being easier for a Jedi to attune through the Force, these crystals were frequently used by Jedi of all types, from the novice Padawan to the most senior of Jedi Masters. During the Emperor's reign, the primary sources of these crystals are under strict Imperial quarantine, making them almost as rare as a working lightsaber and nearly as expensive. A character that uses Adegan or Ilum crystals to build their lightsaber upgrades their Discipline skill by one.

**Cost:** 5000 credits; **Encumbrance:** 0; **Rarity:** 9 (R)

## FORCE DETECTOR

A blanket term used over the millennia for a number of different devices, a Force detector is designed to detect and identify beings that are Force-sensitive. During the heyday of the Jedi Knights, such devices were used to locate potential recruits for the Jedi Order, but in the dark times of the Empire they were instead used to track down survivors of Order 66 and other Force-sensitive exiles. Operating the device requires a full minute and a Hard (◆◆◆) Computers check to successfully activate the device. On a success, a character with a Force Rating of 1 or higher will be revealed as being Force-sensitive.

**Cost:** 2000 credits; **Encumbrance:** 5; **Rarity:** 6

## FORCE TRAINING AID

Over the long history of the Jedi Order, they developed a large number of devices to assist them in the course of their studies of the Force. Many such items were used by younglings during their time as Initiates, taking the form of various toys and puzzles, while those used by younger Padawans were designed to clear the mind and make concentration easier. No matter the shape or design, a Force training aid helps focus the user's connection to the Force.

**Cost:** 50 credits; **Encumbrance:** 0; **Rarity:** 8 (R)

## JEDI HOLOGRON

Probably one of the most treasured artifacts of the Jedi Order in the wake of the Empire's purge, a Jedi holocron is an invaluable resource for any that wish to learn the ways of the Force, particularly the lore and traditions of the Jedi Knights. Each holocron features a recorded personality referred to as a 'gatekeeper' who provides a means of interacting with the data stored within the holocron, often acting the role of a friendly advisor or mentor provided the user's line of questioning does not delve too deeply into the dark side of the Force or similarly unsavory topics. When the character using the holocron is making a Knowledge check that relates to the Jedi Order, the gatekeeper is considered to have 3 ranks in each Knowledge skill for purposes of making an assisted check. It can also serve as an in-game justification for a Force-user to learn a new Force Power without additional instruction or assistance.

**Cost:** Priceless; **Encumbrance:** 1; **Rarity:** 10 (R)

## JEDI UTILITY BELT

While similar in basic design and function to standard utility belts, this version has several items that most Jedi found useful during their travels. Each belt, when issued, came with the following items: 3 day supply of food capsules, a comlink, a glow rod, an Aquata breather, an emergency medpac, a simplified tool kit, as well as a few empty pouches for whatever else the Jedi felt they would need for their mission. One particular feature that was added to the belts some time after the Battle of Ruusan was a recharge port for a Jedi's lightsaber, ensuring the weapon maintained a full charge in the field.

**Cost:** 300 credits; **Encumbrance:** 2; **Rarity:** 3

## THE JEDI PATH: A MANUAL FOR STUDENTS OF THE FORCE

Published over the history of the Jedi Order, this book would be considered an invaluable find for any novice Force-user, particularly those with an interest in the Jedi and their ways. Needless to say, the book is deemed highly illegal and possession carries incredibly stiff and harsh penalties. Many copies have been handed down from master to apprentice over the years, often containing personal notes and observations from previous owners. Characters in possession of this book receive a ■ when making Knowledge (Education) and Knowledge (Lore) checks that focus on the history of the Jedi Order prior to the events of the Clone Wars or about the Force.

**Cost:** 2,000 credits; **Encumbrance:** 0; **Rarity:** 10 (R)