

# **Savage Force** (by reddit user /u/Alessio29m)

## **Setting rules**

Most of the rules are intended to make characters tougher, to increase their chance of survival. You can use all of them, any of them or neither of them – it's totally up to you.

### **No such thing as luck**

Edge Lucky and hindrance Unlucky are not applicable in this setting.

### **Rank matters**

When gaining a new rank, a character gains an additional wound as well. Thus, Novice has three wounds, Seasoned – four, Veteran – five and so on. Negative modifiers assigned to last three wounds (Veteran can have two wounds without having negative modifiers).

### **Heat of battle**

Characters don't have wound modifiers to combat rolls (Fighting, Shooting etc.). All non-combat rolls (including Use the Force) have usual wound modifiers. Vigor rolls (incapacitation checks and so on) also have normal wound modifiers.

### **I know what to expect**

While gaining a new rank, a character also gains 1 Toughness.

### **The Force is my ally**

To inflict a wound you have to overcome Toughness threshold by Toughness points, not by 4 points, i.e. to inflict one wound to character with Toughness 6, you have to inflict 12 damage.

### **Additional skills**

As a setting, Star Wars has several specific skills.

#### **Lightsaber**

To distinguish lightsaber as an 'elegant weapon' there is a special Agility-based skill – Lightsaber, that is applied to all lightsaber combat. Fighting skill is applied to vibro-blades and other melee weapons.

#### **Use the Force**

This is a Spirit-based skill used to command the Force.

#### **Sith Alchemy**

This Smarts-based skill is used to implement different force-related alchemic practices

#### **Knowledge**

There are many specific knowledge skills: Force-related - Jedi Lore, Sith Lore, Force Lore and 'mundane' – Computer Use, Astrogation, Security...

# The Force

Bennies are called Force Points. You can use them as usual.

## Call upon the Force

Force Points can be used to 'call upon the Force' – by spending a Force Point, you can add one more Wild Die to any roll. This decision must be made before roll itself and is available to any Wild Card character – even if he/she is not Force Sensitive.

## Call upon the Dark Side

Characters that have no Force Points can 'call upon the Dark Side' to get one. To do so a player must announce his decision and his character gets one Force Point. This Force Point must be used immediately – and it cannot be used to aid other characters or activate Force Powers with a 'Light Side' tag. After calling upon the Dark Side a character gets a Dark Side Point (DSP) and can possibly gain Dark Side Level (DSL).

## Dark Side Points

Dark Side points represent a character willingness to use the Force to personal gains or to inflict harm on others. Characters can get a Dark Side Point (DSP) by:

- using Force Powers with the Dark Side tag;
- using the Force to inflict Damage to living creatures;
- actively calling upon the Dark Side to get Force Points.

## Dark Side Levels

Every time a character gets DSP, he can also gain a Dark Side Level. To determine whether it happens or not, the character makes a Spirit roll with a negative modifier equal to his DSP. On success, he resisted the temptation of the Dark Side and can continue as usual. On failure, he gains a Dark Side Level and loses all his DSP. Starting character have DSL – None. Other levels are: Tainted, Fallen, Embraced and Corrupted. Depending on the level of grimness of your campaign – a character becomes an NPC at some DSL. In most cases Tainted characters are playable, Corrupted – unplayable, and two intermediate levels are up to GM decision.

Dark Side Level also affects the usage of Force Powers – the following table has modifiers to Use the Force rolls when activating Force Powers with 'Light Side' or 'Dark Side' tags.

Dark Side level	Light Side Powers	Dark Side Powers
None	-	-
Tainted	-	+1
Fallen	-2	+2
Embraced	-4	+4
Corrupted	Cannot use at all	+4

## **Dark Side Corruption**

A Corrupted character cannot gain DSL anymore, but each time a Corrupted character calls upon the Dark Side, he must make a Spirit roll with a negative modifier equal to his DSP. If the roll is successful – he continues as usual, on a failure – the character permanently loses 1 point of Charisma and Toughness and all his DSP. When his Toughness becomes 0 (Toughness provided by armor doesn't count!), the character is consumed by the Dark Side and becomes a Dark Spirit.

## **Returning to the Light**

A character can remove his DSP – to do so he must, instead of leveling-up, roll d4 (without acing!) and remove an amount of DSP according to the roll. If the character loses all his current DSP, he also loses one DSL – for example, a Fallen character becomes Tainted.

## **Redemption**

A character may totally redeem himself by doing some heroic act to save others, actively risking his life in the process. Decision on whether the act is heroic and self-sacrificing enough is up to the GM. In this case the character loses all his DSL and DSP.

## **Force-Sensitivity**

Only one Arcane Background is available – Force Sensitive. Characters with this edge can feel the Force and command it. Since Force-users are very powerful, characters who have not taken this edge gain another edge for free.

### **Arcane Background (Force Sensitive)**

Requirements: Wild Card, Novice

Arcane skill: Use the Force

Power points: 10

Starting powers: 2

Character can actively use the Force. He can purchase ranks in the Use the Force skill and gain Force Powers.

### **Use the Force**

Use this skill to activate Force Powers. Base attribute for Use the Force is Spirit.

## **Dark Side Temptation**

You can use this rule each time you feel appropriate. When rolling Use the Force – roll two Wild Dice. They must be different in size or color. One of them is a Dark Side dice – it explodes on 5 or 6 and can be used as usual, but by doing so the character gets a DSP. This rule is intended to represent the lure of the Dark Side – the character may choose 'easy way' instead of 'right way'.

## **Dark Side Powers**

Using Force Powers with the 'Dark Side' tag leads to gaining DSP. A character can gain more than one DSP per action. For example: Calling upon the Dark Side to get a Force Point, blasting an opponent with a Force Lightning and using a Force Point to increase inflicted damage leads to gaining 3 DSP at once (and one check for gaining DSL with at least -3 to Spirit roll).

## **Sith Alchemy**

This Smarts-based skill represents practices used by the Sith to create new creatures with desired abilities or modified existing ones. In addition, this skill helps to control dark side spirits and is used to create amulets.

# Force Powers

Powers have tags, which put them in some specific categories. Powers with the '**Dark Side**' tag give a DSP to the character who uses it.

## Affect Mind

Rank: Novice  
Power point: 2  
Range: Sight  
Duration: Instant  
Tags: Affect Mind

This power allows to force simple thought or feeling in a sentient creature. If there are several targets – the roll gets -1 for each target after the first. Target rolls Spirit with a TN equal to result of Use the Force to resist or is affected. You must see the target to use this power.

## Ballistakinesis

Rank: Novice  
Power points: 2  
Range: 12  
Duration: Instant  
Tags: Attack, Telekinesis

You may attack the target by high-speed stream of small rocks or other debris. Target must roll Force Defense or Agility against TN equal to result of Use the Force skill or take d10 damage.

## Battle Meditation

Rank: Veteran  
Power point: 4  
Range: Spirit  
Duration: 3 rounds  
Requirements: Battlemind

It's a deep trance allowing a jedi to turn the battle tide in his favor. During battle meditation, a character cannot do anything else. Successful activation of this power either raises one trait of all allies in range by one step or decreases one trait of all enemies by one step. Enemy can resist by rolling Spirit against a TN equal to the initial Use the Force roll. Your character can choose which trait will be decreased. On a raise, duration increases by one round.

## Battlemind

Rank: Novice  
Power point: 2  
Range: Self  
Duration: 3 rounds  
Tags: Enhance Ability

On a successful activation of this power, Wild Die increases by one step for Lightsaber, Fighting, Shooting and Throwing rolls. Each raise increases duration by one round.

## Beast control

Rank: Novice  
Power point: Special  
Range: Spirit x 100m  
Duration: 10 minutes  
Tags: Affect Mind

This Force power allows you to communicate and control unintelligent creatures. Successful activation makes the target creature your ally – it will not attack you and attack anyone on your command. If you attack the creature – it will break control. Power points cost is 3+(creature size if it's more than 0)x2.

## **Breath control**

Rank: Seasoned

Power point: 2

Range: Self

Duration: 5mn (or rounds)

Tags: Enhance Ability

This force power allows to stay in poisonous or vacuuming atmosphere for 5 minutes outside of combat or for 5 rounds of combat. Each raise in activation roll will increase length for 1 minute or round.

## **Channel energy**

Requirements: Seasoned

This power allows character to use the Force as a source of energy for mechanisms or devices. Difficulty is based on the device energy consumption: comm or datapad are +2, vibroblade or blaster – no modifiers, lightsaber -2, droid or speeder -4, starfighter -6, space transport or shuttle -8.

## **Dissipate Energy**

Rank: Seasoned

Power point: 3

Range: Self

Duration: Reaction

This power allows to dissipate energy from blaster shots and other energy attacks. To do so a character must be on Hold and declare interruption in response of an attack targeted at him. He rolls Use the Force with TN equal to damage rolled. Success and each raise lowers damage by one level (two wounds become one wound, one wound – Shaken, Shaken – nothing).

## **Dissipate Force**

Rank: Seasoned

Power point: 3

Range: Smarts

Duration: Instant

This power allows to instantly disable one Force power of target (Battlemind, Force Stealth, Fear, etc.). A character also may actively oppose any attempt to affect other targets by using Force – to do so he must have initiative, be on Hold and interrupt the action – if he wins the opposed Use the Force roll, Force power activation is blocked.

## **Drain Energy**

Rank: Seasoned

Power point: 3

Range: Spirit x 2

Duration: Instant

Tags: Attack, **Dark Side**

This attack power opposed by Spirit or Force Defense allows to drain energy from batteries. Datapad or comm-link are simple targets (+2 to roll), blaster or vibroblade – no modifiers, lightsaber – difficult (-2 to roll), droid or speeder bike – very difficult (-4 to roll).

## Drain Force

Rank: Veteran

Power point: 3

Range: Spirit x 2

Duration: Instant

Tags: Attack, **Dark Side**

This attack power opposed by Spirit or Force Defense allows to drain power points. A successful attack drains d4+1 power points, d6+1 with a raise. Drained power points are lost.

## Enhance Senses

Rank: Novice

Power point: 2

Range: Self

Duration: 3 minutes

Tags: Enhance Ability

After activation of this power the Wild Die of all Notice skills goes up by one step.

## Farseeing

Rank: Seasoned

Power point: 3

On activation of this power a character can 'see' some far place in case something (or someone) familiar to the character is in this place. Basic TN is 4 and increased depending on how far the place is: +2 if this is on same planet, +4 in this star system, +8 somewhere outside of this star system.

## Fear

Rank: Seasoned

Power point: 2

Range: Spirit x 2

Duration: Instant

Requirements: Affect Mind

Tags: Attack, **Dark Side**, Affect Mind

Character attacks all targets in a medium template, filling their hearts with fear. Every affected target must make a Spirit roll with TN equal to the initial Use the Force roll. On a success they resisted, on a failure – they become Shaken.

## Force Cloak

Rank: Seasoned

Power point: 5

Range: Self

Duration: 3 rounds

Tags: Hide Force

This power makes a character invisible. While this power is active all attacks on this character have a modifier of -4 (-6 with a raise).

## Force Defense

Rank: Novice

Power point: 2

Range: Self

Duration: Reaction

This power helps to defend from using the Force on you. Each time you are attacked or influenced by some Force power, you can try to resist it, by rolling Use the Force instead of attribute.

## Force Flight

Rank: Veteran  
Power point: 3/6  
Range: Self  
Duration: 3 rounds  
Tags: Enhance Abilities

This power allows a character to fly with a speed equal to his Pace. If the character spends twice the amount of power points – speed is doubled.

## Force Grip

Rank: Novice  
Power point: 2  
Range: Spirit x 2  
Duration: Instant  
Tags: **Dark Side**, Attack, Telekinesis

This attack always hits. Use the Force roll result to set the TN for a Vigor or Force Defense roll. If the roll fails – target is Shaken. If it failed by 4 or more – target gets one Wound.

## Force Intuition

Rank: Seasoned  
Power point: 1  
Range: Self  
Duration: Instant  
Tags: Enhance Ability

After a successful activation of this Force power, on the next round character gets two cards and uses the best one.

## Force Jump

Rank: Novice  
Power point: 2  
Range: Self  
Duration: Instant  
Tags: Enhance Ability

This power allows a character to jump far and high: 5 meters long from standing (7 with raise), 10 meters from running (15 with raise) or 5 (7 with a raise) high.

## Force Leap

Rank: Veteran  
Power point: 2  
Range: Spirit x 2  
Duration: Instant  
Requirements: Force Jump  
Tags: Attack

This power allows to attack enemy from distance. By activating this power a character can jump 2d8+4 meters and immediately attack an enemy with his lightsaber (this is considered as one action). Result of Use the Force roll is used to determine whether the attack hits. Damages are rolled as usual.

## Force Lightning

Rank: Novice  
Power point: 2  
Range: Cone Template  
Duration: Instant  
Tags: **Dark Side**, Attack

This power allows channeling dark energy to make lightning bolts. Every target in a cone template must make an Agility roll with TN equal to the result of the initial Use the Force roll or receive 2d10 damage.

## Force Sight

Rank: Seasoned  
Power point: 2  
Range: Self  
Duration: Instant  
Tags: Enhance Ability

A character can use the Force to see even in absolute darkness. This Force power allows to see even through walls but range of sight is Spirit x 2. All darkness modifiers are halved, and totally ignored on a raise.

## Force Stealth

Rank: Novice  
Power point: 2  
Range: Self  
Duration: 3 rounds or 1 scene  
Tags: Hide Force

Successful activation allows a character to hide his ability to use the Force for one scene. All attempts to reveal his connection with the Force are made against the result of this roll.

## Force Storm

Rank: Seasoned  
Power point: 2-4  
Range: Spirit x 2  
Duration: Instant

Character creates a storm (medium template size) – and everyone who gets into it must make a Strength roll (with -2 modifier in case of activation with raise). Anyone who failed is thrown away in a random direction to 2d4 squares and falls to the ground. If he collides with a solid object – he becomes Shaken.

## Force Strike

Rank: Seasoned  
Power point: 2  
Range: Cone Template  
Duration: Instant  
Requirements: Telekinesis  
Tags: Attack, Telekinesis

This power allows to throw away several enemies. After successful activation all targets in a cone template must make a Strength or Force Defense roll against TN equal to the Use the Force result. All those who fail roll are thrown away to 2d4 squares and fall onto the ground. Those who collide with a solid object – become Shaken.



## Hatred

Rank: Seasoned

Power point: 4

Range: Spirit

Duration: 3 rounds

Tags: **Dark Side**, Attack, Affect Mind

Successful activation of this power damages all targets (allies and enemies) in range. Damage is 2d6 (3d6 if activation was with a raise). While this power is active – it damages all targets in range each round.

## Heal

Rank: Novice

Power point: 3

Range: Touch

Duration: Instant

Tags: Light Side

This force power allows to heal any wound that was inflicted no later than one hour ago and to neutralize poisons and diseases if poisoning occurred no more than 10 minutes ago. Successful activation heals 1 wound, 2 with a raise.

## Illusion

Rank: Seasoned

Power point: 3

Range: Spirit

Duration: 3 rounds

Tags: Affect Mind

With this power a character is able to create realistic illusions. To see through the illusion, the affected character must make a Smarts roll against the result of the Use the Force skill.

## Inspire

Rank: Seasoned

Duration: Instant

Range: Spirit

Requirements: Affect Mind

Tags: Light Side

On successful activation of this power all allies nearby get a bonus to attack rolls and rolls to resist mental attacks – Trait die goes up by one level.

## Ionize

Rank: Seasoned

Power point: 2

Duration: Instant

Tags: Attack

Successful activation of this power inflict 2d6 damage (3d6 with a raise) to electronic targets – droids, turrets and so on.

## Kinetic Combat

Rank: Veteran

Power point: 5

Range: Spirit

Duration: 3 rounds

Requirements: Throw lightsaber; Use the Force d8+;

Tags: Attack, Telekinesis

By using this power a character can use a lightsaber without touching it. Character rolls Use the Force instead of Lightsaber and Spirit instead of Strength in damage rolls.

## Mind Control

Rank: Veteran

Power point: 3

Range: Spirit x 2

Duration: 3 rounds

Dark Side Level: Tainted+

Requirements: Affect Mind

Tags: **Dark Side**, Affect Mind

This power gives full control of a sentient creature for three rounds if successfully activated against target Spirit roll. Each raise gives one additional round of control. Target will do anything that's not suicidal. If the controlled creature is forced to do something that is not aligned with its personality (for example – make someone greedy to donate large amount of money) – an additional roll of Use the Force against target Spirit is needed.

## Rage

Rank: Seasoned

Power point: 2

Range: Self

Duration: Instant

Tags: **Dark Side**, Enhance Ability

By using this power a character falls in a rage fueled by the Dark Side. Until the end of battle or scene he gets +2 to all attacks and +1d6 to melee damage, but his Parry decreased by 2. If rage was activated with raise - +3 to attacks and +2d6 to damage. He cannot use any subtle tactics, feints and so on – he just fiercely attacks his enemies. To stop he must make Spirit roll – or continue to attack anyone, including his allies d4+1 rounds more.

## Rebuke

Rank: Seasoned

Power point: 3

Range: medium template

Duration: Instant

Tags: Attack

This power attacks all targets in a medium template centered on character. Each affected target must make a Strength check, with -2 if power was activated with a raise. Those who fail this check are thrown away from this circle. If they hit some solid object in process – they become Shaken.

## See Force

Rank: Novice

Power point: 1

Range: Area of sight

Duration: 3 rounds or 1 minute

This power allows to feel the Force. With it you can find living creature nearby, understand whether someone is Force-Sensitive, feel basic emotions.

## Sever Force

Rank: Veteran  
Power point: 5  
Duration: Instant  
Tags: Light Side

This power can be used against Dark character (whose Dark Side Level is Fallen or more). To use it a character should make a successful touch attack and a Use the Force check. If this roll is successful (4 or more) the target cannot use the Force until he make a Spirit roll against TN equal to initial Use the Force roll made on the Sever Force activation.

## Stun droid

Rank: Novice  
Power point: 2  
Duration: Instant  
Tags: Attack

This power allows to attack and stun droids. Target is immobilized and cannot do anything until it makes a successful Vigor roll with TN equal to the initial Use the Force roll.

## Summon Dark Spirit

Rank: Seasoned  
Power point: 4  
Tags: **Dark Side**

By activating this power a character summons a Dark Spirit and lets him use his body as vessel. While being under the influence of the spirit, the character makes all rolls with a Wild Die one step bigger than usual (d8 instead of d6 and so on). To get rid of the dark spirit he must make a Spirit roll with TN 6 (calling upon Force is impossible at this moment). If the roll is successful – the dark spirit goes away. In case of failure – the character becomes possessed by the Spirit. Whether the character is playable and if and when he can attempt to regain full control of his body is up to the GM.

## Surge

Rank: Novice  
Power point: 2  
Range: Self  
Duration: 3 rounds  
Tags: Enhance Ability

After activation of this power a character's Pace is doubled. If activation was made with a raise – running becomes a free action.

## Telekinesis

Rank: Novice  
Power point: 1-4  
Range: Spirit x 2  
Duration: Instant  
Tags: Telekinesis

The ability to move objects, push buttons and pull levers by using the Force. The Weight of the moved object determines the power point cost: 1 for up to 5 kilos, 2 – 50 kilos, 3 – 500 kilos, 4 – more than 500 kilos. With Telekinesis you can throw your enemies up to d4 meters. If he collides with solid object – he becomes Shaken.

## Throw Lightsaber

Rank: Seasoned

Power point: 2

Range: Spirit x 2

Duration: Instant

Requirements: Telekinesis; Use the Force d6+;

Tags: Attack, Telekinesis

A character can attack with his lightsaber at range by throwing it and returning back with telekinesis. Damage on a successful attack is 2d8. A critical failure (1-1) means that the lightsaber is dropped somewhere between the target and the character.

## Lightsaber styles

Each Lightsaber style is an edge. A character can get a style if he meets the requirements, but he also must find a teacher who agrees to reveal his secrets to him and spend a reasonable time training. As a GM you should understand that styles are powerful and should not be given easily.

### Shii-Cho

Requirements: Lightsaber d6+; Use the Force d6+

When you make a successful attack with a raise you may choose to disarm your opponent – in this case he must make a Strength roll with TN equal to attack roll or drop his weapon.

### Makashi

Requirements: Agility d8+; Lightsaber d8+

On each Lightsaber skill rolls the Wild Die goes up by one step. Character cannot be disarmed by using Shii-Cho. Character gains the Extraction edge.

### Soresu

Requirements: Force-Sensitive; Use the Force d6+, Lightsaber d6+

The character gets the Jedi Defense edge. Enemies of this character do not get gang-up bonus against him. By spending 1 power point the character can deflect all blaster shots aimed at him in the current round.

### Ataru

Requirements: Agility d8+; Strength d6+; Force Jump, Use the Force d8+

The character gets the Acrobat edge. The character can use Force Jump as a free action in combat. A successful Force Jump gives +1 to subsequent attack (and an additional +1 with a raise).

### Shien/Jem-so

Requirements: Jedi defense; Use the Force d6+, Lightsaber d8+, Strength d8+

The character gets the Counterattack and Jedi Repulse edges. If the attack was made with a raise – the bonus damage is equal to character's Strength instead of d6.

### Neiman

Requirements: Use the Force d8+, Lightsaber d6+; Force Mastery

The character can use any Force powers in combat as a free action (without penalty for multiple actions).

## Juyo

Requirements: Use the Force d8+, Lightsaber d8+, Spirit d8+

The character can spend 3 power points to increase his lightsaber damage. He rolls d8 and adds result to all damage rolls in this fight. After the fight he must make a Spirit roll with a penalty equal to bonus damage or get 1 DSP.

# Edges

## Embrace the Dark Side

Requirements: Veteran; Dark Side Level – Fallen+

When activating Force powers with the Dark Side tag, Wild Die goes up one level (usually from d6 to d8).

## Do. Or do not.

Requirements: Veteran, Use the Force d10+, Spirit d8+.

When activating any Force power a character may spend an additional power point and gain +2 to Use the force roll. If the roll fails, the character must spend one more power point (he cannot use this edge if he has no power points to spend in case of failure).

## Dun Moh

Requirements: Seasoned; Persuasion or Intimidation d8+; Spirit d8+; Dark Side Level – Tainted+

The character is able to provoke other characters to rely upon Dark Side. On a successful test of will the target gets one DSP or one Fatigue level each time he uses the Force.

## Force Body

Requirements: Veteran; Use the Force d6+; at least two Force powers with tag Enhance Ability

When activating Force powers with Enhance Ability tag, wild die goes up one level (usually from d6 to d8).

## Force Bond

Character has a strong connection through the Force with another character and may exchange Force Points with this character in any direction. In addition, the character always feel if that bonded character is in danger. Bond is usually developed between a master and his padawan.

## Force Immunity

Requirements: Veteran; Use the Force d8+

Wild Die goes up one level (usually from d6 to d8) when activating Force Defense or Dissipate Energy.

## Force Light

Requirements: Seasoned; Force sensitive; Spirit d8+; Dark Side Level – None

When activating Force powers with Light Side tag, Wild Die goes up one level (usually from d6 to d8).

## Force Mastery

Requirements: Veteran; Use the Force d8+

The character can support and use any number of activated Force powers without negative modifiers.

## Force Shadow

Requirements: Veteran; Use the Force d8+

When activating Force powers with Hide Force tag, Wild Die goes up one level (usually from d6 to d8).

## **I have a bad feeling about this...**

Requirements: Wild Card

When a character is surprised he may spend one Force Point and act as usual.

## **Jedi Defense**

Requirements: Force sensitive; Use the Force d6+; Lightsaber d6+; Feel the Force

Everyone shooting this character must roll at least his Parry score to hit. The character must be aware that he is being shot at.

## **Jedi Repulse**

Requirements: Jedi defense; Lightsaber d8+

A character can redirect shots that he defended from to any target in sight. As a reaction, he may spend 1 power point and make a Lightsaber roll that is treated as a Shooting roll. Range of this 'shot' is equal to the character Spirit. Damage is always equal to 2d6.

## **Judge me by my side do you?**

Requirements: Seasoned; Force sensitive

When activating force powers a character may spend a Force Point and negate one size-related modifier.

## **Kinetic Mind**

Requirements: Veteran; Use the Force d8+; at least two powers with Telekinesis tag

When activating Force powers with Telekinesis tag, Wild Die goes up one level (usually from d6 to d8).

## **May the Force be with you**

Requirements: Wild Card; Force sensitive; Dark Side Level – None

Once per session a character can regain all power points spent in the previous round or action. If the character gets a Dark Side Level – this edge ceases to work, but when character loses all Dark Side levels – this edge starts to work again.

## **My allegiance is to the Republic!**

Requirements: Veteran, Hero, Spirit d8+, Dark Side Level – None, Persuasion d8+.

This edge allows a character once per session to bring another Dark Character close to the Light with a Test of Will. On success, target loses one Dark Side Level, all of them on a raise. On critical failure the target becomes the character's enemy (as per Enemy Hindrance). GM may forbid this edge during current session – in this case the character gains an additional Force Point.

## **Never tell me the odds!**

Requirements: Wild Card

When using non-Force skills a character can spend one Force Point and cancel any one negative modifier up to -4.

## **Pall of the Dark Side**

Requirements: Veteran; Force sensitive; Spirit d6+; Use the Force d6+; Force Stealth; Dark Side Level – Fallen+

When a character uses Force Stealth to hide his Dark Side Level or traces of Force usage his Wild Die goes up one level.

## Strong in the Force

Requirements: Force sensitive

When activating any Force power, Wild Die goes up one level (usually from d6 to d8).

## Through passion I gain strength

Only characters with some 'behavioral' hindrance (Mean, Bloodthirsty, Greedy, Vengeful) can get this edge.

When 'activating' that edge a character gets 1 DSP and Force power points: Novice and Seasoned – d4, Veteran and Hero – d6+1, Legendary – d8+2.

# Force Traditions

Different schools of study and use of the Force – each with their own advantages and disadvantages.

## Jedi

Jedi study and use the Force without emotions and attachments. Each Jedi has 'free' minor hindrance Code of Jedi.

### Padawan

Requirements: Force Sensitive; Dark Side Level – None; Spirit d6+

A Jedi Padawan gets Use the Force skill at d4 and one non-Dark Side Force Power. He must fulfill the requirements for this power. In addition, a Padawan gets Force Bond with his master and learns the Shii-Cho Lightsaber style.

### Knight

Requirements: Veteran; Padawan; Dark Side Level – None; Spirit d8+; Use the Force d6+; Knowledge (Jedi Lore) d6+; personally-created lightsaber

A Jedi Knight can choose one way out of the four Jedi ways described below. Personally-created lightsaber is considered a Trademark Weapon: +1 to Lightsaber. He gets one free non-Dark Side Force Power – but he must fulfill the requirements for it.

### Master

Requirements: Jedi Knight; Knowledge (Jedi Lore) d8+; Use the Force d8+; Dark Side Level – None; training Padawan

A Jedi Master gets two non-Dark Side Force Powers, for which he fulfills the requirements. He learns one Lightsaber style (he also must fulfill the requirements). To become Jedi Master a character must start training a Padawan with whom he gets Force Bond.

## Jedi Ways

### Guardian

Requirements: Jedi Knight; Strength d8+; Lightsaber d8+; at least one of: Battlemind, Jedi Defense, Force Intuition

Jedi Guardian is defender of justice in the galaxy. He gets Force Leap and may choose one of the following Lightsaber styles: Makashi, Soresu, Ataru, Shien or Juyo.

## Consular

Requirements: Jedi Knight; Spirit d8+; Use the Force d8+; Knowledge (Jedi lore) d8+

Jedi Consular is a wise Force learner. He gets Force Mastery edge, Inspire Force power and may choose one of the following Lightsaber styles: Soresu, Nieman or Shien.

## Watchman

Requirements: Jedi Knight; Smarts d8+; Notice d8+; Use the Force d8+; Enhance Senses

Jedi Watchman is a sentry who must not let the Dark Side be unnoticed. He gets Alertness and Force Immunity. He may choose one of the following Lightsaber styles: Makashi, Soresu, Shien or Juyo.

## Shadow

Requirements: Jedi Knight; Agility d8+; Stealth d8+; Use the Force d6+; Force Cloak or Force Stealth

A Jedi Shadow is a secret agent of the Order. He gets Force Shadow edge and one Force Power from the list: Enhance Senses, Battlemind, Force Intuition, Ionize, and Dissipate Energy. He may choose one of the following Lightsaber styles: Makashi, Soresu, Ataru, Shien or Juyo.

# Sith

Sith philosophy is based on the idea that only passions lead the living creatures, giving strength to battle for power, and only power can give real unbounded freedom.

## Apprentice

Requirements: 'Behavioral' hindrance; Force Sensitive; Dark Side Level – Tainted; Use the Force d6+

The character gets the Through Passion I Gain Strength edge and two Force Powers for which he meets the requirements. At least one of them must have a Dark Side tag. The character must have a mentor who must be a Sith Lord.

## Lord

Requirements: Veteran; Sith Apprentice; Dark Side Level – Fallen; Use the Force d8+; Knowledge (Sith lore) d6+

The character gets two Force Powers for which he meets the requirements. At least one of them must have a Dark Side tag. To get Sith Lord status the character must prove himself worthy of the title – usually by killing his mentor.

## Sith ways

Sith apprentice may choose one of the four ways if his rank is Seasoned and his Dark Side level Fallen or more. You must be either a Sith Lord or a Sith Apprentice to get any of those edges.

## Marauder

Requirements: Strength d8+; Vigor d8+; Lightsaber d8+; Use the Force d6+; Rage

The character gets one edge from this list: Block, Counterattack, Dodge, First Strike, Frenzy, Sweeping strike and two Force powers from this list: Force Grip, Force Lightning, Hatred, Battlemind. He must meet the requirements to get edges and powers.

## Assassin

Requirements: Agility d8; Stealth d8+; use the Force d6+; Force Cloak

The character gets two powers from this list: Affect Mind, Control Mind, Illusion, Force Stealth, Force Grip. He must meet the requirements to get powers.



### **Inquisitor**

Requirements: Spirit d8+; Notice d6+; intimidation d6+; Use the Force d6+; Enhance Senses.

The character gets the Alertness edge and two powers from this list: Fear, Affect Mind, Control Mind, Force Defense, and Drain Energy. He must meet the requirements to get powers.

### **Sorcerer**

Requirements: Smarts d8+; Spirit d8+; Knowledge (Sith Alchemy) d6+; Use the Force d6+; Summon Dark Spirit

The character gets the Embraced the Dark Side edge and two powers from this list: Drain Force, Drain Energy, Dissipate Energy, Dissipate Force, Affect Mind, Control Mind, Fear, Hatred. He must meet the requirements to get powers.