

STAR WARS®

The Force Powers Compendium



Friend of



The Force Powers Compendium

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This supplement is a compilation of all the ever published Force powers from West end Games rules books, supplement and all. In addition, you will also find other non official Force powers that have been pecked up from various fan made sources of Star Wars the Role Playing Game.

This compendium is as full as possible as far as the authors know.

To help identify the king of power, colors have been added:

- Powers in black are from official WEG sources and are Jedi or Sith powers.
- Powers in blue are from official WEG sources and are Jedi powers.
- Powers in red are from official WEG sources and are Sith powers.
- Powers in purple are from unofficial sources and are Jedi or Sith powers.
- Powers in light blue are from unofficial sources and are Jedi powers.
- Powers in red brown are from unofficial sources and are Sith powers.

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There is no emotion
there is peace
There is no ignorance
there is knowledge
There is no passion
there is serenity
There is no chaos
there is harmony
There is no death
there is the Force

Peace is a lie
There is only passion
Through passion
I gain strength
Through strength
I gain power
Through power
I gain victory
Through victory
My chains are broken
The Force shall free me

1. CONTROL POWERS

1.1. Absorb/Dissipate Energy

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 142
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 148
The Role-playing Game (1st Ed) (ref.: WEG40001) page 77
Tales of the Jedi Companion (ref.: WEG40082) page 41
Rules Companion (1st Ed) (ref.: 40043) page 59

Control Difficulty: Very Easy for sun burn and other very minor energy sources; Easy for intense sun; Moderate for solar wind and other modest energy sources; Difficult for radiation storms and other intense energy sources. Characters may use this power to absorb energy attacks (such as blaster bolts and *force lightning* the difficulty is Moderate plus the attack's damage roll.

The power may be kept "up" as long as the source of energy is constant – it may not be kept "up" for blaster bolts or Force lightning.

Effect: This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation and blaster bolts. A successful *control roll* means that the energy is dissipated. If the user fails the roll, she takes full damage from the energy.

This power may be used to ward off sunburn, heat-stroke and radiation exposure, as well as withstand intense heat. This power may also be used to absorb blaster bolts, as Darth Vader did on Cloud City.

The character must activate the power in the same round to absorb the blaster bolt or *force lightning* – the character must be able to roll the power before the attack lands. The power can't be used after the attack has hit.

"We would be honored if you would join us. – Darth Vader

Example: A stormtrooper is shooting at Ana. Rather than *dodge* behind cover, she decides to use *absorb/dissipate energy* to absorb the shot. The difficulty is Moderate plus the damage of the blaster bolt. For the Moderate difficulty, the gamemaster picks a difficulty number of 14. Ana rolls *control* and gets a 21. If the blaster's damage roll is less than seven, then Ana absorbs the blaster bolt and takes no damage. If the blaster's damage roll is seven or higher, she takes *full* damage from the blaster shot.

1.2. Accelerate Healing

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 143
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 148
The Role-playing Game (1st Ed) (ref.: WEG40001) page 72
Tales of the Jedi Companion (ref.: WEG40082) page 41
Rules Companion (1st Ed) (ref.: 40043) page 58

Control Difficulty: Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

Time To Use: One minute.

Effect: A Jedi who uses this power successfully may make two natural healing rolls for the current day (12 hours apart) regardless of the severity of the injury. The Jedi gets a +2 modifier to both *Strength* rolls to heal. See Chapter Five, "Combat and injuries" for healing rules. *Accelerate healing* may only be attempted once per day.

"Remarkable, sir. I wouldn't have believed it possible for a human to heal so quickly." – Too-Onebee

Example: Ana has been incapacitated: normally a full two weeks of rest arc necessary before she can roll to heal. She makes her Moderate *control* roll to activate *accelerate healing*. She now gets to make two *Strength* rolls to heal and gets to add +2 to both rolls. Since she's incapacitated, Ana needs a total of 9 or better to improve to wounded. Ana's first *Strength* roll is an eight; adding the +2 gives her a total of 10. She improves from incapacitated to wounded twice (she's at -2D to all actions). Twelve hours later, Ana gets to make her second healing roll. Since she's wounded, she only needs a *Strength* total of 7 to improve from wounded twice (at -2D) to wounded (-1D to all actions). Her *Strength* roll is a seven; the +2 gives her a total of nine. She now heals to wounded.

1.3. Anger (Dark Side Power)

Source: Unofficial WEG Force Power

Control Difficulty: Very Easy for a Dark Sider, Moderate for a Light Sider

Warning: A character who uses this power gains a Dark Side Point.

Time To Use: One round.

Effect: To use this power, a character concentrates all of his negative feelings, and touches the Dark Side of the Force momentarily. This imparts a +1D bonus on all rolls for the next two rounds. The Dark Side is finicky as the bonus could at one time be 6 and at another time be 1.

1.4. Blackness (Dark Side Power)

Source: Unofficial WEG Force Power

Control Difficulty: Moderate

Required Powers: *Force lightning, injure/kill, eclipse.*

Note: This power can only be used by characters who have been consumed by the dark side of the Force.

This power may be kept "up".

Effect: This power enshrouds a Dark Jedi in a camouflaging veil of the Dark Side. The power roll is added to the difficulty of any Sense roll of a power attempting to detect the presence of the user of this power. It also subtracts 2D from any skill attempts to perceive them, or 4D if the power roll succeeds by 15 or more. The power causes people to overlook the user as he or she blends into the surroundings and any smells or sound emanating from them are muffled. The user of this power still may make skill checks as usual while the power is "up." (i.e. at a -1D penalty). However, the user may not use combat oriented Force powers while this power is kept "up." (e.g. lightsaber combat, combat sense, injure/kill, telekinetic kill, inflict pain, etc.).

This power does not affect electronic life-form sensors.

1.5. Breath Control

Source: Unofficial WEG Force Power

Control Difficulty: Easy: 1 extra round, Moderate 5 extra rounds, Very Difficult 10 extra rounds, Heroic 11+ rounds.

Effect: A Force user using breath control greatly decreases his bodies need for life-sustaining gas. The Jedi does not breathe in this state, and skin pores close, preventing harmful gases from entering the body.

1.6. Calm (Light Side Power)

Source: Unofficial WEG Force Power

Control Difficulty: Easy for characters without Dark Side Points. Increase difficulty one level for every Dark Side Point the character has.

Required Powers: *Concentration, Hibernation trance.*

Time To Use: One round.

Effect: This removes any fear, anger, or hatred from the Jedi, replacing it with a deep calm almost as if the force snatches the emotions and carries them away leaving a soothing feeling. The Jedi receives a bonus of +4 to all rolls for the end of the round and next two. This deep calm gives the Jedi an enhanced defense against the Dark Side, giving an extra bonus of +4 to resist the effects of powers called upon by Dark Side servants for those rounds.

1.7. Cloak of Darkness (Dark Side Power)

Source: Unofficial WEG Force Power

Control Difficulty: Heroic minus total Dark Side Points, to a minimum of 5. May not be attempted by an individual with less than 5 Dark Side Points.

Note: This power can only be used by characters who have been consumed by the dark side of the Force.

Warning: A character who uses this power gains a Dark Side Point.

Note: This power is exclusively used by the Shadow Dragons.

This power may be kept "up".

Effect: When this power is called, the Jedi calls upon the palpable essence of the Dark Side, turning himself into a silhouette so dark that the eye recoils from it. When this power is invoked, it grants a +3D bonus to the Hide and +2D to Sneak, and the Jedi holding it will not register on electronic sensors of any type (although the space he is in will register as being completely empty, and some sophisticated systems will be able to detect him due to the lack of normal air in his space).

1.8. Cognitive Trance

Source: Unofficial WEG Force Power

Control Difficulty: Easy

Time To Use: One minute.

This power may be kept "up".

Effect: Jedi uses control of his inner Force to enter the specific trance. His thinking process is hastened, and he may absorb information much faster (from datascreens, voicetapes set on very high speed or by other methods), i.e. he reads even faster than Mon Calamari - just scrolls the text very, very quickly.

1.9. Combat Preparation (Light Side Power) (Dark Side Power)

Source: Unofficial WEG Force Power

Control Difficulty: Moderate

Required Powers: *Emptiness for Light Side user, Rage for Dark Side user.*

Effect: Light Side Jedi empties his mind and allows the Force to flow through him, to conserve his energy in preparation for impending combat. On the contrary, Dark Side Jedi capitalizes their hatred to be able to unleash more Dark Force energy for impending combat.

Once the character comes out of combat preparation, the character gets a +6 bonus modifier to all rolls (except damage and defense) during combat for a period of time equal to the amount of time the character spent in combat preparation. This applies during combat only.

If the character does not enter combat in that period of time, the bonus is lost.

1.10. Concentration

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 143
The Movie Trilogy Sourcebook (1st Ed) (ref.: WEG40076) page 149
Tales of the Jedi Companion (ref.: WEG40082) page 41

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

Effect: When using this power, the Jedi clears all negative thoughts from her mind, feeling the Force flowing through the universe and her own being. The individual Jedi concentrates on one specific task at hand, if the skill roll is successful, the Jedi may add +4D to any *one* action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for one action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries. This power *may* be used in conjunction with Force Points or Character Points. This power is only in effect for one round and may not be kept “up”.

“Use the Force, Luke.” – Obi-Wan

Example: Luke is flying down the trench of the Death Star. With Ben’s urging, he clears his mind of negative thoughts, and feels the Force flowing through him. Using the Force, he *concentrates* on the task of firing a proton torpedo into the unshielded exhaust port. Since he has cleared his mind, the *control* difficulty is Easy. Luke’s player declares that Luke is also spending a Force Point to accomplish the task this round. Luke’s *starship gunnery* skill is 6D. He loses -1D for doing one other thing in the round (using the Force counts as an action), reducing his *starship gunnery skill* to 5D. Because he rolls successfully for his *control*, he receives the bonus of +4D, making his effective skill for that round 9D. Because he is spending a Force Point, his skill level is doubled to 18D! If Luke attempted any other action in that round, including firing another proton torpedo or blaster, or dodging enemy shots, he would receive no bonus.

1.11. Concentration (Modified)

Source: Unofficial WEG Force Power

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

Effect: When using this power, the Jedi clears all negative thoughts from her mind, feeling the Force flowing through the universe and her own being. The individual Jedi concentrates on one specific task at hand, if the skill roll is successful, the Jedi may add to his skill roll +1D +1 pip per full die in the used skill for the only *one* action in that round (truly +1 pip per full die in the used skill with the multiple action penalty). The Jedi may do nothing other than using the *concentration* power and using that one skill for one action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries. This power *may* be used in conjunction with Force Points or Character Points. This power is only in effect for one round and may not be kept “up”.

1.12. Contort / Escape

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 42
The Role-playing Game (1st Ed) (ref.: WEG40001) page 72
Tales of the Jedi Companion (ref.: WEG40082) page 41
Rules Companion (1st Ed) (ref.: 40043) page 58

Control Difficulty: Very Easy for loose bonds; Easy For hand binders; Moderate for serious restraints; Difficult to Heroic for maximum security (varies at gamemaster’s discretion, depending on security measures).

Required Powers: *Concentration, control pain, enhance attribute*

Effect: The character escapes bonds by contorting in painful and difficult (but physically *possible*) ways. By dislocating joints and the like, a Jedi can escape almost any physical restraining device. While this is indeed a painful procedure, Jedi are trained to block out the pain and focus on the task at hand.

1.13. Control Disease

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 143
The Role-playing Game (1st Ed) (ref.: WEG40001) page 77
Rules Companion (1st Ed) (ref.: 40043) page 59

Control Difficulty: Very Easy for a mild infection, such as a cold; Easy for a modest infection or illness, such as a high fever or severe flu; Moderate for a severe illness, such as gangrene or a hive virus; Difficult for a life-threatening disease; Very Difficult for a massive, long-standing disease; Heroic for a rapid-acting life-threatening disease.

Required Powers: *Accelerate healing*

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

Effect: *Control disease* allows the Jedi to direct and control the anti-bodies and healing resources of her body to throw off an infection or to resist diseases within the body. Using the power requires the Jedi to meditate for half an hour. If the disease is life-threatening or long-standing, the Jedi must make repeated skill attempts over the course of several weeks or months to cure the disease entirely. (Gamemaster’s discretion as to how many rolls are needed and how often).

1.14. Control Energy (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power

Control Difficulty: Very Easy for sun burn and other very minor energy sources; Easy for intense sun; Moderate for solar wind and other modest energy sources; Difficult for radiation storms and other intense energy sources. Characters may use this power to absorb energy attacks (such as blaster bolts and *force lightning* the difficulty is Moderate plus the attack's damage roll.

Required Powers: *absorb/dissipate energy, control pain*

The power may be kept "up" as long as the source of energy is constant – it may not be kept "up" for blaster bolts or Force lightning.

Effect: This is the second half of the absorb/dissipate energy Force power which was forgotten long ago. Upon a successful use of absorb/dissipate energy a Jedi may use this power to redirect the absorbed energy elsewhere.

In game terms a Jedi may use this power to move the energy elsewhere along lines it would be able to travel (Example: Corran Horn is being jabbed by a stun baton. he uses absorb/dissipate and sends the current through the metal decking. A Bothan walking by has his fur stand on end for a second)

Warning: *A character inflicting damage, or having another person inflict damage for him, upon himself for the purposes of using this power to drain energy receives a Dark side Point.*

1.15. Control Landing

Source: Unofficial WEG Force Power

Control Difficulty: Very Easy 1-3 meter drop, Easy 4-6 meter drop, Moderate 7-10 meter drop, Difficult 11-15 meter drop, Heroic 16+ meter drop.

Required Powers: *Enhance Attribute*

Effect: This ability allows the Force user to fall from a great height safely. If the Jedi falls without warning ; he must make a successful Dexterity roll to reorient himself (same difficulty as control roll) in mid-air or he will be stunned for 1D actions because he does not land on his feet, this even if the Control Landing skill is successfully used.

1.16. Control Pain

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 143
 The Role-playing Game (2nd Ed) (ref.: WEG40055) page 148
 The Role-playing Game (1st Ed) (ref.: WEG40001) page 71
 Tales of the Jedi Companion (ref.: WEG40082) page 41
 Rules Companion (1st Ed) (ref.: 40043) page 57

Control Difficulty: Very Easy for wounded or stunned characters. Easy for incapacitated characters. Difficult for mortally wounded characters.

The power can be kept "up", so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, the Jedi must make a new control pain roll, with the difficulty being the new level of injury.

Effect: A wounded Jedi who *controls pain* can act as if she has not been wounded, starting with the round after the power roll has been made. The wound is not healed, but the character doesn't suffer the penalties of being wounded: a wounded Jedi doesn't suffer any die code penalties; an incapacitated character can still act normally, as can a mortally wounded character. This power can also be used to shrug off any stun results. However, the character is still injured, and thus is prone to getting worse, even if the Jedi doesn't feel the pain. For example, a character who has been wounded twice and is wounded again would still become incapacitated. Mortally wounded Jedi may still die from their injuries, even if they aren't feeling any pain.

1.17. Detoxify Poison

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 144
 The Role-playing Game (1st Ed) (ref.: WEG40001) page 72
 Tales of the Jedi Companion (ref.: WEG40082) page 44
 Rules Companion (1st Ed) (ref.: 40043) page 59

Control Difficulty: Very Easy for a very mild poison, such as alcohol; Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Time To Use: Five minutes.

Effect: This power allows a Jedi to detoxify or eject poisons that have entered her body. If the Jedi makes the power roll, the poison doesn't affect her.

1.18. Emptiness (Light Side Power)

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 144
 The Role-playing Game (2nd Ed) (ref.: WEG40055) page 148
 Tales of the Jedi Companion (ref.: WEG40082) page 44
 Rules Companion (1st Ed) (ref.: 40043) page 64

Control Difficulty: Moderate.

Note: Characters who are consumed by the dark side of the Force may not use this power.

Required Powers: *Hibernation trance*

Effect: The user empties her mind and allows the Force to flow through her. The character seems to be in deep meditation and is oblivious to her surroundings. A character in *emptiness* may not move or take any action except to try to disengage from the *emptiness*. While in *emptiness*, a character is difficult to sense or affect with the Force. When another character attempts to use a Force power on the user in *emptiness*, add the user's *emptiness* roll to the difficulty for the other characters *sense* roll (if the power doesn't use the *sense* skill, add the difficulty to the *control* roll). This difficulty is added regardless of whether or not the *empty* character would willingly receive the powers effect. Once the character comes out of *emptiness*, the character gets a+6 bonus modifier to all Force skill rolls for a period of time equal to the amount of time spent in *emptiness*. This bonus is reduced by -1 for each Dark Side Point that the character has. When in *emptiness*, characters dehydrate and hunger normally some initiates have died because they lacked enough *control* to bring themselves out of *emptiness*. A character must make a difficult *control* skill roll to bring herself out of *emptiness*. When the character enters in to *emptiness*, the player must state for how long the character will be in meditation. The character may attempt to come out of meditation under the following circumstances: When the stated time has passed. Once each hour beyond the original time limit. The characters body takes any damage more serious than *stun* damage.

1.19. Enhance Attribute

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 55
 Tales of the Jedi Companion (ref.: WEG40082) page 44

Control Difficulty: Moderate.

Effect: A Jedi uses this power to increase a single attribute for a limited amount of time. An increased attribute can help a Jedi jump higher, dodge quicker, see better, and run faster. All skills controlled by the enhanced attribute are increased by the appropriate amount for as long as the power is in effect. An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase is determined by how much a character's *control* skill roll beats the difficulty number. Duration can be extended through the use of character points – for every character point a Jedi spends after invoking this power, the duration is extended by one combat round. The points can be spent at any time before the power fades. A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the benefit.

| Skill Roll Beats Difficulty By | Attribute Increase | Duration |
|--------------------------------|--------------------|----------|
| 0 – 13 | + 1D | 3 Rounds |
| 14 – 25 | + 2D | 2 Rounds |
| 26 + | + 3D | 1 Rounds |

“And suddenly Luke was gone, a single leap taking him to the top of the X-wing...”

1.20. Enhance Attribute (Modified)

Source: Unofficial WEG Force Power

Control Difficulty: Moderate.

Effect: A Jedi uses this power to increase a single attribute for a limited amount of time. An increased attribute can help a Jedi jump higher, dodge quicker, see better, and run faster. All skills controlled by the enhanced attribute are increased by the appropriate amount for as long as the power is in effect. An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase is determined by how much a character's *control* skill roll beats the difficulty number. Duration can be extended through the use of character points – for every character point a Jedi spends after invoking this power, the duration is extended by one combat round. The points can be spent at any time before the power fades. A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the benefit.

| Skill Roll Beats Difficulty By | Attribute Increase | Duration |
|--------------------------------|--------------------|----------|
| 0 – 13 | + 1D+1 | 3 Rounds |
| 14 – 25 | + 1D+2 | 2 Rounds |
| 26 + | + 2D | 1 Rounds |

“And suddenly Luke was gone, a single leap taking him to the top of the X-wing...”

1.21. Enhance Skill

Source: Unofficial WEG Force Power

Control Difficulty: Easy for +1D, Difficult for +3D, Heroic for +5D; +2 Difficulty levels for each skill after the first. Once the difficulty for the power is Heroic, no more skills may be included.

Required Powers: Enhance attribute

This power may be kept “up”.

Effect: With this power, Jedi can enhance their abilities in particular skills. The bonus dice are added to the skill dice so long as the power is up. If a force user wishes to change which skills are enhanced or by how much, then a new power roll must be made. Force users may only enhance those skills in which they have a skill which is at least one whole die greater than their attribute, before taking any special abilities into account. Otherwise they must pay 1 character point for each skill they are enhancing in which they do not have the required skill dice. If this power is not kept up, the force user may make only one action using the enhanced skill, as well as the power roll during the round and not be penalized for multiple actions. This may only be for an action that is one off, such as Luke using this power to enhance his grenade skill and then throwing the rock to activate the door controls to the Rancor pit. It may not be used for an extended action such as a swimming check. This power may not be used with another that enhances the same skill by adding to the number of dice usable. Thus it is incompatible with Combat Sense, Enhanced Coordination, Lightsaber Combat...

1.22. Enhance Skill (Modified)

Source: Unofficial WEG Force Power

Control Difficulty: Very Easy for +1D+1, Easy for +1D+2, Moderate for +2D, Difficult for 2D+1, Very Difficult for +2D+2, Heroic for +3D; +2 Difficulty levels for each skill after the first one enhanced. Once the difficulty is Heroic, no more skills may be included.

Required Powers: *Enhance attribute*

This power may be kept "up".

Effect: With this power, Jedi can enhance their abilities in particular skills. The bonus dice are added to the skill dice so long as the power is up. If a force user wishes to change which skills are enhanced or by how much, then a new power roll must be made. Force users may only enhance those skills in which they have a skill which is at least one whole die greater than their attribute, before taking any special abilities into account.

If this power is not kept up, the force user may make only one action using the enhanced skill, as well as the power roll during the round. This may only be for an action that is one off, such as Luke using this power to enhance his grenade skill and then throwing the rock to activate the door controls to the Rancor pit. It may not be used for an extended action such as a swimming check. This power may not be used with another that enhances the same skill by adding to the number of dice usable. Thus it is incompatible with Combat Sense, Enhanced Coordination, Lightsaber Combat...

1.23. Force Calculator

Source: Unofficial WEG Force Power

Control Difficulty: Varies, see below

Time To Use: One minute to one hour.

Effect: Using various meditation techniques, this allows a Jedi to mentally calculate complex and advanced equations using the aid of the Force. Usually done as a training exercise designed to focus young Padawans, this power can have practical applications outside of training - vectors of approach orbits, gravity and rotation speeds, and so on. However, a character's computation is only as good as the information they're based on.

Difficulty: Simple Equations (Square roots, really long division): Moderate
Complex Equations (compiling 1000 lines of source code): Heroic.

1.24. Force Charged Strike (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power

Control Difficulty: Moderate for a +1D max of charged damage, Difficult for a +2D max of charged damage, Very Difficult for a +3D max of charged damage, Heroic for a +4D max of charged damage, Heroic +10 for a +5D max of charged damage, Heroic +15 for a +6D max of charged damage, Heroic +20 for a +7D max of charged damage etc up to Control dice equals of charged damage.

Required Powers: *Emptiness or Rage, Absorb/Dissipate Energy*

Warning: This power is quite offensive, thus the probability of receiving a Dark Side Point is big.

Effect: Through total concentration or rage, a Jedi is able to deliver a single, devastating blow to an opponent. It takes one action for every die of charge before the strike to charge a fist or any other striking body part i.e. foot, knee, elbow, or forehead. Upon a successful hit the damage is delivered. This can also be used with brawling parry.

1.25. Force Running

Source: Unofficial WEG Force Power.

Control Difficulty: See below.

Required Powers: *Concentration.*

This power may be kept "up".

Effect: The Jedi can run much faster than a normal member of his species, up to four times faster than his species' norm. The difficulty for doing this is Moderate for doubling his normal Move rate, Difficult for tripling it, and Very Difficult for quadrupling it. This power takes an intense degree of focus, however, and as such no other power may be "kept up" while using this one.

1.26. Force of Will

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 44
Tales of the Jedi Companion (ref.: WEG40082) page 45
Rules Companion (1st Ed) (ref.: 40043) page 64

Control Difficulty: Easy

This power may be kept “up”.

Effect: By using *force of will*, the character uses his or her own *willpower* skill to light the effects of hostile Force powers. If faced with a telekinetic-or mind-based power, the Jedi’s *willpower* skill roll may be added to either the *control* or *Perception* code. The *control* (or *Perception*) plus *willpower* total is referred to as the “protection number”. If the attack roll is less than the target’s *control* (or *Perception*) roll, the character suffers no ill effects. If the attack roll is greater than the “protection number”, the Jedi suffers the full effects of the attacking power. If the attack roll is greater than the *control* roll, but less than the protection number, the Jedi is protected from the power, but his *willpower* is considered to be “battered”. Subtract -1D from the character’s *willpower* skill. The Jedi can still continue to defend, but must do so with decreased *willpower*, reroll for a new “protection number” in this case. In the event a Jedi’s *willpower* skill ever reaches 0D, the *force of will* power is automatically dropped, and the Jedi can only resist with *control* or *Perception*.

Note that it takes one day to recover 1D of damage from “battering of the will”, or one hour in *emptiness* (or *rage*) for each 1D recovered.

Note: *Force of will* does not protect against *Force lightning* or *Force storms* or objects hurled by *telekinesis*, since in each case the power creates a distinct physical manifestation, These are external rather than internal powers, in which case *willpower* would have no bearing on resistance. *Force of will* works on *injure/kill*, *telekinetic kill*; *inflict pain* and other powers which directly use the Force to affect the target.

Example: Harlan is attacked by an alien being whose skills reach into the dark side. With an *Easy* control roll, Harlan initiates the *force of will* power. The alien decides to use the *telekinetic kill* power on Harlan. The alien’s *control* and *sense* rolls are successful, and he now rolls his *alter* skill against Harlan’s *control* skill of 13D. Because Harlan is using the *force of will* power, she adds her *willpower* skill of +7D+2 to her control code for a “protection number” of 20D+2! If the alien rolls less than Harlan’s *control* skill, she would remain unaffected. If the alien rolls greater than the “protection number”, Harlan would be struck by the full force of her opponent’s attack. The alien would make an additional *alter* roll against Harlan’s unaided *control* roll to determine damage. If the alien rolls greater than Harlan’s *control* skill, but less than her “protection number”, she would be fully protected from the hostile Force power. However, her will is considered to be battered, and her *willpower* skill drops -1D to 6D+2. She must roll the 6D+2 to get a new (and presumably lower) “protection number”. It will take her either a full day of meditating, or one hour in emptiness to bring her *willpower* code back up to 7D+2.

1.27. Heal

Source: Unofficial WEG Force Power

Control Difficulty: Very Easy when > Stunned, Easy when Wounded or Wounded Twice, Moderate when Incapacitated, Difficult when Mortally Wounded.

Required Powers: *Accelerate Healing*, *Detoxify Poison*, *Emptiness*, and *Control Pain*.

Time To Use: 5 minutes meditation per level of difficulty.

Effect: Completely removes one injury to the user. This power may not be used on others (see *Heal Another*). If use of this power fails, the difficulty is raised by one level for every repeated attempt.

1.28. Hibernation Trance

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 144
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 148
The Role-playing Game (1st Ed) (ref.: WEG40001) page 72
Tales of the Jedi Companion (ref.: WEG40082) page 45
Rules Companion (1st Ed) (ref.: 40043) page 58

Control Difficulty: Difficult

This power may be kept “up”.

Effect: This power allows a Jedi to place herself into a deep trance, remarkably slowing all body functions. The Jedi’s heartbeat slows, her breathing drops to barely perceivable levels, and she falls unconscious. A Jedi can heal while in a *hibernation trance*, but can do nothing else. Anyone who comes across a Jedi in *hibernation trance* assumes that the Jedi is dead unless she makes a point of testing him. Another Jedi with the *sense* skill or the *life detection* power will be able to detect the Force within the hibernating character and realize that she is alive. When a Jedi enters a *hibernation trance*, the player must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli need to be present (noise or someone touching them, for example). Another Jedi can use the power *place another in hibernation trance* to bring the user out of the trance. *Hibernation trance* serves two purposes. It allows a Jedi to “play dead” and it can be used to survive when food or air supplies are low. A character in hibernation uses only about a tenth as much air as someone who is sleeping she can hibernate for a week in a dry climate or for up to a month in a wet climate before dying from lack of water. It is possible to hook the character up to an intravenous water drip to survive indefinitely. A character can hibernate for up to three months before dying of starvation. An intravenous sugar solution can extend that to one year.

1.29. Instinctive Astrogation Control

Source: Tales of the Jedi Companion (ref.: WEG40082) page 46

Galaxy Guide 09 - Fragments from the Rim (ref.: WEG40063) page 77

Control Difficulty: Very Difficult. Modified by astrogation difficulty.

Time To Use: One minute.

Effect: *Instinctive astrogation control* is far more difficult than the standard sense-based *instinctive astrogation* power because rather than trying to feel the correct solutions to the hyperspace equations, the Jedi calculates them in his head. This is quite possible, and is often done as a training exercise, but the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake.

The difficulty is modified by how hard the task is with a nav computer.

| Task is: | Modifier (add to difficulty) |
|----------------|------------------------------|
| Very Easy | 0 |
| Easy | + 5 |
| Moderate | + 10 |
| Difficult | + 15 |
| Very Difficult | +20 |
| Heroic | + 30 |

If the *control* roll is successful, a Very Easy *astrogation* roll is necessary to enter the correct routes into the nav computer. If the Jedi fails the attempt, he overlooks an obstacle, and sends the ship down an inherently dangerous path, thereby automatically making *astrogation* difficulty Very Difficult. If the *control* roll is missed by five or more points, the *astrogation* difficulty increases to Heroic. This is a largely unknown application of the *control* power that allows Jedi to plot *astrogation* paths, instead of using the more-well known sense-based *instinctive astrogation* Power. *Instinctive astrogation* control is little more than a curiosity, studied only by a few Jedi theoreticians.

1.30. Jedi Discipline

Source: Unofficial WEG Force Power.

Control Difficulty: See below.

Required Powers: *Emptiness*.

This power may be kept "up".

Effect: With Jedi discipline, a Jedi enhances his connection to the Force, sensing its subtle nuances better and more accurately. With this extreme discipline, Jedi often appears emotionless while in this state. It clears a Jedi's mind, allowing him to think clearer.

The result of *Jedi Discipline* depends on the difficulty factor achieved with the *Control test*: Easy +2 Knowledge/Willpower, Moderate +1D Knowledge/Willpower, Difficult +2D Knowledge/Willpower, Very Difficult +3D Knowledge/Willpower, Heroic 4D+ Knowledge/Willpower.

1.31. Plant Surge

Source: Unofficial WEG Force Power.

Control Difficulty: See below.

Required Powers: *Emptiness*.

This power may be kept "up".

Effect: When used, this power causes plants (grasses, weeds, bushes, trees, etc.) to entangle target creatures, holding them fast or slowing them down. The Control difficulty depends on the area that the Force user wishes to affect:

| Radius: | Control difficulty |
|-----------------|--------------------|
| 2 meters radius | Easy |
| 4 meters radius | Moderate |
| 6 meters radius | Difficult |
| 8 meters radius | Very Difficult |

If the Force-user succeeds in his use of the power, the targets are considered to be entangled. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their Dexterity scores, and can only move at half of their normal Movement scores. Entangled characters can attempt to escape, but this requires a Difficult Strength check to accomplish.

1.32. Rage (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 46

Control Difficulty: Difficult.

Note: This power can only be used by characters who have been consumed by the dark side of the Force.

Warning: A character who uses this power gains a Dark Side Point.

Required Powers: *Hibernation trance*

Effect: *Rage* allows a character to feel the great influence of the dark side. It functions as a counterpart to *emptiness*. The character must tense herself completely, and allow the mindless rage of the dark side to possess her. When using this power, a character will appear lifeless. The Force-user is amplifying the negative aspects of her personality, leaving her face clenched in a rictus of horror and fear.

A character must determine how long she wishes to be in *rage* when she enters the trance. Barring an attack or the arrival of a specific person (as explained below), the Jedi stays in the trance for the chosen duration. The Jedi must make a Difficult *control* roll for every four hours in the trance or she suddenly awakens. When the Jedi leaves this state, she receives a +10 modifier to all Force skill rolls for a period equal to the time spent in *rage*. After the bonus has subsided the character takes one die of damage for every two hours she was in the trance. Like *emptiness*, *rage* makes characters oblivious to their surroundings: they are rendered immobile. Unlike *emptiness*, however, characters in this state strongly exude the dark side. This internal focusing even provides some protection against others using the Force to manipulate them in some way. Add the *rage control* roll to the difficulty of the Force power employed by the “attacking” character. Characters dehydrate and hunger twice as quickly when using *rage*, and are even more susceptible to damage (-1D to *Strength* when resisting damage from physical and energy attacks while in this state). Characters who plan an extended trance require intravenous nourishment. In *rage*, the character is less oblivious to her surroundings than a Jedi in *emptiness*. For example, any physical contact by a living being may revive them (the Jedi must make a Moderate *control* roll) and provoke an instant berserker-like attack, regardless of who the person is. The character must then make a Difficult *control* roll to cease the attack before the “offending” character is killed. A character using *rage* can choose to anticipate the arrival of a foe. She must make a Difficult *sense* roll (modified by relationship) with the *life sense* power at the time he enters *rage*. This allows her to instantly awaken (Easy *control* roll) if the expected person comes within five meters of the person in *rage*. This power may be used in a preparation ritual for the *transfer life* power. When a raged person uses *transfer life*, her original body is instantly and completely consumed by the dark side, often bursting into blue flames. For every three points by which the *control* roll exceeded the *rage* difficulty, the body does 1D damage upon explosion (three-meter blast radius).

1.33. Reduce Injury

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 144

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 149

Tales of the Jedi Companion (ref.: WEG40082) page 46

Control Difficulty: Moderate for incapacitated characters. Difficult for mortally wounded characters. Very Difficult for dead characters.

Required Powers: *Control pain*

Effect: A Jedi may use this power to reduce the amount of injury she suffers. This power is normally only used in desperation because of its long-term repercussions. The power must be used in the round that the injury is suffered or in the round immediately following. When the power is successful, the Jedi loses a Force Point. Any injury that is suffered is reduced to *wounded*. If the original injury would have killed the character, the gamemaster will inflict a relevant permanent injury on the character.

Example: Luke Skywalker and Darth Vader are fighting in the Emperors chambers on the Second Death Star. Luke batters down Vader’s defenses and makes a killing strike but Vader uses the *reduce injury* power and spends a Force Point. He is now only wounded, but his hand is severed.

Note: It is not always a “selfish” act to save one’s life, so the character *might be* able to get the Force Point back. If the character was fighting to save her friends from certain doom and if she fails, they *certainly* die then this could even be considered a heroic action.

1.34. Regenerate

Source: Unofficial WEG Force Power

Control Difficulty: Moderate for a Simple Organ (eye, liver, kidney), Difficult for a Complex Organ (Heart), Very Difficult for a Limb or System (Arm, Spine), Heroic for Brain, A.I.D.S, Terminal Cancer...

Required Powers: *Heal*

Time To Use: One month per level of difficulty (1 month for an eye, 3 months to repair spinal damage).

*This power *has* to be kept “up”.*

Effect: Allows a Force-user to repair extensive damage to the point of regrowth. During the period of Regeneration, the character must rest as detailed in the Natural Healing section of the rulebook. Every day during this rest period the user must activate the power. Failure means treatment has been set back one day for every point the roll missed by. A critical failure means the organ/limb has been destroyed and user must start over (in the case of regenerating a damaged brain, the user dies). At the end of the period (provided rest was never broken) he may roll Strength or Control versus the above difficulty. For every full week of rest and treatment past the required time, the final Strength/Control Difficulty is reduced by one level. If successful, he has a new, fully working organ/limb or is cured from the targeted disease (Cancer, AIDS, etc.). If unsuccessful, he has a fully grown organ/limb that either his body has rejected or is just unusable.

Note that this power doesn't remove the *reason* for the degeneration in cases like A.I.D.S. (i.e. bacterial, viral or other infections). It only regrowths and removes faults in the D.N.S. (in cases like cancer).

1.35. Remain Conscious

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 144
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 149
The Role-playing Game (1st Ed) (ref.: WEG40001) page 72
Tales of the Jedi Companion (ref.: WEG40082) page 47
Rules Companion (1st Ed) (ref.: 40043) page 57

Control Difficulty: Easy for stunned characters. Moderate for incapacitated characters. Difficult for mortally wounded characters.

Required Powers: *Control Pain*

Effect: *Remain conscious* allows a Jedi to remain conscious even after suffering injuries which would knock her unconscious. When a character with this power suffers this kind of injury, she loses all other actions for the rest of the round but she is still conscious (a character without this power would simply pass out). At the beginning of the next round, the character may attempt to activate the power – this must be the first action of that round; the Jedi cannot even *dodge or parry*. If the roll is unsuccessful, the character passes out immediately. If the roll is successful, the Jedi may only perform one other action that round; often the character will attempt to *control pain*. The character may make a last-ditch heroic effort before passing out. After that other action has been completed, the Jedi will lapse into unconsciousness (unless she has activated control pain or done something else to stay conscious).

Example: Ana suffers several stuns and should be knocked unconscious ... but she has *remain conscious*. Ana loses her remaining actions for that round, but she is still awake. At the beginning of the next round, Ana's player declares that she will try to activate *remain conscious* and *control pain*. The player makes the Moderate *control* roll to activate *remain conscious*, so Ana stays awake for the rest of the round. (If the roll had failed or Ana hadn't activated *remain conscious*, she would have passed out at the beginning of the round.) Ana must now make a Very Easy *control* roll to activate *control pain*. If she succeeds, she may now act normally; if the roll fails, Ana is over whelmed by the pain and slips into unconsciousness.

1.36. Remove Fatigue

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 44
Tales of the Jedi Companion (ref.: WEG40082) page 47

Control Difficulty: Moderate

Required Powers: *Accelerate healing, control pain*.

Time to Use: One round.

This power may be kept "up".

Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates the Force, causing bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Jedi must make a *stamina* check once per day. While using this power, a Jedi must fail two *stamina* checks before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two *stamina* checks and becomes fatigued, a -1D penalty is applied to all attributes and skills for 1D hours. Please note that this power cannot be used for *lifting* (The Force power *enhance attribute* would be used in this case).

1.37. Resist Stun

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 145
Tales of the Jedi Companion (ref.: WEG40082) page 47

Control Difficulty: Moderate.

Time To Use: One minute.

This power may be kept "up".

Effect: *Resist stun* allows the Jedi to prepare her body to resist the effects of stun damage. The power must be activated *before* the character has suffered any damage. A successful result allows the Jedi to resist all stun results (except for *unconscious*). An *unconscious* result forces the Jedi to drop the power, and she is considered *stunned*. Other injuries *wounded, incapacitated, mortally wounded* and *killed*— are treated normally.

Example: Ana has a *Strength* of 3D; if she suffers three stun results, she is knocked unconscious. She activates the *resist stun* power and decides to keep it "up". (Since the power is kept "up", she suffers a -1D penalty to all actions.) In the first round of combat, Ana suffers two stun results ... but since she is using the *resist stun* power, she is not affected by the stuns. When she suffers a third stunned result, Ana must drop the *resist stun* power, but she is only considered stunned (-1D to actions).

1.38. Short-Term Memory Enhancement

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 56
Tales of the Jedi Companion (ref.: WEG40082) page 47

Control Difficulty: Difficult.

Required Powers: *Hibernation trance*

Effect: When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but did not register consciously at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his or her senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure. How far back a Jedi can remember with this power is determined by the success of his *control* skill roll.

| Skill Roll Beats Difficulty By | Memory Extended Back ... |
|-----------------------------------|-----------------------------|
| 0 – 8 | Through Current Episode |
| 9 – 20 | Through Last Episode |
| 21 + | Through Last Two Episodes |

“Luke closed his eyes, reaching inward with the Force. Short-term memory enhancement was one of the Jedi skills he’d learned from Yoda. The pictures flowed swiftly backward in time: his walk to the medical wing, his conversation with Wedge, his hunt for a public com desk ...”

1.39. Survive in Hard Vacuum

Source: Unofficial WEG Force Power

Control Difficulty: Difficult and see below.

Required Powers: *Concentration, Hibernation Trance, Lesser Force Shield*

Effect: While using the *Survive in Hard Vacuum* power, the Jedi creates a Force shield around his/her body capable of temporarily sustaining the hardship of hard vacuum (lack of any atmosphere, coldness of space, interstellar rays ...)

How long the anti-vacuum shield created by this power will be effective depends on the success of the Jedi *Control* skill roll.

| Skill Roll Beats Difficulty By | Anti-vacuum shield duration |
|-----------------------------------|--------------------------------|
| 0 – 5 | 6 rounds (30 seconds) |
| 6 – 10 | 12 rounds (1 minute) |
| 11 – 15 | 10 minutes |
| 16 – 20 | 30 minutes |
| 21 – 25 | 1 hours |
| 26 – 30 | 6 hours |
| 31 + | 12 hours |

1.40. Wisdom

Source: Unofficial WEG Force Power

Control Difficulty: Very Difficult.

Time To Use: One hour of research.

Effect: Makes the user have an insight on the force, increases their knowledge, by their Control Dice for a single roll.

2. SENSE POWERS

2.1. Battle Mind

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate.

Required Powers: *Sense Force*.

This power may be kept “up”.

Effect: With battle mind, a Jedi can use the Force to guide his decisions and actions to allow a possible future revealed through battle mind to come about. This power is especially useful when the Jedi is leading an army or strike force:

| Skill Roll Beats Difficulty By | Tactic skill bonus: |
|-----------------------------------|---------------------|
| 0 – 10 | + 1D |
| 11 – 20 | + 2D |
| 21 + | + 3D |

2.2. Beast Languages

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 44
Tales of the Jedi Companion (ref.: WEG40082) page 48

Sense Difficulty: Easy if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild vornskr or rancor).

Required Powers: *Receptive telepathy, projective telepathy, translation.*

Time to Use: One minute.

This power may be kept "up".

Effect: This power allows the Jedi to translate a beast-language and speak it in kind. As creatures rarely have "true" languages, the Jedi is actually reading the differences in surface emotions within grunts and growls and other cues of body language. Note that the character may keep this power "up" if the Jedi needs to continue picking up the emotional state of a creature. For beasts that can be ridden, subtract -2D from their *Ormeriness* code while this power is in effect. (Obviously, the creature's *Ormeriness* code cannot drop below 0D).

2.3. Blind Sense

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate.

This power may be kept "up".

Effect: This power allows the Jedi to see normally when he has been blinded (Perception at normal). This power cannot be used to see in the dark. Young Jedi sometimes learn this power accidentally when lightsaber training and have been blindfolded.

2.4. Clarity of Focus

Source: Unofficial WEG Force Power

Sense Difficulty: See below.

Time To Use: See below.

Effect: A Jedi's strength flows from the Force, but it's not always strength that the Force may grant. A Force Sensitive may use Clarity of Focus to probe into the nuances of the flow of the Force to seek answers.

An adept who uses Force Clarity successfully will gain a Knowledge + 2D roll to attempt to figure out the answer to the mystery presented. A Force Adept attempting to use Force Clarity may spend many hours, days or even weeks meditating to attempt to discern a solution.

Example: *Master Yoda used Force Clarity to attempt to discover who removed references to Kamino from the Jedi Archives.*

Sense Difficulty: Moderate for simple puzzles, Difficult for more challenging puzzles, Heroic for complex solutions. *Modified according to situation and character's previous knowledge at GM's discretion. Modified by time spent in Force Clarity.*

Note: This ability actually requires two rolls. The first is the user's Sense ability to gain the extra sense by the Force. If successful, the user must then make a Knowledge +2D roll against the same difficulty number chosen by the GameMaster. If one or both of these rolls fails, the user does not gain any additional insight.

2.5. Clairvoyance

Source: Unofficial WEG Force Power

Sense Difficulty: Very Easy for an hour into the future; Easy for a day in the future; Moderate for a month in the future; Difficult for a year in the future; Very Difficult for half a decade; Heroic for a decade in the future. Add 10 for every decade after that. Modified by relationship.

Required Powers: *Life Sense, Magnify Senses*

Time To Use: See below.

Effect: "Your sad devotion to that ancient religion has not helped you conjure up the stolen data tapes or given you clairvoyance enough to find the Rebel's hidden fort..." - Motti to Darth Vader.

This skill reflects the ability to see into the future clearly, or to see another place either in the future or in the present. Luke Skywalker uses Clairvoyance when he sees the city in the clouds.

This power allows someone to see into the future, normally not common with species. It should be noted that what the person sees may not be the final outcome because as Yoda said, always changing, the future is.

A person should not be allowed to just use this as s/he pleases, it be a skill that requires some time and effort.

2.6. Combat Sense

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 56
Tales of the Jedi Companion (ref.: WEG40082) page 48

Sense Difficulty: Moderate for one opponent, modified by +3 for every additional opponent a Jedi wants to defend against.

Required Powers: *Danger sense, life detection*

Effect: *Combat sense* helps a Jedi focus on the battle at hand. Everything else becomes dulled and muted as the Jedi's senses are all turned to the combat happening around him. All targets become mentally highlighted in the Jedi's mind, aiding him in attack and defense. In game terms, by focusing his attention on his opponents, a Jedi gains certain important advantages. First, he gets to decide when he wants to act during a round – no initiative rolls are needed while the power is in effect. If more than one Jedi is using this power, whichever Jedi rolled highest when invoking the power gets to determine exactly when they are acting in the round. Second, his attack and defense rolls are increased by +2D. *Combat sense* lasts for ten combat rounds and doesn't count as a "skill use" for determining die code penalties.

"Luke held his ground, feeling the Force flowing into him and out through his arms, evoking an odd sort of tunnel vision effect that turned mental spotlights on the attack itself and relative darkness on everything else ..."

2.7. Danger Sense

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 56
Tales of the Jedi Companion (ref.: WEG40082) page 48

Sense Difficulty: Moderate or attacker's *control* roll.

This power may be kept "up".

Effect: *Danger sense* allows a Jedi to extend his senses around himself like protective sensors, creating an early warning system for as long as the power is in effect. When this power is used, the Jedi detects any attacks the round before they are made. This gives the Jedi a round to decide how to react to the danger. In game terms, if any character is going to attack a Jedi on the next round, they must declare their action the round before it happens. Characters who are going to attack the Jedi may roll their *control* skill to increase the difficulty of using the power.

"It came as a flicker of movement from one of the doorways, and an abrupt ripple in the Force. 'Duck!' Luke barked, igniting his lightsaber. With a snap-hiss the brilliant green-white blade appeared – and moved almost of its own accord to neatly block the blaster bolt that shot toward them..."

2.8. Direction Sense

Source: Unofficial WEG Force Power

Sense Difficulty: Easy, modified by proximity

Time To Use: One round.

Effect: This power allows the Jedi the ability to have an innate sense of the direction of an object or location by its resonance in the Force. It could be an object of importance, the north pole of a planet, the nearest cantina, his stolen lightsaber and so on. This power will not sense life forms. If the roll fails by five points, the Jedi just knows the general direction the object or location is in: left, right, forward, behind, above, below. On a Difficult roll, the Jedi can anchor himself to an item/location and know exactly in what direction and how far away the location is from their current position.

2.9. Electronic Sense

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate.

Required Powers: *Direction Sense*

This power may be kept "up".

Effect: This power allows the Jedi to detect active electronics that might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of active electronics within 10 meters - if the power is kept "up," the Jedi may know whenever a Droid or other electronic construct approaches within 10 meters of them or vice versa.

When a Jedi approaches or is approached by active electronics, make a sense roll for the Jedi and each electronic construct makes an opposed Perception roll to avoid detection if possible. Both rolls are "free" actions and don't count as a power use. If the Jedi rolls higher, he senses the electronics in question.

2.10. Instinctive Astrogation

Source: The Role-playing Game (1st Ed) (ref.: WEG40001) page 77
Tales of the Jedi Companion (ref.: WEG40082) page 48
Rules Companion (1st Ed) (ref.: 40043) page 60
Galaxy Guide 09 - Fragments from the Rim (ref.: WEG40063) page 78

Sense Difficulty: Moderate, modified by difficulty of journey.

Required Powers: *Magnify senses*

Effect: This is the more well known ability of the Jedi to calculate astrogation routes without the use of a nav computer. The Jedi uses his *sense* skill to "feel" through the myriad hyperspace routes to determine the safest path. The difficulty is modified by how dangerous the path is:

| Task is: | Modifier (add to difficulty): |
|-----------|-------------------------------|
| Very Easy | 0 |

| | |
|----------------|-----|
| Easy | 0 |
| Moderate | 0 |
| Difficult | +5 |
| Very Difficult | +10 |
| Heroic | +15 |

If the Jedi succeeds at charting the course, the Jedi needs only make an Easy *astrogation* total to plot a safe path. If the Jedi fails the roll, the *astrogation* difficulty is automatically Very Difficult: if the roll is missed by more than five points, increase the difficulty to Heroic.

“There’s nothing wrong, Artoo. Just setting a new course”.

(Beeps and whistles)

“We’re not going to regroup with the others”.

(An unbelieving whistle)

“We’re going to the Dagobah system”.

(Chirps)

“Yes, Artoo?”

(Beeps and whistles)

“That’s all right. I’d like to keep it on manual control for a while.”

(Whimpers) – Luke Skywalker and Artoo

2.11. Instinctive Navigation

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate; modified by Proximity of target location

Required Powers: *Direction Sense*

*This power *has* to be kept “up” until arrival.*

Effect: Similar to the *Instinctive Astrogation* power, but instead of calculating a course between the stars, the Jedi can use their sense skill to navigate between terrestrial based locations. Instinctive navigation is literally letting the Force be your guide, and following its "currents" to your destination. This skill is useful while lost in cave systems, mine shafts and other maze-like networks. If the Jedi succeeds at plotting the course, they only need to generate an Easy survival roll. If the Jedi fails, the next roll is automatically +20.

This power is different from *Direction Sense*, as the Jedi not only knows where to go, but which way.

2.12. Life Detection

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 146

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 149

Tales of the Jedi Companion (ref.: WEG40082) page 49

Sense Difficulty: Very Easy if the subject has Force skills or is Force-sensitive. Moderate if not. Modified by relationship.

This power may be kept “up”.

Effect: This power allows Jedi to detect live sentient beings who might otherwise remain hidden. When the power is activated, the Jedi knows the location of all sentient within 10 meters if the power is kept “up”, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa. When approached by or approaching sentient creatures, the Jedi should make a *sense* roll; each creature makes an opposed *control* or *Perception* roll to avoid detection. (These rolls don’t count as actions, so there are no die code penalties except those caused by injury.) The Jedi detects each being that she ties or beats. If the Jedi beats the target’s roll by 10 or more points, she is aware if this person has Force skills (yes or no), is Force-sensitive (yes or no), if she has met the person before (yes or no), and if yes, their identity.

Example: Ana has her *life detection* power “up”. Bili, the gamemaster, knows that three Gamorreans are approaching Ana from behind. She rolls her *sense* to see if she can detect the beings she rolls a 22. The first Gamorreans roll is a 9; Anas roll beats his by 13 points. Ana knows the being is not Force-sensitive, doesn’t have Force skills; since Anas never met the being before, she doesn’t know its identity, not even its species. The second Gamorrean rolls a 15 - Ana only knows about the existence and location of the second being. Anas roll beats the third Gamorreans by 11 points, so she knows that this being is also not Force-sensitive and doesn’t have Force skills. However, Ana has met the creature before - she knows the third being is Draughekt, a Gamorrean she met a few years earlier on the planet Seltos.

2.13. Life Sense

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 146

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 149

The Role-playing Game (1st Ed) (ref.: WEG40001) page 77

Tales of the Jedi Companion (ref.: WEG40082) page 49

Rules Companion (1st Ed) (ref.: 40043) page 59

Sense Difficulty: Very Easy. Modified by proximity and relationship.

Required Powers: *Life detection*

This power may be kept “up” to track a target.

Effect: The user can sense the presence and identity of a specific person for whom she searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is. A target may hide his identity from the Jedi using *life sense* by rolling his *control* skill and adding it to the difficulty.

2.14. Life Web

Source: The Truce at Bakura Sourcebook (ref.: WEG40085) page 144
Tales of the Jedi Companion (ref.: WEG40082) page 49

Note: *Life web* is a previously unknown power Dev Sibwarra learned from his mother. While the power may have been lost with Dev’s death, it is also possible that other Jedi adepts may know this unusual power.

Sense Difficulty: The base difficulty to use this power depends upon the size of the nearest significant population: Very Easy Population in tens of billions. Easy Population in billions. Moderate Population in hundreds of millions. Difficult Population in tens of millions. Very Difficult Population in millions. Heroic Population in hundreds of thousands. This power may not be used to detect populations smaller than 100,000 individuals. Modified by proximity.

Required Powers: *Life detection, life sense, sense Force.*

Time to Use: Two days (or more)

Note: The Force-user *must* choose one specific species as a specialization (see below).

Effect: This power is used to detect large concentrations of members of a specific species, such as humans, Rodians, or Ssi-ruuk, for example. When the power is used successfully, the user senses the general direction that leads to the population. If the user beats the difficulty by 10 or more points, the user also knows approximate distance (i.e., hundreds or thousands of kilometers, or single, tens, hundreds or thousands of light years, for example). When this power is selected, the Force-user *must* select one specific *intelligent* species to specialize in. A Force-user may select more *life web* species specializations at a cost of three Character Points per additional species. The Force-user must be familiar with the species – for example, Luke Skywalker could specialize in *life web: Wookiee* since he is familiar with Chewbacca’s unique “Force presence”, but he would not be able to select *life web: Noghri* until he spent time with a member of that species. This power may only be used to detect species that the Force-user has specialized in; *life web* cannot be used to detect unspecialized species. This power requires at least two days of continuous concentration. For each additional two days of concentration, the Force-user may add +1D to his or her *sense* roll.

2.15. Magnify Senses

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 146
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 150
The Role-playing Game (1st Ed) (ref.: WEG40001) page 77
Tales of the Jedi Companion (ref.: WEG40082) page 49
Rules Companion (1st Ed) (ref.: 40043) page 59

Sense Difficulty: Very Easy. Modified by proximity.

Time To Use: Three rounds.

Effect: This power allows a Jedi to increase the effectiveness of her *normal* senses to perceive things that otherwise would be impossible without artificial aids. She can hear noises beyond her normal hearing due to distance or softness (she can’t hear beyond normal frequencies). Likewise, she can see normally visible things over distances that would require the use of macrobinoculars; she can identify cents and odors that are normally too faint for human olfactory senses.

2.16. Postcognition

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 146
Rules Companion (1st Ed) (ref.: 40043) page 65

Sense Difficulty: Easy if seeing less than two hours into the past. Moderate for seeing more than two hours but less than a week into the past. Difficult for seeing more than a week but less than six months into the past. Very Difficult for seeing more than six months but less than a year into the past. Heroic for seeing more than a year but less than two years into the past; +10 for each additional year.

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

Time to Use: Five minutes; the time to use maybe reduced by adding + 10 for each minute cut. Minimum time to use of one minute.

Effect: *Postcognition* allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the target object. The Jedi must declare how far in the past is being reviewed prior to rolling *postcognition*. If the roll is successful, the Jedi can determine who has handled or touched the object and what events have transpired around it. The Jedi may “search” for specific incidents or simply review past events, somewhat like viewing a hologram. If the *postcognition* roll is equal to or higher than three times the difficulty number, the character can witness events when the object was present as if she were there herself. If the *postcognition* roll is greater than or equal to twice the difficulty number, the Jedi gains a good sensory impression of the event, but is limited in that the primary sense (the sense which gives the most information, usually sight) is wavery or obscured; the other sensory impressions come through clearly. If the *postcognition* roll is simply greater than the

difficulty number, then all sensory impressions are muffled, tactile sense is dulled, smells or tastes are indistinct or mixed. The Jedi receives a vague sense of who handled the object and what events transpired around it.

Example: Ana is going to use *postcognition* on a blaster to see if it was used to murder an Alliance officer. She declares that she will search back a full year (a Very Difficult task) her *postcognition* total is 24, which just barely beats the difficulty number. Ana gets several sensory impressions blurry images of a woman grabbing the gun, a muffled scream as a man is shot and falls to the ground. Unfortunately, the images are so indistinct that Ana can't tell exactly who is using the gun and who was shot. If Ana had limited her *postcognition* viewing to less than two hours an Easy task her roll of 24 would have been more than three times the difficulty. She would have seen any events with crystal clear clarity.

2.17. Predict Natural Disaster

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 45

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and 12 months; difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area for less than one month. Modified by severity of disaster (larger disasters are easy to predict) and degree to which the disaster could be predicted (e.g. gamemasters may decide that certain disasters are easier or harder to predict based on a multitude of factors).

Required Powers: *Danger sense, life detection, weather sense.*

Time to Use: 15 minutes. May be reduced in five-minute increments by increasing difficulty one level per five-minute increment (minimum time to use of one minute).

Effect: This power allows the Jedi to sense local meteorological and geological conditions and predict imminent disasters, such as quakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, mine subsidences, large scale conflagrations (such as forest fires) and even dangerous storms, tornadoes and hurricanes (which can also be predicted with *weather sense*). By opening his or her senses to the environment, the Jedi can predict these disturbances, much as animals can seemingly sense a quake hours or even days before it happens. Like *weather sense*, this power does not lend itself to quick predictions. It customarily takes weeks for a Jedi to acclimate to local weather patterns and topography. The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12-hour period by which the Jedi wishes to extend the prediction.

2.18. Psychometry

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate (modified by the amount of usage of the object, the number of people who have handled the object, and potential dark side traps, and whether or not the user is Kiffar)

Required Powers: *Life Sense.*

Effect: Psychometry, also known as Telemetry, was an application of the Force used to pick up and gather impressions and traces of information about the object touched. An extremely powerful user of this ability could often see events of great emotional power that surrounded the object as if they were there, but at the cost of feeling all of the sensations of whoever was using the object during the event. Use of this power on objects that were used frequently by only one person was much easier than normal, but even a master of it would have extreme difficulty using Psychometry to probe information about an object that has rarely been used, or has been used by many people.

In particular, the Kiffar species was quite adept at the use of Psychometry. About one in a hundred Kiffar had the ability naturally, and those that were trained in its use were among the most powerful in the galaxy. Quinlan Vos is one example of such a person. A dark adept skilled in Psychometry was occasionally able to use this power on a living being; experiencing and taking their memories through a temporary merging of minds.

During the Old Republic, the Jedi Council strongly discouraged the use of Psychometry, as it often subjected the user to intense emotions that could often break his control and offer intense temptations from the dark side. Extreme cases of using Psychometry on an object imbued with the dark side could result in mental injury to the Jedi attempting to use the power. Many Sith who were fearful of a psychometric Jedi discovering their secrets would trap their objects with the power of the dark side, which could ensnare a Jedi's mind, or in rare cases, cause death.

2.19. Radar Sense

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate

This power may be kept "up".

Effect: This ability is used when the Jedi cannot see or is entering combat. It gives him/her sense dice to add to his/her perception each round. These can be used for initiative or for any of the basic sensual skills under perception (cannot be used for command, bargain, persuasion, etc). This power is very similar to Life Detection, except the Jedi feels the emotional intentions of the people in his range. The Targets cannot hide from this ability because it feels the vibrations in the force that their presence makes. The range is equal to their sense roll +10 in meters. The Jedi does not perceive anything but the position of the creatures and the basic intentions (i.e., friendship, hate, about to attack, etc.)

2.20. Receptive Telepathy

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 146

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 150

The Role-playing Game (1st Ed) (ref.: WEG40001) page 77
Tales of the Jedi Companion (ref.: WEG40082) page 49
Rules Companion (1st Ed) (ref.: 40043) page 59

Sense Difficulty: Very Easy for friendly, non-resisting targets. A resisting target makes a *Perception* or *Control* roll to determine the difficulty. Modified by proximity and relationship.

Required Powers: *Life detection, life sense*

This power may be kept “up” if the target is willing and the proximity modifier doesn’t increase.

Effect: A Jedi who makes the power roll can read the surface thoughts and emotions of the target. The Jedi “hears” what the target is thinking, but cannot probe for deeper information. If the *sense* roll doubles the difficulty number, the Jedi can sift through any memories up to 24 hours old. A Jedi cannot sift through memories in the same round that contact is made this process takes a full round. A Jedi can read the minds of more than one person at a time, but each additional target requires a new *receptive telepathy* roll. This power may be used on creatures and other sentient species, although it cannot be used on droids.

2.21. Sense Force

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 147
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 150
Tales of the Jedi Companion (ref.: WEG40082) page 50
Rules Companion (1st Ed) (ref.: 40043) page 65

Sense Difficulty: Moderate for an area. Difficult for sensing details or specific objects within the area. Modified by proximity.

Effect: This power is used to sense the ambient Force within a place. It cannot be used to specifically detect sentient beings, but there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power. *Sense Force* will tell a character the rough magnitude of the Force in an area or object (rich, moderate or poor in the Force), the rough type and quantity of life-forms (“many insects”, “only microbes and bacteria”, “teeming with plant and animal life, including higher predators”) and whether the area or object tends toward the dark side or the light (for example, the tree on Dagobah which Luke Skywalker entered is a dark side nexus rich in the negative energies of the dark side of the Force). An area rich in negative or positive energies may indicate past events or the activities of past inhabitants. The Jedi may also receive “vague premonitions” about the area, such as “I sense something wrong”, or “I sense a great impending tragedy”.

2.22. Sense Force Strength

Source: Unofficial WEG Force Power

Sense Difficulty: Very Easy for friendly, non-resisting targets. A resisting target makes a *Perception* or *Control* roll to determine the difficulty. Modified by proximity and relationship.

Time to Use: One minute.

Effect: This allows a Jedi to sense the Force Strength of a character. This tells the Jedi the Force Strength bonus a character has, as well as the number of Character Points, Force Points, Dark Side Points, and skill code for each Force skill. This does not tell the Jedi what powers the character has, nor the Force potential (i.e. if he’s force sensitive or not, if he has no Force Skills; this would make the official power Sense Force Potential obsolete).

2.23. Sense Force Potential

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 45
Tales of the Jedi Companion (ref.: WEG40082) page 50

Sense Difficulty: Moderate for friendly, non resisting targets. Moderate plus target’s *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: *Life detection, life sense, receptive telepathy, sense Force.*

Time to Use: Six rounds.

Effect: This power allows a Jedi to probe the mind of a target and determine whether that person has the potential to be strong in the Force. The deep subconscious of a Force-sensitive person is shielded by a protective barrier which prevents another Force wielder from penetrating his or her inner mind. This shield pushes violently back at an intruder, sending him or her stumbling back. This “shield” is an involuntary defense mechanism maintained by every Force-sensitive person. It is one reliable way to determine which people might have the potential to become Jedi. The magnitude of the backlash generated by the shield depends on the character’s strength in the Force. A person who is merely Force-sensitive will shove the intruder back several feet. Someone with actual Force skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually hurl an intruder across the room.

“Luke closed his eyes and sent a tendril of thought to the back of Kyp’s mind where the deep primal memories hid, leaving little room for conscious thought. Luke touched inward to the isolated nub in his subconscious. He pushed - and suddenly found himself hurled backward, tossed aside like a piece of fluff in a Bespin wind storm. He landed flat on his back on the other side of the room, gasping”.

2.24. Sense Path

Source: Tales of the Jedi Companion (ref.: WEG40082) page 50

Sense Difficulty: Moderate

Required Powers: *Emptiness, hibernation trance*

This power may be kept “up”.

Effect: This power informs a character of the “path” he travels: whether his current actions are likely to lead him to the dark side, and whether any specified future actions are likely to do so (this power may be thought of as farseeing without *control*, Bear in mind that without control, the Jedi does not have the ability to decide whether he sees the past, present, or a possible future. The visions he receives are more likely to be allegorical in nature; to receive specific details; the farseeing power must be used. When giving the results of this power, be honest but obscure if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he has been within a game context. The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, at an appropriate point in the scenario, you may call for a roll on this power, and give the Jedi a vision if he succeeds. You may use this to tell the players how well they are doing or to give them a premonition of doom just before a critical encounter to heighten the tension. You may use it to warn them (by showing the future of their current course), to encourage them (particularly when they have done the right thing, but have no way of knowing), to provide hints, or to foreshadow upcoming events. A vision from the Force should never be taken lightly by the players. It should give them something to think about, along with the attendant chances for good role-playing. Bear in mind that different Jedi will tend to receive different renditions of the same scene, and consequently you should tailor the details you give to fit the character concerned. Instead, you might consider altering the way you describe the scenery: for the dark side, you might always describe rocky and barren terrain, with a cold wind blowing, or it might always be night for the dark side and daytime or dawn for the light side. You can present these images in as contrary a manner as you wish provided you are consistent with the descriptions. Another thing to bear in mind is that it is never easy to tell which is the right course to take (although the path of darkness may be clear enough, the path of light is far more elusive). The Jedi must still be sure to follow the Jedi Code regardless of what his visions seem to be telling him, otherwise his own desires will encourage a less truthful vision and cause his downfall. And it is quite possible for a skilled Dark Jedi to twist the readings of this power to suit his own ends.

Example: Another narration: “You are scrambling through a rocky landscape at night. The only light is a feeble flow ahead of you, coming from behind the next outcropping. You are hurrying, trying to arrive in Lime to avert something. When you pass the outcrop, the terrain falls away on all sides, and you find yourself on the edge of a gigantic precipice, like the inner rim of a volcano. Rock walls loom high on the opposite side of the pit. Standing, along and vulnerable on a spike of rock scarcely half a meter wide at the tip, is your companion Tetsu. He is scared and crying. The column he is on is nowhere connected to the rim where you are standing: there is no way to reach him. A wind begins to howl up from below.”

Example: Another narration: “You are walking along a path: the route is straight and wide ... and as black as coal. On your left is a second path, just as broad, just as straight, and shining brilliant white. You become aware of a presence walking along the second pathway matching you pace for pace. Ahead your paths cross, and the path that leads away from the point of intersection is twice as wide as your own ... and of indeterminate color.

2.25. Shift Sense

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 45
Tales of the Jedi Companion (ref.: WEG40082) page 51
Rules Companion (1st Ed) (ref.: 40043) page 65

Sense Difficulty: Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence of tibanna gas).

Required Powers: *Magnify senses.*

Time to Use: One minute. May be reduced in 10-second increments by increasing difficulty by one level per 10-second increment (minimum time to use of 30 seconds).

This power may be kept “up”.

Effect: The character may shift his or her senses as to detect phenomena of a different type than normal; shifting eyesight to the infrared spectrum, setting olfactory nerves to detect specific chemical combinations, or hearing frequencies above or below normal range for his or her species. This power counts as a “skill use” for determining die code penalties. Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, a Jedi may detect comm frequencies, but that does not mean the Jedi can listen in on the transmission. The Jedi will be able to detect that a transmission is present, but may not necessarily be able to locate the signal’s source, and certainly not be able to decode the information carried by the transmission.

2.26. Time Sense

Source: Unofficial WEG Force Power

Sense Difficulty: See below

Time To Use: One round.

This power may be kept “up”.

Effect: Sensing the rhythm, the ebb and flow of the Force, the Jedi using this power can be able to keep track of the passage of time as precisely as a chronometer. With a Very Easy sense roll, the Jedi can use this power as a stopwatch. With an Easy sense roll, the Jedi can use this power as an alarm clock.

2.27. Track Hyperspace Trail

Source: Unofficial WEG Force Power

Sense Difficulty: Difficult, modified by half the difficulty of the journey of the ship being tracked; also modified by Proximity.

Required Powers: *Instinctive Astrogation Sense, Sense Force.*

Effect: Any object that goes through hyperspace leaves a trace that the Jedi can sense. The Jedi uses his sense skill to "feel" through hyperspace to track an object's path.

If the Jedi succeeds at tracking the course, he need only generate an Easy astrogation total to plot a safe path to follow the object. If the Jedi fails the roll, he is unable to track the object.

If the tracked object includes a Force-sensitive being, the difficulty for this power is reduced one level.

2.28. Translation

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 46
Tales of the Jedi Companion (ref.: WEG40082) page 52

Sense Difficulty: Moderate for humans or aliens. Difficult for high-density languages used by droids. If the target is being purposely cryptic, add +5 to the difficulty, +20 if the language is written down.

Required Powers: *Receptive telepathy, projective telepathy.*

Time to Use: One minute

This power may be kept "up".

Effect: This power allows the character to translate a language and speak it in kind. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts. In order for this power to work, the character must first hear the target speak, or see the words in written form (such as an ancient text or document). This power has many advantages. First, it takes only one application of this power to "understand" a language. As long as they all speak the same language and the power is kept up, the character need not roll for each individual talking. Also, because they also "speak" using beeps anti whistles, droids may be communicated with using this power. Finally, the Jedi can translate ancient texts, even if the language has long since vanished from the galaxy. Note that the character does not really *know* the language. Once this power is no longer in use, the Jedi is once again unable to decipher the target language.

2.29. Truth Sense

Source: Unofficial WEG Force Power

Sense Difficulty: Easy, modified by Relationship

Time to Use: One round.

This power may be kept "up".

Effect: This allows the Jedi to sense whether a person believes what they are saying is true. It does not sense whether what they are saying is true in the overall reality; just whether the subject believes it or not. This is the Force equivalent of a lie-detector test.

2.30. Weather Sense

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 46
Tales of the Jedi Companion (ref.: WEG40082) page 52

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and 12 months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified for proximity and local meteorological conditions.

Required Powers: *Magnify senses.*

Time to Use: One minute.

This power may be kept "up".

Effect: This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds tides and solar bodies, someone using this power can discern patterns in the weather and so make limited predictions regarding the behavior of atmospheric phenomenon. The power does not lend itself to quick predictions, however. It usually takes weeks for a Jedi to become accustomed to local weather patterns and become familiar with unique features of the local topography that is possible to obtain accurate readings. The prediction is effective for four hours. The difficulty increases if the Jedi wishes to make more extended forecasts.

3. ALTER POWERS

3.1. Blinding (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power

Sense Difficulty: Moderate, modified by Proximity and Relationship

Effect: This power emanates as a blinding flash of energy, causing the target's vision to overload, creating temporary blindness. With it, a Jedi could obfuscate any person's vision, making it very difficult of being spotted and targeted, and converting the enemy to a more fragile position.

A Jedi who uses this ability to blind the opponent so he may kill, injure, or take advantage of him receives a dark side point.

It could be counter-attacked by Force Sight.

3.2. Bolt of Hatred (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 87

Alter Difficulty: Moderate

Warning: A character who uses this power gains a Dark Side Point.

Effect: The Force-user creates in his hand a radiant sphere of pure hatred which he can hurl at any target within his line of sight. Alter a successful *alter* roll to initiate the effect, the Force-wielder makes a *thrown weapons* roll with a 2D bonus to launch the bolt of energy at his target. Characters hit by the sphere suffer 6D damage and automatically lose a Character Point.

3.3. Break Bones (Dark Side Power)

Source: Unofficial WEG Force Power

Alter Difficulty: Heroic modified by Relationship and Proximity

Required Powers: *Telekinesis, Telekinetic Kill, Rage.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: Allows Jedi to crush and malign 2d6 bones in a target, inflicting Alter dice in damage.

3.4. Cell Burst (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power

Alter Difficulty: Easy for organic materiel (modified by Relationship and Proximity), Moderate for inorganic material (modified by Proximity).

Warning: A character who uses this power on a living being gains a Dark Side Point

Effect: Disrupts the cells in matter causing 4D damage.

3.5. Cryokinesis (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power

Alter Difficulty: Proximity + mass + target temperature

Required Powers: *Telekinesis.*

Time To Use: Several minutes.

This power may be kept "up".

Effect: With this ability, the Jedi can slow down the kinetic movement of the molecules of an object, lowering the object's temperature. The final temperature and rate of cooling depends on the success of the roll, surrounding environment and nature of the object. Although the examples below are liquid based, this power can be used both on solids and liquids.

Target Temperature:

| | |
|-------------------------------|-----|
| Slightly chilled drink | +3 |
| Frost on the ground | +10 |
| Frozen solid | +20 |
| 0 degrees Kelvin (-273,15 °C) | +30 |

Mass Modifiers:

| | |
|---------------|-----------|
| Cup of liquid | +5 |
| Bathtub | +10 |
| Swimming pool | +20 |
| Lake and more | 30 and up |
| Flowing water | +10 |

Environment Modifiers:

| | |
|------------------|-----|
| On Tatooine | +30 |
| Nice summer day | +15 |
| Room temperature | 0 |

| | |
|---------------------|-----|
| overcast winter day | -10 |
| On Hoth | -30 |

A character who uses this power on a living being gains a Dark Side Point (Relationship modifier is added to difficulty).

3.6. Dark Side Influence (Dark Side Power)

Source: Unofficial WEG Force Power

Alter Difficulty: Heroic modified by Relationship and Proximity

Required Powers: *Affect Mind*.

Warning: A character who uses this power gains a Dark Side Point.

*This power *has* to be kept "up".*

Effect: This power is used to attempt to control another being through the dark side of the Force. A successful roll means that the dark Jedi has temporarily taken command of the beings mind and will, forcing him to do anything the dark Jedi wishes.

If the dark Jedi is strong enough, he can influence a group of people at once.

Example: *Emperor Palpatine used Dark Side Influence to control the men serving in his empire. This ability was his specialty.*

| Difficulty beaten by: | Number of individuals influenced |
|-----------------------|----------------------------------|
| 0 – 5 | 1 – 2 |
| 6 – 10 | 3 – 20 |
| 11 – 15 | 21 – 100 |
| 16 – 20 | 101 – 1000 |
| 21 – 25 | 1001 – 10,000 |
| 26 & + | 10,001 – 100,000 |

3.7. Dark Side Web (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 52

Alter Difficulty: Difficult

Warning: A character who uses this power gains a Dark Side Point.

This power may be kept "up".

Effect: When successfully initiated, this power summons strands of dark side power that wrap around the Force-user's target, ensnaring him in a mesh of brilliance. The lattice of energy severs the connection between the Force and the trapped individual and saps the strength from his body. In game terms, the target of the *dark side web* loses a number of Force skill dice up to the number of the Force wielder's *alter* dice. For example, if King Ommin had 6D in alter, he could lower any one of Master Arca's Force skills by six dice; or he could break up those six dice across all three of Arca's Force skills (*control*, *sense*, and *alter*), lowering each by 2D (or in any combination as long as the total number of dice removed totals 6D). If the Force-user desires, he may include the Strength attribute in the reduction, thereby given him the option of temporarily removing dice from *control*, *sense*, *alter*, and Strength in any combination of dice that adds up to his *alter* skill.

3.8. Dark Tendrils (Dark Side Power)

Source: Unofficial WEG Force Power.

Alter Difficulty: Difficult.

Warning: A character who uses this power gains a Dark Side Point.

Effect: Pure weapons of hate, Dark Tendrils are literal extensions of dark side energy, used to lash and bind an opponent. While not particularly lethal, the tendrils had a tendency to be extremely painful. A master of this ability could generate multiple tendrils of dark energy; He would summon them from his fingertips or from the ground itself to bind his opponent. A victim trapped in Dark Tendrils must roll 1D. If the roll is 1-2, the victim falls unconscious unless he makes a successful Difficult stamina check. If the roll is 3-6, the victim is conscious and may attempt to escape by rolling a successful Control roll against the attacker's Alter.

3.9. Empower Weapon

Source: Unofficial WEG Force Power

Alter Difficulty: Difficult.

This power may be kept "up".

Effect: This power is used to extend a field of energy around a melee weapon to create the effects of a “light” weapon. When used on a sword, the blade becomes infused with energy and has all the properties of a lightsaber (able to parry lightsabers, can be used with Lightsaber Combat, able to parry blaster bolts, etc.), except damage is reduced to 4D (and like a true lightsaber, the strength of the user makes no difference to the damage). The power has similar affects on daggers, staffs, axes, etc.

3.10. Force Static (Dark Side Power)

Source: Unofficial WEG Force Power

Alter Difficulty: Very Easy, modified by Relationship and Proximity.

Warning: A character who uses this power gains a Dark Side Point.

This power may be kept “up”.

Effect: When using this power, the Jedi releases into the environment a flood of random Force energy which directly interferes with the way creatures inter-act with the Force. When used, the Jedi rolls his Alter as usual. When a Jedi is in the area (whether his presence is known to the user), he must add the success of Force Disturbance to the Difficulty of any Force Use other than Life Sense and Force Sense. In the cases of Life and Force Sense (when they are specifically used to detect or identify the user of Force Static), the success of Force Static is added to all Force rolls, not difficulties.

The more people using Force Powers in the area, the less the individual difficulties. As more “positive” energy is added to the area, the “negative” energy begins to wear thin. When 2 or more Jedi in the area activate a power in the same round, the Force Static roll is divided between them, rounded down. Note: The Force Static roll is divided equally between people using the Force, not the individual powers, or skills used within those powers.

Example: *Exar Kun is meditating in the center of his temple on Yavin IV. He activates Force Static and rolls his Alter with a result of 23. Ulic Qel-Droma enters the temple and attempts to activate Lesser Force Shield in anticipation of an upcoming confrontation. The difficulty should be easy (5) but due to Exar’s use of Force Static, the difficulty is raised to 16. Here’s how it breaks down: Exar’s roll was 23. Subtract the difficulty for relationship; Acquaintances -7 (16), and subtract the difficulty for Proximity; Less than 100 meters, but not in sight -5 (11). So Exar’s success of 11 is added to Ulic’s base difficulty of 5, making the new, modified difficulty 16.*

Ulic feels the added stress and knows something is disrupting his connection to the Force. He knows this must be Exar’s doing and attempts to locate him via Life Sense. The usual difficulty of 12 (Very Easy Difficulty of 0 modified by Relationship and Proximity) is reduced by 11 (Exar’s success). Ulic must roll a 1 to be successful (automatic success, barring the Wild Die). As soon as Ulic begins he discovers that the ripples of power interfering with his concentration can easily be followed back to its source. In fact the user has become a beacon of Force activity.

Ulic follows this trail to its source, Exar’s inner chamber. There he finds Exar waiting and attempts to use Projective Telepathy and call his friend Nomi (who is a few kilometers away) for help. The base difficulties for this act are Control 7, and Sense 2. These difficulties are each raised by 14 (Exar’s roll of 23 minus Relationship 7, and Proximity 2). Ulic’s new, modified difficulties are Control 21 and Sense 16. Looks like Ulic is going to have to go solo.

If Nomi does stumble into the action and attempts to activate a power in the same round as Ulic, she faces half the static. Ulic tries to keep Lesser Force Shield “up” and use Lightsaber Combat, while Nomi begins her Battle Meditation. All of Ulic’s rolls are affected by half the Static roll rounded down, 12. This number is then modified by Relationship and Proximity (9) leaving three. Due to Nomi’s added “positive” Force use, his Force Difficulties are only raised by 3. The difficulties in Nomi’s Battle Meditation are also raised by 3. Note: Only the unmodified Alter score is identical between Force Users. If Nomi and Exar were considered “Friends,” her difficulties would be raised by 5 while Ulic’s would only be raised by 3.

3.11. Injure/Kill (Dark Side Power)

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 147

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 148

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 52

Rules Companion (1st Ed) (ref.: 40043) page 61

Alter Difficulty: Target’s control or Perception roll.

Required Power: Life detection, life sense

Warning: A character who uses this power receives a Dark Side Point.

Effect: An attacker must be touching the target to use this power. In combat, this means making a successful *brawling* attack in the same round that the power is to be used. When the power is activated, if the attacker’s *alter* roll is higher than the character’s resisting *control* or *Perception* total, figure damage as if the power roll was a damage total and the *control* or *Perception* roll was a *Strength* roll to resist damage.

Example: *A Dark Jedi grabs Ana by the shoulder and uses injure/kill on her. The Dark Jedi’s alter roll is 15; Ana control roll is an 8. That’s a difference of seven, which on the damage chart means Ana is wounded. Ana falls to the ground, clutching her shoulder.*

3.12. Intimidation (Dark Side Power)

Source: Unofficial WEG Force Power

Alter Difficulty: Moderate modified by Relationship and Proximity

Required Powers: *Affect Mind.*

Warning: A character who uses this power gains a Dark Side Point.

This power may be kept "up".

Effect: This power is used to alter the perception of others so as to make it seem that the dark Jedi is superior in a certain way, and to frighten an opponent. Targets must make a successful Heroic *Willpower* roll to resist the effects of this power.

3.13. Light

Source: Unofficial WEG Force Power

Alter Difficulty: Very Easy.

This power may be kept "up".

Effect: This power must be centered on an object weighing no more than one kilogram and within 10 meters of the user. When used successfully, a globe of light up to 10 meters in diameter is created. The object may be moved and the light will move with it.

3.14. Mechu Deru (Dark Side Power)

Source: Unofficial WEG Force Power.

Alter Difficulty: Heroic (modified by user's knowledge of mechanical device and/or system, as well as changes attempted to be made).

Required Powers: *Sith Alchemy.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: Mechu-deru is an arcane Sith technique related to Sith Alchemy. It is based on the usage of the dark side of the Force to affect mechanized objects, rather than biological beings. The ability is used to alter mechanical properties, such as droid programming or the manipulative control of mechanical devices.

Darth Maul used Mechu-deru to create his Dark Eye probe droids, and to change the protocol droid C-3PX into an assassin droid. Irek Ismaren used Mechu-deru to control the systems aboard the Eye of Palpatine.

3.15. Mechu Deru Vitae (Dark Side Power)

Source: Unofficial WEG Force Power.

Alter Difficulty: Heroic.

Required Powers: *Sith Alchemy.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: A specific variant of mechu-deru, mechu-deru vitae was a Sith arcane art created by Belia Darzu. Using a mix of alchemics and arcane Sith rituals, Belia Darzu developed a technovirus that immediately began to turn any organic creature it was loosed upon into a cybernetic droid hybrid.

Victims of the technovirus were colloquially known as 'Technobeasts'; mindless cybernetic automatons who were most often enraged with bloodlust. The mechu-deru vitae technovirus attacked the frontal lobes of the victims' brain, ultimately lobotomizing it and making them incapable of higher thought. At this point, the process of mechu-deru vitae was irreversible.

Victims of mechu-deru vitae were never affected in the same way as one another, though many traits remained consistent. Nearly every victim affected sprouted sharp protrusions from their arms which were infected with the mechu-deru vitae technovirus, in order to infect others. It's thought that the Junk Golems of Kazdan Paratus were victims of mechu-deru vitae.

"Maggot of metal, rust, and rot. Sith life draws breath, old life does not." Sith Mechu-deru vitae incantation

3.16. Null Gravity

Source: Unofficial WEG Force Power

Alter Difficulty: Difficult.

Required Powers: *Telekinesis, Resonate, Absorb/Dissipate Energy*

Time To Use: 10 minutes meditation.

This power may be kept "up".

Effect: The user creates an interference field which disrupts the gravity in a two meter radius. Anyone caught in it, floats upward provided there is proper force applied. The user must be in the center of the radius and the field may not be moved.

3.17. Pyrokinesis (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Alter Difficulty: 5 + combustibility modifier, modified by proximity.

Required Powers: *Telekinesis.*

Time to use: One round.

Effect: With this ability, the Jedi can create friction on a molecular level, to either heat an object up or start a fire. The size, intensity, and rate of burn depend on success of the roll and combustibility of the source. Failure means either nothing happens; it burns out of control, or ignites where the Jedi didn't want it. A lesser usage of the power could be used to generate small amounts of light and heat, instead a roaring fire. In this case, just the air molecules are manipulated for source material. The difficulty then ranges from 10 for a small area like a closet, up to 30 and up for a large area like the Houston Astrodome.

| Combustibility modifier: | Modifier (add to difficulty): |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|
| Paper, kindling, really dry wood | +5 |
| Typical wall, clothing, plastic | +10 |
| Plants, glass, people (A character who uses this power on a living being gains a Dark Side Point (Relationship modifier is added to difficulty). | +15 |
| Brick, concrete, rock | +20 |
| Reinforced bulkhead, reactor shielding | +25 |
| Something flame-proof and really hard to burn | +30 |

3.18. Raise/Lower Temperature

Source: Unofficial WEG Force Power.

Alter Difficulty: Very Easy for 5 Degrees Centigrade Change, Easy for 10 Degrees Centigrade Change, Moderate for 15 Degrees Centigrade Change, Difficult for 20 Degrees Centigrade Change, Very Diff for 25 Degrees Centigrade Change.

This power may be kept "up".

Time to use: One round.

Effect: Affects a 20 meter diameter circle, with target change at center (with user) and reducing 5 degrees every 5 meters from user.

3.19. Shout

Source: Unofficial WEG Force Power.

Alter Difficulty: Easy, + plus volume modifier.

Time to use: One round.

Effect: This ability simply allows the Jedi to make sounds and/or speak at increased decibels. This power is useful for scaring the pants off of someone with a Krayt Dragon mating call impersonation, or making oneself heard across a noisy and crowded room. An accompanying intimidation, command, or persuasion roll must be made to provide any conviction or authority behind the sound - this power only supplies volume.

| Volume modifier: | Modifier (add to difficulty): |
|----------------------------------------------------------------------------------------------|-------------------------------|
| Loud enough to be heard across a crowded cantina | +5 |
| Across a crowded cantina in the midst of a bar room brawl | +10 |
| Across a battlefield during a heated battle | +20 |
| Across a stadium packed with rabid fans during the final lap of the Galactic Pod Race finals | +30 |

3.20. Strengthen Object (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Alter Difficulty: Moderate = +3D, Difficult = +4D, Very Diff = +5D, Heroic = +6D to +8D depending on roll; Size modifiers: up to 1/4 cubic meter = +0, 1 cubic meter = +10, 2 cubic meters = +20, 4 cubic meters = +30

Required Powers: Telekinesis.

This power may be kept "up".

Effect: This power strengthens and reinforces the structure of an object. Some Jedi have discovered that is can also be used to weaken objects in a similar manner. Using the Force, the Jedi reinforces the inter- and intra-molecular bonds in the object. The object has the same density (more or less), volume, and mass as before, but it takes more energy to break the bonds holding the object together. This is a relatively basic skill and is usually taught early in a Jedi's studies. This reinforcement strengthens the object versus shearing forces, stress, or disintegration/disassociation by high energies. Thus, a 1D staff Strengthened at the Very Difficult level would now have a Strength of 6D--enough to resist a lightsaber, most of the time. NOTE THAT THIS DOES NOT AFFECT THE OBJECT'S ABILITY TO DO DAMAGE! Just increases it's resistance to breakage or destruction. And severely limits chemical reactions (such as oxidation).

This Force Power may be used on living matter. However, because the various enzymatic and chemical reactions, and protein interactions in living tissue are strongly inhibited, use of this Force Power on living tissue is very damaging. For example: Oxygen (or other vital gases) no longer disassociates from carrier molecules, causing oxygen-starvation. Hormones and neurotransmitters will not disassociate from receptor proteins. Blood cells will coagulate on the blood vessel walls. DNA strands cannot be separated for transcription to RNA--thus halting protein synthesis. There are very few organisms that can withstand such inhibition of chemical reactions. Use of this Power on living tissue is thus grounds for a Dark Side Point.

3.21. Stun Droid / Mechanical

Source: Unofficial WEG Force Power.

Alter Difficulty: Easy: Target is stunned for 1 round, Moderate: Target is stunned for 1D rounds, Difficult: Target is deactivated for 5D rounds. (Modified by Proximity)

Required Powers: *Projected Fighting.*

Effect: A Force-user uses this ability to de-activate a droid or other mechanical device by overloading the power circuitry within the device. It can be used on any device that uses a power cell of some sort.

3.22. Surge (Dark Side Power)

Source: Unofficial WEG Force Power.

Alter Difficulty: Easy for small electronic objects, Moderate droids and computers, Difficult for Speeder scale, Very Difficult for Walker scale and Heroic for Starfighter scale

Warning: A character who uses this power receives a Dark Side Point.

Time to use: 3 minutes.

Effect: When a Jedi uses this power he uses the Force to overload the target's circuits and causes it to explode. Everything in the immediate blast radius takes 5D damage.

3.23. Telekinesis (Might turn to a Dark Side Power utilization)

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 147
 The Role-playing Game (2nd Ed) (ref.: WEG40055) page 151
 The Role-playing Game (1st Ed) (ref.: WEG40001) page 78
 Tales of the Jedi Companion (ref.: WEG40082) page 52
 Rules Companion (1st Ed) (ref.: 40043) page 61

Alter Difficulty: Very Easy for objects weighing one kilogram or less. Easy for objects weighing one to ten kilograms. Moderate for objects 11 to 100 kilograms. Difficult for 101 kilograms to one metric ton. Very Difficult for 1,001 kilograms to ten metric tons. Heroic for objects weighing 10,001 kilograms to 100 metric tons. Object maybe moved at 10 meters per round; add +5 per additional 10 meters per round. The target must be in sight of the Jedi. Increased difficulty if object isn't moving in simple, straight-line movement: + 1 to +5 for gentle turns. + 6 to + 10 for easy maneuvers. + 11 to +25 or more for complex maneuvers, such as using a levitated lightsaber to attack. Modified by proximity.

This power may be kept "up".

Effect: This power allows the Jedi to levitate and move objects with the power of her mind alone. If used successfully, the object moves as the Jedi desires. A Jedi can levitate several objects simultaneously, but each additional object requires a new *telekinesis* roll. This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies. When used to levitate someone against their will, the target may resist by adding her *Perception* or *control* roll to the difficulty number.

Levitated objects can be used to attack other characters, but this automatically gives the Jedi a Dark Side Point. Such objects do 1D damage if under a kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D speeder-scale damage if 101 kilos to one metric ton, 3D starfighter-scale damage if one to ten tons and 5D starfighter-scale damage if 11 to 100 metric tons. Such attacks require an additional control roll by the Jedi, which acts as an attack roll against the targets *dodge*. If the target doesn't *dodge* the attack, the difficulty is Easy.

3.24. Telekinesis Basic (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Alter Difficulty: Very Easy for objects weighing one kilogram or less. Easy for objects weighing one to ten kilograms. Moderate for objects 11 to 100 kilograms. Difficult for 101 kilograms to one metric ton. Very Difficult for 1,001 kilograms to ten metric tons. Heroic for objects weighing 10,001 kilograms to 100 metric tons. Modified by proximity.

This power may be kept "up".

Effect: This power allows the Jedi to levitate and move inanimate objects with the power of her mind alone. If used successfully, the object moves as the Jedi desires. A Jedi can levitate several objects simultaneously, but each additional object requires a new *telekinesis* roll. This power can't be used to levitate oneself or others.

The target must be in sight of the Jedi. Object maybe moved at 1 meter per round with only gentle maneuvers, not because of its weight, but because of the complexity to stabilize the object without crushing it.

Levitated objects, lifted, then freed from telekinesis to fall on a target intended to do arm automatically gives the Jedi a Dark Side Point.

3.25. Warp Matter

Source: Unofficial WEG Force Power.

Alter Difficulty: Easy for liquid matter, Moderate for malleable matter, Difficult for hard matter (metal, wood), Very Difficult for very dense matter (hulls, reinforced metal walls) and gases; modifiers: 1 cubic cm => +0, 1 liter/1000 cubic cm => +10, 1 cubic meter => +25, 10 cubic meter => +35

Required Powers: *Telekinesis*.

Time to use: 1-12 rounds, scaled by difficulty number.

Effect: This power allows the Jedi to mold a volume of matter to a new shape. The Jedi must be able to touch some part of the object to be molded. This power does not destroy the matter, it merely changes its shape or position (much like a very advanced telekinesis). The effect is permanent, but liquids and gases behave normally at the end of power usage. The fact that it is easier for the Jedi to affect the volume of matter as a whole rather than as distinct particles is reflected in the harder difficulty of managing gases with this power as opposed to some solids or liquids.

Note: This power will not work and cannot be used against living matter.

4. CONTROL AND SENSE POWERS

4.1. Anticipation

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Target's Perception or Control roll +10 (for resisting target) or Easy (for non-resisting target). Modified by Relationship and Proximity.

Required Powers: *Farseeing, Receptive Telepathy, Combat Sense*.

Effect: This power enables a Jedi to anticipate an opponent immediate action and react accordingly. The Jedi must declare use of this power at the beginning of the round (before initiative is determined). If successful, the Jedi rolls his/her sense dice rather than perception for initiative, and if s/he succeeds, the target must declare all of his/her actions first BUT the Jedi's declared actions occur first in the round (e.g., if the target declares a move and a shot and the Jedi declares two shots, the Jedi's first shot occurs first, followed by the target's move, followed by the Jedi's second shot, followed by the target's shot). The use of control and sense at the beginning of the round gives the Jedi -2D penalty on all other actions even if the skill use is successful. This power may be used on as many targets per round as the Jedi wishes, but the subtracted dice are cumulative. It may not be kept "up;" the Jedi must check each round to successfully anticipate another being's actions.

4.2. Armed Combat

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult.

Sense Difficulty: Moderate.

This power may be kept "up".

Effect: Jedi use this power to wield more mundane weapons while also sensing their opponents' actions through the force. This power is often used by Jedi Masters who prefer to use (for example) a staff or walking stick than a lightsaber, the power allows them to defend themselves in both practice and real combat with great efficiency.

This power is can be called upon during a battle and remains "up" until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back "up." The Jedi can activate either part of this power, or both as desired, each requires an action. So the Jedi can activate either part, and then activate the other later as she requires.

A Jedi who fails when trying to activate Jedi Armed Combat may only use the Melee Combat skill for the duration of the combat.

If the Jedi is successful in using this power, she adds her sense dice to her melee combat skill roll when attacking (melee combat) and her melee parry when parrying (melee parry).

Because most mundane weapons will break if hit by a lightsaber or blaster bolt the Jedi may add part or all of her control dice to the strength of their weapon for resisting damage; players must decide how many control dice they are adding when the power is activated.

When used for parrying against lightsabers or blaster bolts, mundane weapons may take damage. To resist this they roll their damage modifier + 2D against the damage of the weapon (e.g. a knife normally does Str +1D, so it would roll 1D+2D=3D against the damage of the attacking weapon (e.g. 5D for a heavy blaster pistol).

Finally, the Jedi may also use Jedi Armed Combat to parry blaster bolts as a "reaction skill" but not to redirect the bolt.

4.3. Call Animal

Source: Unofficial WEG Force Power.

Control Difficulty: Very Easy, modified by Relationship (Max Diff = 24).

Sense Difficulty: Moderate, modified by Proximity.

Required Powers: *Sense Life, Beast Languages*.

Effect: Allows a force user to call an animal. Sense is used to find the creature and Control is used to contact it. This power does not give any control over the summoned creature.

4.4. Disguise

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult for same species and race, Very Difficult for same species different race, Heroic for different species; modified by Relationship to imitate a specific being (ignore different species modifications).

Sense Difficulty: Moderate for just one component, Difficult for two components, Very Difficult for three components.

This power may be kept "up".

Effect: With this power, the Force user can change various components to disguise himself, or even impersonate someone. The three components are: appearance, voice, and gestures. The GM may rule that this power requires the expenditure of a Force Point or a Character point to enable this change. If the character is attempting to impersonate someone, increase the difficulty of the Sense roll by proximity (this is due to the fact that the user must make contact through the Force with the being they want to impersonate in order to do so authentically).

4.5. Dogfight Ace (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

Time to use: 1 round.

This power may be kept "up".

Effect: A Jedi ace was a Jedi who specialized in starfighter combat. Jedi aces would combine their piloting skills with their mastery of the Force, being able to perform almost impossible and daring maneuvers to down their enemies or avoid being downed themselves.

Jedi aces used their instincts and trusted the Force to lead them to victory. For many Jedi aces, piloting a starfighter and using their Force talents would bring them closer to the Force than anything else.

Some Jedi aces would use the Force not only to enhance their own flying but also to influence the mind of their opponents, causing them to be confused or to lose concentration. Luke Skywalker did this once while engaging in a dogfight with Imperial forces, but had serious doubts afterwards whether that technique was too dark.

This power is only usable for a dogfight in an combat airspeeder or in a starfighter.

In activating this power, the Jedi enters a mental special state that links him deeply with his vehicle, so that the Jedi and the vehicle are but only one "being". To enter this special state, the Jedi must forego all the mechanical and electrical piloting/gunnery enhancement devices of the vehicle to be one with his combat airspeeder or starfighter (i.e.: the vehicle doesn't use its manoeuvrability and fire control). Those mechanical and electrical piloting/gunnery enhancement devices of the vehicle, such as stabilizers and fire control computer..., have build-in security standards that limit the piloting manoeuvres not compatible with the almost impossible and daring maneuvers the Jedi Ace can choose to perform.

A Jedi activates this power at the start of or during the battle, and it remains "up" until the Jedi is stunned or injured; a Jedi who has been injured or stunned may attempt to bring the power back "up".

A Jedi who is successful in using this power adds to his piloting and/or gunnery is Sense skill up to his piloting/gunnery skill (i.e.: at best, the Jedi can double his piloting / gunnery skill)

If a Jedi fails at least one of the two power rolls, he may not attempt to use the power again for the duration of the combat.

4.6. Double-Bladed Lightsaber Combat

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Required Powers: *Lightsaber Combat.*

Effect: This power allows a Jedi to use a Lightsaber Staff. It has the same effects of standard *Lightsaber combat.*

4.7. Dream

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for 10 minutes, Difficult for 10 minutes with no die penalty, Very Difficult for 1 hour, Heroic for 1 hour with no die code penalty.

Sense Difficulty: Moderate for +1D, Difficult for +2D, Very Difficult for +3D, Heroic for +4D.

Required Powers: *Hibernation Trance.*

Time to use: 1 hour of sleep/nap.

Effect: The Jedi goes into a trance and mentally role-plays/dreams going through an action. They then gain dice on the related skill for an extended amount of time. Dream may only be used for one skill per day.

4.8. Enhanced Reflexes (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Effect: The Jedi can push his reflexes beyond the boundaries of his normal limits. If successful in his use of this power, the Jedi can add his Control dice to his Dexterity for any one action attempt. This power may not be used in conjunction with any other power, although it does not interfere with any powers that may be "kept up".

If the Jedi uses this power to attack with a weapon, he gains one Dark Side point.

4.9. Farseeing

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 56

The Role-playing Game (1st Ed) (ref.: WEG40001) page 78

Tales of the Jedi Companion (ref.: WEG40082) page 53

Rules Companion (1st Ed) (ref.: 40043) page 60

Control Difficulty: Very Easy. Modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see into the past. Add +10 to +30 or more if the character wishes to see into the future.

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, make a *control* or *Perception* total for the difficulty. Modified by relationship.

Required Powers: *Life sense*.

Time to use: At least one minute.

Effect: The user sees the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the past or the future. The Jedi also sees the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence. *Farseeing* requires calm conditions and at least one minute, but often takes a few minutes. *Farseeing* cannot be done in the face of danger. The Jedi's visions may not be entirely accurate:

| Power roll \geq <i>Sense</i> difficulty | Past/ Present | Future |
|----------------------------------------------|------------------|--------|
| 0 – 10 | 50% | 10% |
| 11 – 20 | 75% | 25% |
| 21 – 30 | 90% | 50% |
| 31 + | 100% | 75% |

The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present – therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the character receives in their vision. For example, 10% means that the character will only be able to make out the most basic details of a situation, such as "My friends are in danger". 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has or will transpired. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details. When a character *farsees* into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. *Farseeing* is a great mechanic for the gamemaster to reveal part of the story – enough to tantalize the players, without ruining the story.

"I wouldn't trust Jedi *farseeing* all that much if I were you, Mara retorted. The Emperor did a lot of that, too. It didn't help him much in the end..."

4.10. Fiber-cord Linked Lightsaber Combat

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Required Powers: *Lightsaber Combat*.

Effect: This power allows a Jedi to use two fiber-cord linked Lightsaber. It has the same effects of standard *Lightsaber combat*.

4.11. Inspiration

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate if the Jedi is relaxed; Difficult if she is mildly emotional, anxious or slightly angry; Very Difficult if she is emotional, such as pissed off or afraid; Heroic if she is overcome with emotion, such as being livid with rage or being terrified. Add +5 to the difficulty for each Dark Side Point the Jedi has.

Sense Difficulty: Easy if the Jedi is in an area with few or no distractions; Moderate if she is in an area with some distractions, like if there is an argument in the background; Difficult if the area is in near chaos; Very Difficult if your house is on fire; and Heroic if you are under attack by Imperial Star Destroyers. Add +3 to the difficulty for every Dark Side Point the Jedi has.

Note: Characters who have turned to the Dark Side are unable to use this power.

Required Powers: *Concentration, Emptiness, Hibernation Trance, Magnify Senses, Life Detection, Receptive Telepathy.*

This power may be kept “up” as long as the character takes no other actions while this power is activated.

Effect: When using this power, the Jedi is open to the force and the force gives him inspiration on whatever he is pondering on. This power adds +4D to rolls for Tactics, Art (a dexterity skill), Scholar, Languages, Intimidation, Survival, Communications, Forgery, Persuasion, Search, and other skills that require insight.

Note: If a Jedi uses this skill for Intimidation or Forgery, she must make sure that her reasons are pure, or she will get a Dark Side Point.

For every 5 points that the control and sense beat the difficulty by, add one pip to the bonus. The amount that they beat the difficulty by is NOT added together (i.e. if a Jedi beats control by 4 and sense by 1, they do NOT add together to make 5 and a +1 pip bonus).

4.12. Jar’Kai (daisho) Combat (Two Lightsaber Combat)

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult.

Sense Difficulty: Moderate.

Required Powers: *Lightsaber Combat.*

Effect: This power allows a Jedi to wield two sabers (one long and one short -- A Lightsaber and a Lightdagger for example) simultaneously. A character wielding two blades who successfully activates the power may attack and parry once each with no multiple action penalties (one strike and one parry totals one action, not two), although other penalties still apply, including the penalty for keeping the power up. If a character makes no attack in a round and chooses only to parry, he receives a +1D bonus to parry and also receives a +1D bonus at attempts to deflect blaster bolts. Otherwise the power grants all bonuses given by the *Lightsaber Combat* power.

4.13. Jedi Link

Source: Unofficial WEG Force Power.

Control Difficulty: Very Difficult.

Sense Difficulty: Difficult modified by relationship.

Required Powers: *Absorb/Dissipate Energy, Control Energy, Affect Mind, Dim Other's Senses, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Receptive Telepathy, Sense Force, Shift Sense.*

This power is kept “up” until the initiator breaks it.

Effect: This power allows force users to join together and share power to use the force to a greater extent than they could alone. All characters involved must have this force power and must be willing. One force user, usually the strongest, is the “leader”. Upon successful linking, all of the Force is directed through the leader, all use of the Force is done by him/her and a Force power the leader does not know may not be used.

In game terms all the linked characters *Control, Sense* and *Alter* dice are resolved to averages, then 1D for each person in the link beyond the first is added to all three.

Normal multi-action occurs from keeping the link up and only the leader may choose to break the link.

4.14. Life Bond

Source: The Truce at Bakura Sourcebook (ref.: WEG40085) page 144
Tales of the Jedi Companion (ref.: WEG40082) page 54

Note: *Life bond is a rare power that Dev’s mother knew, although other Jedi adepts in hiding may also know this power.*

Control Difficulty: Moderate

Sense Difficulty: See below. Modified by proximity.

Required Powers: *Life detection, life sense, magnify senses, receptive telepathy.*

This power may be kept “up”.

Effect: A Jedi character may choose the *life bond* power to permanently form a mental link with one other individual, normally a mate (although sometimes siblings, parent and child, or even very close friends choose to life bond). Detailed information can be learned by activating the power. If both characters have the *life bond* power, reduce all *sense* difficulties by one level (although both characters must still roll for *life bond* to achieve the benefits listed below). The following benefits are only in effect when the characters are actively using the *life bond* power. With an Easy *sense* roll, the Force-user is aware of the other’s general location and general emotional state: whether the person is frightened, in pain, injured, happy or experiencing some other strong emotion. With a Moderate *sense* roll, the Force-user experiences the other’s senses: he or she sees through the other’s eyes, hears what the other hears, and smells,

tastes and feels what the other person is experiencing. However, at this level, the characters are affected by each others' experiences – both characters share pain, and if one character is injured, the other character suffers an injury one level lower (i.e., if one character is mortally wounded, the life-bonded character is incapacitated). With a Difficult *sense* roll, The Force-user is considered telepathically-linked to the life bond partner and can read the surface thoughts of the other if the other is willing to share those thoughts (as per the *receptive telepathy* power, but this is not an additional skill roll). With a Very Difficult *sense* roll, the Force-user can send thoughts to the life-bonded partner (as per the *projective telepathy* power), allowing the characters to carry on a telepathic conversation. As an added benefit, the two characters can sense “premonitions” about each other: for example, if one character is severely injured, his or her life bond partner will sense that something “bad” has happened. This aspect of the *life bond* power is modified by proximity *only*, as outlined below. Sensing premonitions is automatic if within 1,000 kilometers of each other. If on the same planet but more than 1,000 kilometers from each other, a Very Easy *sense* roll is necessary to sense premonitions. If not on the same planet but in the same star system, an Easy *sense* roll is necessary to sense premonitions. If not in the same star system but within 10 light-years, a Moderate *sense* roll is necessary to sense premonitions. If more than 10 light-years away but less than 100 light years distant, a Difficult *sense* roll is necessary. If more than 100 light years away from each other, a Very Difficult *sense* roll is necessary. Life-bonded characters may not “share” skills, attributes, Force Points or Character Points. However, since the characters do have such a close bond, the actions of one can affect another. If a life-bonded character commits an evil action, the Jedi partner receives a Dark Side Point even though these actions were not the Jedi's fault. Obviously, life bonding is an exceedingly serious commitment, not to be taken lightly. Both characters must agree to the life bond for the power to work and a character may only life bond with one other individual. Life bonding takes 1D weeks to be completed (as the Jedi becomes accustomed to the background Force presence of other life bond partner); during that time, the Jedi's *control* is -1D. The *life bond* power may not be activated until the bond is completely formed. Death is the only means of severing the life bond. If one member of a life-bonded couple is killed, the surviving partner enters a near-catatonic state of shock for 1D days. After the re-awakening, the partner grieves and readjusts to a solitary existence; all die codes are reduced by -1D for the same amount of time it took to forge the life bond. Any attempt to forge a new life bond in the future requires a much longer period of adjustment: 2D weeks for a second bond, 3D weeks for a third bond, and so forth.

Life Bonding Notes: Life bonding is more than a helpful power; it is representative of an extremely strong and powerful emotional link between two individuals. As previously indicated, this power is normally used between spouses, but close relatives and friends may choose to life bond. This skill does have tactical advantages: the two characters could act independently yet be fully aware of the other's actions. One character could enter into a hazardous situation, while the other remains with a unit commander. The life bond is a permanent link of mind and spirit that was probably first achieved accidentally. Misunderstandings between life-bonded individuals are rare since this power leads to a relationship of absolute honesty and very intimate emotional awareness. The life bond develops over time and the change to feeling another's emotions and senses – establishing a sensory and emotional “synthesis” – is a life-changing event. If only one character in the life bond is a Force sensitive, often the other partner takes up study of the Force, with the original Jedi serving as teacher. The standard times and Character Point costs apply for learning Force abilities. Of course, the moral obligation inherent in wielding Force powers must be communicated as those powers are taught, especially since one character can accumulate Dark Side Points because of the actions of the other partner.

4.15. Lightsaber Combat

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 148
 The Role-playing Game (2nd Ed) (ref.: WEG40055) page 151
 Tales of the Jedi Companion (ref.: WEG40082) page 54
 Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept “up”.

Effect: Jedi use this power to wield this elegant but difficult-to-control weapon while also sensing their opponents' actions through the Force. This power is called upon at the start of a battle and remains “up” until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back “up”. The Jedi can activate either part of this power, or both as desired, each requires an action. If the Jedi is successful in using this power, she adds her *sense* dice to her *lightsaber* skill roll when attacking and parrying. The Jedi may add or subtract part or all of her *control* dice to the lightsaber's damage; players must decide how many *control* dice they are adding or subtracting when the power is activated.

Example: Ana is entering combat: she has a *lightsaber* skill of 4D, a *control* of 5D and a *sense* of 4D+2. She activates *lightsaber combat* by making her Moderate *control* roll and her Easy *sense* roll; she decides to keep the power “up”. Since she is making both the *control* and *sense* rolls in the same round, each suffers a -1D penalty. She adds her *sense* of 3D+2 (4D+2 - 1D) to her *lightsaber* skill roll of 4D, for a total *lightsaber* of 7D+2. She adds her *control* of 4D (5D-1D) to her lightsaber's damage of 5D, for a total of 9D. When Ana attacks in a round, that's another action, for an additional -1 D to all actions (total penalty of-2D): she'd only roll 6D+2 to attack and would roll 8D for damage.

A Jedi *who fails* when trying to activate *lightsaber combat* may only use the *lightsaber* skill for the duration of the combat. Finally, the Jedi may use *lightsaber combat* to parry blaster bolts as a “reaction skill”.

The Jedi may also attempt to control where deflected blaster bolts go; this is a “reaction skill” and counts as an additional action. (The Jedi *cannot full parry* when trying to control deflected bolts.) If the Jedi tries to control the

blaster bolt, she makes a *control* roll: the difficulty is the range of the target (use the original weapons ranges) or the targets *dodge* roll. The blaster bolt's damage stays the same.

Example: Ana decides to parry a blaster bolt and control where it goes. This is two more actions in around, which means a total of four actions (don't forget the *control* and *sense* to keep the power "up"), for a penalty of -3D: Ana's *lightsaber* skill is 5D+2, and her lightsaber's damage is 7D. Ana's attacker is using a blaster pistol that causes 4D damage. First, Ana makes her parry roll with her *lightsaber*: her parry roll of 18 is higher than the attacker's *blaster* roll of 13, so Ana parries the bolt. Now, Ana tries to control the blaster bolt. Her target is 20 meters away that's a Moderate difficulty for the blaster pistol. Ana rolls a 14 with her *control* – just barely good enough to hit. The blaster bolt bounces off Ana's lightsaber blade and hits another goon, causing 4D damage.

4.16. Lightsaber Combat (bis)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up".

Effect: Jedi use this power to wield this elegant but difficult-to-control weapon while also sensing their opponents' actions through the Force. This power is called upon at the start of a battle and remains "up" until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back "up".

The Jedi can activate either part of this power, or both as desired, each requires an action. A Jedi *who fails* when trying to activate *lightsaber combat* may only use the *lightsaber* skill for the duration of the combat.

If the Jedi is successful in using this power with *Sense*, she reduces the lightsaber difficulty by one level and she adds 1D +1 pip per full *sense* dice to her *lightsaber* skill roll when attacking and parrying.

If the Jedi is successful in using this power with *Control*, the Jedi may add or subtract part or all of 1D +1 pip per full *control* dice to the lightsaber's damage; players must decide how many *control* pips they are adding or subtracting when the power is activated.

Example: Ana is entering combat: she has a *lightsaber* skill of 4D, a *control* of 5D and a *sense* of 4D+2. She activates *lightsaber combat* by making her Moderate *control* roll and her Easy *sense* roll; she decides to keep the power "up". Since she is making both the *control* and *sense* rolls in the same round, each suffers a -1D penalty. She adds her *sense* of 1D + 3 pips = 2D (4D+2 - 1D = 3D+2) to her *lightsaber* skill roll of 4D, for a total *lightsaber* of 6D. She adds her *control* of 1D + 4 pips = 2D+1 (5D-1D = 4D) to her lightsaber's damage of 5D, for a total of 7D+1. When Ana attacks in a round, that's another action, for an additional -1D to all actions (total penalty of -2D): she'd only roll 5D to attack and would roll 6D+1 for damage.

Finally, the Jedi may use *lightsaber combat* to parry blaster bolts as a "reaction skill".

The Jedi may also attempt to control where deflected blaster bolts go; this is a "reaction skill" and counts as an additional action. (The Jedi *cannot full parry* when trying to control deflected bolts.) If the Jedi tries to control the blaster bolt, she makes a *control* roll: the difficulty is the range of the target (use the original weapons ranges) or the targets *dodge* roll. The blaster bolt's damage stays the same.

Example: Ana decides to parry a blaster bolt and control where it goes. This is two more actions in around, which means a total of four actions (don't forget the *control* and *sense* to keep the power "up"), for a penalty of -3D: Ana's *lightsaber* skill is 4D, and her lightsaber's damage is 5D+1. Ana's attacker is using a blaster pistol that causes 4D damage. First, Ana makes her parry roll with her *lightsaber*: her parry roll of 18 is higher than the attacker's *blaster* roll of 13, so Ana parries the bolt. Now, Ana tries to control the blaster bolt. Her target is 20 meters away that's a Moderate difficulty for the blaster pistol. Ana rolls a 11 with her *control* (2D left...) – just barely good enough to hit. The blaster bolt bounces off Ana's lightsaber blade and hits another goon, causing 4D damage.

4.17. Lightsaber Combat (ter)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up".

Effect: Jedi use this power to wield this elegant but difficult-to-control weapon while also sensing their opponents' actions through the Force. This power is called upon at the start of a battle and remains "up" until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back "up".

The Jedi can activate either part of this power, or both as desired, each requires an action the round of activation. While this power is up, it costs no action.

If the Jedi is successful in using this power with *Sense*, he reduces the lightsaber difficulty by one level.

If the Jedi is successful in using this power with *Control*, the Jedi may add or subtract part or all of her *control* dice to the lightsaber's damage; players must decide how many *control* dice they are adding or subtracting when the power is activated.

A Jedi *who fails* when trying to activate *lightsaber combat* may only use the *lightsaber* skill for the duration of the combat. Finally, the Jedi may use *lightsaber combat* to parry blaster bolts as a "reaction skill".

The Jedi may also attempt to control where deflected blaster bolts go; this is a “reaction skill” and counts as an additional action. (The Jedi *cannot full parry* when trying to control deflected bolts.) If the Jedi tries to control the blaster bolt, she makes a *control* roll: the difficulty is the range of the target (use the original weapons ranges) or the targets *dodge* roll. The blaster bolt’s damage stays the same.

4.18. Long-Term Memory Enhancement

Source: Unofficial WEG Force Power

Control Difficulty: Very Difficult; +0 Memory from 1-3 months old; +5 Memory from 3-6 months old; +7 Memory from 6 months to a year old; +10 Memory three years old; +15 Memory 5 years old; +20 Memory 8 years old; +25 Memory 10 years old.

Sense Difficulty: Very Difficult and see below

Required Powers: *Short-term memory enhancement*

Effect: When a Jedi uses this power, she may replay events that occurred up to 10 years ago in order to carefully examine them for forgotten details. Using this power, a Jedi may remember all but the most minute details of the occurrence that were seen, but not consciously registered.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his or her senses within a specific span of time. In addition, if a gamemaster provided clues or leads to dues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure. How far good a memory a Jedi has with this power is determined by the success of his *Sense* skill roll.

| Skill Roll Beats Difficulty By | Memory quality ... |
|--------------------------------|----------------------------------------|
| 0-5 | Remembering major points only. |
| 6-10 | Remembering a single important point. |
| 11-15 | Remembering only key points. |
| 16-20 | Remembering all but the minor details. |
| 21 & + | Remembering all details. |

4.19. Martial Combat

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept “up”.

Effect: A Jedi learns this power to improve is hand-to-hand combat skills. It allows him to sense the opponent’s actions through the Force in order to more effectively counter his enemies’ moves. A Jedi activates this power at the start of a battle, and it remains "up" until the Jedi is stunned or injured.

A Jedi who has been injured or stunned may attempt to bring the power back "up".

The Jedi can activate either part of this power, or both as desired, each requires an action.

A Jedi who is successful in using this power adds his sense skill to his block skill (brawling parry), and adds his control skill to his attack (brawling).

If a Jedi fails the power roll, he may not attempt to use the power again for the duration of the combat.

4.20. Mechanical Empathy

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy, modified by complexity of machine.

Time to use: One minute.

Effect: The Jedi can "feel" his way around the inner workings of a technological device, seeking out specific malfunctions, learning how to operate the machine on a rudimentary level, and finding imperfections or potential modifications that could improve or enhance the machine's performance at least temporarily (Obi-Wan uses this one to learn how to pilot a Gungan sub, and Anakin uses it to build a powerful podracer from sub-par parts... and eventually to fix it in mid-crisis!). The Sense difficulty for this power is modified by the complexity of the machine; whereas a podracer is a fairly simple (if tough to handle) device, much like a Gungan sub, a droid is more complex, raising the difficulty to Moderate. Hyperdrives and other complex systems have a Sense difficulty of Difficult. Successful use of this power enables the Jedi to operate the machine in question as if he had the applicable skill at his default attribute level; in other words, it allows the Jedi to make his dice rolls with no negative modifiers for unskilled operation of otherwise specialized skills. The character can also use this power to enable himself to make repair skill rolls under circumstances that he would normally be unable to do so, as well as design equipment for practical use with a minimum of quality components.

4.21. Mediation

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate; modified by Relationship.

Required Powers: *Truth Sense, Receptive telepathy.*

This power may be kept “up”.

Time to use: One minute.

Effect: This power allows the Jedi to mediate between two parties for the purposes of coming to an agreement. The Jedi attempts to read the intentions of the persons being mediated, and then tries to make a judgment call. If there are more than two participants, add one difficulty level per person over two.

4.22. Mental Translocation

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult, modified by Proximity.

Sense Difficulty: Moderate.

Required Powers: *Emptiness or Rage, Farseeing, Hibernation Trance, Instinctive Astrogation, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Remain Conscious, Shift Sense.*

Time to use: 3 rounds to prepare + duration of power.

Effect: When using this power, the Jedi's mind can leave his/her/its body and travel away from it in any direction and through any physical obstacle. The physical universe cannot harm the Jedi's mind (unless hypnotic/brainwashing or mind-affecting stimuli are perceived). The Jedi uses the Force to perceive the surroundings, essentially duplicating the function of normal sensory organs. However, due to the complexity of this power, the Jedi can only use two “non-interactive” senses to perceive the environment (Jedi's choice; e.g. vision and audition). The sense of touch, or any sense that would require “interaction” with the environment cannot be used. Attempts to use “interactive” senses results in only one sense being available. If this too is an interactive sense, the Jedi is totally blind and cannot return to the body (the Jedi has no senses).

The non-corporeal Jedi may move at a maximum rate of 10m/round, unless a Heroic, modified by Proximity Control roll is made, then the maximum movement is 1km/round (i.e. 200m/s).

The user's body dehydrates and hungers at twice the normal rate.

Proximity modifier is based on the furthest extent of the intended distance (declared before the skill rolls are made). Should the Jedi wish to go beyond this limit, a new Control roll must be made, modified by the increase in intended distance. Failing this roll results in the mind-body connection being broken, and the Jedi being unable to inhabit this former body (It is believed that the Emperor used a modification of this power to break his mind free from his body at the moment of his death on the 2nd Death Star. This suggests it may be possible to use Force Powers while using Mental Translocation--such as Transfer Life!)

The only method of detecting the presence of the incorporeal Jedi is by using Life Detection. Obviously, detection of the Jedi in this manner is nearly always accidental. In order for the Jedi to find the way back and re-inhabit his body, the Jedi must make a Moderate Control roll. This skill cannot be used to inhabit bodies other than the original host. Also, while using Mental Translocation, the body is very susceptible to the Force power Transfer Life (treat as “recently dead body”).

4.23. Projective Telepathy

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 148

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 152

The Role-playing Game (1st Ed) (ref.: WEG40001) page 78

Tales of the Jedi Companion (ref.: WEG40082) page 55

Rules Companion (1st Ed) (ref.: 40043) page 60

Control Difficulty: Very Easy. Increase difficulty by +5 to + 10 if the Jedi cannot verbalize the thoughts she is transmitting (she is gagged or doesn't want to make a sound). Modified by proximity.

Sense Difficulty: Very Easy if target is friendly and doesn't resist. If target resists, roll *Perception* or *control* to determine the difficulty. Modified by relationship.

Required Powers: *Life detection, life sense, receptive telepathy.*

Effect: If the Jedi successfully projects her thoughts, the target “hears” her thoughts and “feels” her emotions. The Jedi can only broadcast feelings, emotions and perhaps a couple of words this power *cannot* be used to send sentences or to hold conversations. The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't “verbally” identify herself, the target doesn't know who is projecting the thoughts. This power can only be used to communicate with other minds, not control them.

4.24. Share Senses

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate; modified by Relationship and Proximity.

Sense Difficulty: Moderate; modified by Relationship and Proximity.

Required Powers: *Projective Telepathy*.

This power may be kept "up".

Effect: This power allows the Jedi to experience all of the senses of a person or creature. This lets the Jedi see through the target's eyes, hear what the target hears, and smells, tastes, and feels what the target is experiencing.

As the Jedi experiences all sensation from the target, the Jedi also experiences the target's joy, pain and emotions. If the target is injured, the Jedi experiences the injury at one level lower than the target.

The Jedi may only "piggy-back" and cannot control the target in any way.

4.25. Speak with Machine

Source: Unofficial WEG Force Power.

Control Difficulty: Very Easy for A.I., Easy for Complex Mainframe, Moderate for Dedicated Computer, Difficult for Macintosh, Heroic for Win95.

Sense Difficulty: Moderate; modified by Relationship and Proximity.

Required Powers: *Projective Telepathy, Cyber Sense*.

This power may be kept "up".

Effect: Allows a Jedi to interface with a computer (just like Projected Telepathy). The user may only gather information and accomplish tasks someone with his clearance normally could. Computers are stubborn and won't give into a mere mortal on this level. GM may allow user to use Con, though, to convince the computer that he has higher access.

4.26. Starship Combat

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up".

Effect: To use a spaceship more effectively, a Jedi learns this power. It allows him to sense the opponent's actions through the Force in order to use the starship effectively.

A Jedi activates this power at the start of a battle, and it remains "up" until the Jedi is stunned or injured; a Jedi who has been injured or stunned may attempt to bring the power back "up".

The Jedi can activate either part of this power, or both as desired, each requires an action.

A Jedi who is successful in using this power adds his sense skill to his Vehicle Dodge, Starfighter Piloting, Space Transports, and Capital Ship Piloting skills, and adds his control skill to his Starship Gunnery or Capital Ship Gunnery. If a Jedi fails the power roll, he may not attempt to use the power again for the duration of the combat.

4.27. Vehicle Combat

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up".

Effect: To use a vehicle more effectively, a Jedi learns this power. It allows him to sense the opponent's actions through the Force in order to use the vehicle effectively.

A Jedi activates this power at the start of a battle, and it remains "up" until the Jedi is stunned or injured; a Jedi who has been injured or stunned may attempt to bring the power back "up".

A Jedi who is successful in using this power adds 1D+1 pip per full dice in the used piloting skill only (his Vehicle Dodge, Archaic Starship Piloting, Repulsorlift Operation, Starfighter Piloting, Space Transports, and Capital Ship Piloting skills), and adds 1D+1 pip per full dice in the used gunnery skill only (his Vehicle Gunnery, Starship Gunnery or Capital Ship Gunnery...).

If a Jedi fails the power roll, he may not attempt to use the power again for the duration of the combat.

The Jedi can activate either part of this power: Piloting/Gunnery, or both as desired, each requires an action.

5. CONTROL AND ALTER POWERS

5.1. Accelerate Another's Healing

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 148

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 152

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 55

Rules Companion (1st Ed) (ref.: 40043) page 62

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy.

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

Time to use: On minute.

Effect: The target is allowed to make extra healing rolls, as outlined in *accelerate healing*. The Jedi must be touching the character whenever she activates this power.

5.2. **Aura of Uneasiness** (Dark Side Power)

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 50
Tales of the Jedi Companion (ref.: WEG40082) page 87

Control Difficulty: Easy. Modified by proximity, but limited to line of sight.

Alter Difficulty: Easy.

This power may be kept "up".

Warning: A character who uses this power against a sentient immediately gets a dark side Point.

Effect: This power allows a Sith to project a field of vague discomfort and unease around him, which causes non-sentient creatures to avoid him. Sentient creatures sense a vague "uneasiness" about the person. *Aura of uneasiness* effectively acts as the *intimidation* skill. When used against a sentient being, the Sith rolls *alter* +3D against the target's *willpower* or *Perception*. (See sample modifiers and skill description on page 76 of *Star Wars, Second Edition*). When used against predatory animals, the Sith rolls *alter* +5D against the target's *willpower* or *Perception*.

"Insects and small biting creatures buzzed and scuttled around them, but none bothered Kyp. He consciously exuded a shadow of uneasiness around him so that lower creatures had no incentive to come nearer. Exar Kun had taught him that trick too".

5.3. **Calm Another** (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power

Control Difficulty: Easy for minor agitation; Moderate for marginal fear, anger or hatred; Difficult for horror and deeply rooted fears; Very difficult for absolute terror or hatred; Heroic for absolute revulsion, terror, or characters enveloped in the dark side, modified by Proximity and Relationship.

Alter: Easy modified by relationship.

Required Powers: *Concentration, Hibernation trance, Calm, Receptive Telepathy, Projective Telepathy.*

Effect: This power works just like calmness on another person. It takes away all the character's negative emotions leaving a deep calm over them so they can focus on what's going on around them.

It's been known to slightly agitate the targets to have them forcibly calmed but for some reason it only comes out as minor agitation....

A Jedi who uses this ability to disable the opponent so he may kill, injure, or take advantage of him receives a dark side point.

5.4. **Channel Rage** (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Difficult.

Required Powers: *Rage.*

This power may be kept "up".

Effect: This power, when used, channels the character's anger and rage into a berserk fury, which increases his prowess in battle. Game effects include a temporary +2D bonus to Strength, and a -1D penalty to all defensive skill rolls.

Raging characters are unable to perform any action or Force power that requires patience and/or concentration.

When use of Channel Rage ends, the user loses -2 from his Strength die code for every round the power was kept up (reducing his Strength die code to a minimum of 1D).

5.5. **Control Another's Disease**

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 148
The Role-playing Game (1st Ed) (ref.: WEG40001) page 79
Tales of the Jedi Companion (ref.: WEG40082) page 55
Rules Companion (1st Ed) (ref.: 40043) page 62

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Same as *control disease*.

Required Powers: *Accelerate healing, control disease.*

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

Effect: This power allows a Jedi to heal another character, using the same rules and conditions as outlined in *control disease*. The Jedi must be touching the character to be healed.

5.6. **Control Another's Pain**

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 149
The Role-playing Game (2nd Ed) (ref.: WEG40055) page 152

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 56

Rules Companion (1st Ed) (ref.: 40043) page 61

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Easy for wounded characters; Moderate for incapacitated characters; Difficult for mortally wounded characters.

Required Powers: *Control pain*

Effect: This power allows a Jedi to help another character *control pain*, under the same rules and conditions outlined in the *control pain* power. The Jedi must be touching the character to use this power.

5.7. Control Breathing

Source: Tales of the Jedi Companion (ref.: WEG40082) page 56

Control Difficulty: Moderate

Alter Difficulty: Very Difficult

Required Powers: *Concentration, hibernation trance, telekinesis*

Effect: This power allows a Jedi to control the amount of oxygen flowing into his or her body. The Jedi takes control of the surrounding atmosphere, pulling oxygen molecules through the skin and into the lungs. With this power the Jedi can effectively breathe underwater, and conversely a water breather could survive on land. In game terms, this power negates the need for a breath mask, mechgill, or any rebreather gear. In the cold of space or a hard vacuum, however, this power would be of little use. Even if the Jedi could somehow survive the drastic changes in pressure or the extreme temperatures, there is not enough oxygen in these environments for the Jedi to “grab.” The power will remain up until the character either takes incapacitating damage or willfully drops it.

5.8. Control Weather

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult; modified by Proximity.

Alter Difficulty: 5 for every step on the scale:

| | |
|--------------------------|-------------|
| Totally Clear | No Wind |
| Partly Cloudy | Wind 5mph |
| Cloudy | Wind 10mph |
| Cloudy, Drizzle/Lt Snow | Wind 15mph |
| Steady Rain or Snow | Wind 20mph |
| Hard Rain, Snow or Sleet | Wind 25mph |
| Deluge, Blizzard, Hail | Wind 30mph |
| Heavy Thunderstorms | Wind 40mph |
| Gale Force Winds | Wind 50mph |
| Hurricanes/Twisters | Wind 75mph |
| Hurricanes/Twisters | Wind 90mph |
| Hurricanes/Twisters | Wind 105mph |

Example: If it is already drizzling and the Jedi wants a hurricane, his difficulty is $6 * 5 = 30$.

Required Powers: *Commune with Nature*.

This power may be kept “up”.

Effect: Through using this power a Jedi may actually control the very weather. Control is used to handle the forces at play and Alter is used to make the changes.

5.9. Detoxify Poison in Another

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 46

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 56

Rules Companion (1st Ed) (ref.: 40043) page 62

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy for very mild poison (such as alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Required Powers: *Accelerate healing, accelerate another’s healing, control pain, control another’s pain, detoxify poison.*

Time to Use: Five minutes.

Effect: This power allows a Jedi to remove or detoxify poison from a patient’s body faster than is normally possible. While using this power, the Jedi must remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the poison. Failure to make the required *control* and *alter* difficulty checks or breaking physical contact during the use of the power wounds the patient.

5.10. Electronic Manipulation (Dark Side Power)

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 50

Tales of the Jedi Companion (ref.: WEG40082) page 87

Control Difficulty: Easy for non-sentient machines; Moderate for sentient machines; Difficult for sentient machines hostile to Sith. Modified by proximity.

Alter Difficulty: Easy for slight alterations; Moderate for significant changes in programming; Difficult for major reprogramming.

Required Powers: *Absorb/dissipate energy, affect mind.*

Time to Use: One round.

This power may be kept "up".

Warning: A character who uses this power immediately gains a Dark Side Point.

Effect: This power allows a Sith to channel his anger into the electronic circuits of a computer, droid, or machine, and reprogram it by manipulating its physical and electrical components. The reprogramming can only restore original programming which has been altered, not actually rewrite a computer's programming. Since this Sith power can only be evoked in a state of rage, the Jedi have long avoided using it.

"In outrage Kyp found the power to send a burst of controlling thought through the integrated circuits in the Sun Crusher's computer. He flushed the alien programming, wiping pathways clean and rebuilding them in an instant. He remapped the functions with a sudden mental pinpoint that made the Sun Crusher whole again".

5.11. Emulate Music

Source: Unofficial WEG Force Power.

Control Difficulty: Very Easy, add modifiers for distractions.

Alter Difficulty: Very Easy for a simple, single-toned tune; Easy for a slightly more complex piece; Moderate for a piece with multiple tones and instruments, such as one that could be played by a small band; Difficult for a poly-toned piece with complex chords and melodies; Very Difficult for a piece that would require a small orchestra to emulate; Heroic for a piece requiring a full orchestra to emulate.

Required Powers: *Concentration, Telekinesis*

This power may be kept "up".

Effect: Produces music that emanates from the body of the Jedi. It is impossible to make the music emanate from any other location than the Jedi's body.

The Jedi must also know the music in question in order to emulate it. Someone may also use this power to compose a piece.

This power also receives a bonus from Inspiration.

5.12. Feed on the Dark Side (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 57

Galaxy Guide 09 - Fragments from the Rim (ref.: WEG40063) page 78

Control Difficulty: Moderate when activated; Very Easy for each round thereafter.

Alter Difficulty: Moderate when raised: no roll for subsequent rounds.

Required Powers: *Sense Force*

Warning: Any Jedi who activates this power receives a Dark Side Point.

This power may be kept "up".

Effect: This power allows a Jedi to feed on the fear, hatred, or other negative emotion of others to make himself more powerful. It does not matter to the Dark side why the others are filled with dark emotions; the feelings alone suffice. In game terms, in any round in which a character using this power is in the presence of a light side Force-sensitive who gains a Dark Side point, the character gains a Dark Side point and a Force Point. If multiple characters gain Dark Side Points in the same round, the character gains multiple Force Points. These Force Points must be spent within five minutes of being received. This is a power that Dark Jedi use to gain power from the anger and hatred they create in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way to stop a Jedi from gaining extra Force Points from this power is to resist the dark side. This can be extremely difficult, particularly since there is nothing to prevent the Dark Jedi from doing everything in his power to provide these negative emotions. This might include deception, the butchering of innocents, taunts, insults, threats against the characters, their friends, families, home planets or bases, and anything else likely to make them call on the Dark side. Players who fail to devise a better way of defeating a Dark Jedi other than by brute force are very likely to be destroyed if faced with this power. Warning: avoid overusing this power, since it can severely disrupt game balance if not used in moderation.

5.13. Fertilize

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Alter Difficulty: Easy for Growth/Birth rate x1.25, Moderate for Growth/Birth Rate x1.5, Difficult for Growth/Birth Rate x1.75 (Roach), Very Difficult for Growth/Birth Rate x2 (Bunnies), Heroic for "Bebe's Kids". If subject is sentient, modify for relationship.

Required Powers: *Detoxify Poison in Another, Sense Life, Accelerate Another's Healing.*

Effect: Makes soil/animals more fertile.

5.14. Force Explosive (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Heroic.

Alter Difficulty: See Below

Required Powers: *Conduit*

Warning: Using the power grants a Dark Side Point when used, and an additional Dark Side Point for casualties, compounded upon normal Dark Side Point gains.

Effect: This power utilizes the Dark Side of the Force to create an explosive "charge" of pure Force energy. Any object conceivable can be charged, with a Control penalty of +5 for as many times bigger than a grenade it is. Control is used to energize the object being used for an explosive, and Alter is used for damage. Alter is also used for timing the explosive. Any number of D can be removed from Alter to create a "timer" of D number of rounds before the explosion. If no D are placed in the "timer," the weapon must be used immediately or it will explode in the Dark Sider's hand. Explosions appear similar to other Force Energy uses, such as Force Lightning or Force Weapon, as a light blue electrical energy pulse.

5.15. Force Jumping

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Alter Difficulty: Very Easy for a leap of 5 or less meters; Easy for a leap of 6-12 meters; Moderate for 13-20 meters; Difficult for 21-35 meters; Very Difficult for 36-50 meters; Heroic for more than 50 meters.

Required Powers: *Concentration, Telekinesis.*

Effect: Allows a Jedi to jump much further or higher than she would normally be able to jump. If she spends a round preparing for the leap, either by contracting her legs into a deep crouch, and making a running start, she is allowed a +5 bonus to her roll, which may be split into either the Control or Alter rolls.

5.16. Force Lightning (Dark Side Power)

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 58
Tales of the Jedi Companion (ref.: WEG40082) page 57

Control Difficulty: Difficult. Modified by proximity, but limited to line of sight.

Alter Difficulty: *Perception* or *control* roll of target.

Required Powers: *Absorb/dissipate energy, injure kill, inflict pain*

Warning: A Jedi who uses this power for any reason immediately gets a dark side Point.

Effect: This power is a corruption of the Force, harnessing pure hatred and evil from the user and the darkside. When used, it produces bolts of white or blue energy which fly from the user's fingertips, like sorcerous lightning. These bolts tear through the target, causing intense pain and injury. The user must make a *control* roll to summon the energy for these bolts. These lightning bolts cannot be *parried* or *dodged*. Once the lightning bolts are called forth, the victim's only hope is to roll higher with his *Perception* or *control*. If the victim does roll higher, the lightning bolts reach out toward the victim, but are deflected or go around. A Jedi armed with a lightsaber can use the *lightsaber combat* power to block *force lightning* by rolling a higher *control* total, but *force lightning* cannot be deflected to other targets. This power can be dissipated with the *absorb/dissipate energy* power – the intended victim simply absorbs the bolts. When someone uses *force lightning*, the damage is 1D for each 1D of *alter* the user has. The victim resists damage with their *Strength*; armor is useless against *force lightning*. *Force lightning* courses over and into its target, convulsing him with pain, siphoning off his energies and eventually killing him. If this power *stuns*, *wounds* or causes any other injury to a character, he is so convulsed with pain that he is incapable of performing any actions for the rest of the round and the next round.

5.17. Force Pull (Telekinesis Pull) (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for a power range of 4 meters within a cone of effect of 15° angle in front of the Jedi. Add one difficulty level for every 2 meters added of power range (up to 10 meters) and one difficulty level for every 15° of added angle to the cone of effect (up to 90°). Subtract one difficulty level if the *Force Pull* power aims only one target in the cone range.

Alter Difficulty: Very Easy for objects weighing one kilogram or less. Easy for objects weighing one to ten kilograms. Moderate for objects 11 to 100 kilograms. Difficult for 101 kilograms to one metric ton. Very Difficult for 1,001 kilograms to ten metric tons. Heroic for objects weighing 10,001 kilograms to 100 metric tons. Modified by proximity.

Required Powers: *Telekinesis.*

Effect: A telekinetic ability using the Force that could cause a material body to draw close to the caster. The greater the user's aptitude with this, the heavier the object that could be pulled or the more wide arc or radius of the Force "wave". It could be used to pull weapons from enemies, or, at higher levels of skill, the enemies themselves to be brought closer to the Jedi's lightsaber range.

The Jedi can choose to *Force Pull* as many target as he wishes within the power cone range as long as the weight difficulty is passed for the heaviest target (i.e.: only one Alter roll that must beat the heaviest target). Affected targets are immediately brought within hand reach of the Jedi, at the end of the action, not at the end of the round.

A *Telekinesis* trained Force user can quite easily resist a *Force Pull* by generating an opposing telekinetic pressure against the opponent *Force Pull*. To activate this defense, the Jedi must NOT be surprised. This active defense costs one action and is totally effective if the defending Jedi passes an *Easy Alteration* roll.

A sentient target can try to avoid the effect of a *Force Pull* if he is AWARE of the attack. Trying to avoid the effect of the *Force Pull* is at the cost of one action and is only effective if the target's *survival* roll beats the Jedi's *Control* roll. The defender *survival* skill gains a bonus of +1 pip per added difficulty level above the base moderate difficulty in the attacker's *Control*.

For example, a Rodian rogue is being Force Pulled by a Jedi. The moderate *Alter Roll* is a formality even at -1D (for the two actions the Force Pull requires). The Rodian is at 5 meters of the Jedi in front of him, so the difficulty is difficult. To avoid being Force Pulled, the Rodian rogue must beat the Jedi's control roll with is *survival* skill + 1 pip.

Any non-living matter cannot resist the Force Pull .So droids can't resist this power.

Force Pull is one of the few offensive powers not fundamentally dark in nature. **But using this power in a bad state of mind could bring the Jedi a Dark Side Point.**

5.18. Force Push (Telekinesis Push) (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for a power range of 4 meters within a cone of effect of 15° angle in front of the Jedi. Add one difficulty level for every 2 meters added of power range (up to 10 meters) and one difficulty level for every 15° of added angle to the cone of effect (up to 90°). Subtract on difficulty level if the *Force Push* power aims only one target in the cone range.

Alter Difficulty: Very Easy for objects weighing one kilogram or less. Easy for objects weighing one to ten kilograms. Moderate for objects 11 to 100 kilograms. Difficult for 101 kilograms to one metric ton. Very Difficult for 1,001 kilograms to ten metric tons. Heroic for objects weighing 10,001 kilograms to 100 metric tons. Modified by proximity.

Required Powers: *Telekinesis*.

Effect: *Force Push* was the ability to create a telekinetic impulse via the Force, launching a concussive burst of pressurized air, not unlike the blast of an archaic 'pipe bomb', that would impact a target with enough force to knock it over, launch it into the air, or even (particularly in the case of fragile materials such as ceramics) shatter it into pieces.

The greater the user's telekinetic aptitude, the larger the pressure differential, and thus the stronger the effect and the heavier the target. With practice, a skilled Force user could increase the range and arc of the blast without lowering the average kinetic energy, creating a blanketed wave instead of a focused impulse. Truly gifted practitioners could generate a concussive blast that would radiate from them for meters in all directions, detonating with the force of a conventional explosive.

This power was an effective tool for keeping enemies at a distance. A well-aimed push could have sent the target crashing into a nearby wall or other obstruction, resulting in bludgeoning damage and possible disorientation or blackout. Particularly ruthless Force users would use a well-timed *Force push* to send their enemies tumbling off penthouse balconies or into deep chasms. Beyond offense, this power had many utilitarian applications, such as activating a control panel that would ordinarily have been out of reach, or pulverizing heavy debris and other obstructions too large to remove without specialized equipment.

The Jedi can choose to *Force Push* as many target as he wishes within the power cone range as long as the weight difficulty is passed for the heaviest target (i.e.: only one Alter roll that must beat the heaviest target). Affected targets are violently pushed two meters away from the Jedi. They fall to the ground (with or without their weapons still in their hands) or crash themselves in the wall behind them or... depending on the situation.

A trained Force user in *Telekinesis* could quite easily resist a *Force Push* by generating an opposing telekinetic pressure against the opponent *Force Push*. To activate this defense, the Jedi must NOT be surprised. This active defense costs one action and is totally effective if the defending Jedi passes an *Easy Alteration* roll.

A sentient target can try to avoid the effect of a *Force Push* if he is AWARE of the attack. Trying to avoid the effect of the *Force Push* is at the cost of one action and is only effective is the target's *survival* roll beats the Jedi's *Control* roll minus the *Control* difficulty modifiers.

For example, a Rodian rogue is being Force Pushed by a Jedi. The moderate *Alter Roll* is a formality even at -1D (for the two actions the Force Pull requires). The Rodian is at 6 meters of the Jedi in front of him, so the difficulty is Very difficult. To avoid being Force Pushed, the Rodian rogue must beat the Jedi's control roll with is *survival* skill + 1 pip.

Any non-living matter cannot resist the *Force Push* .So droids can't resist this power.

Force Push is one of the few offensive powers not fundamentally dark in nature. But using this power in a bad state of mind could bring the Jedi a Dark Side Point.

5.19. Force Speed

Source: Unofficial WEG Force Power.

Control Difficulty: See below.

Alter Difficulty: Difficult

Required Powers: *Concentration, Telekinesis.*

This power may be kept "up".

Effect: This power allows a character to use the Force to temporarily increase his speed and possibly increase the number of actions a character may take in one round.

However, combined action loss is applied to all actions in that round equivalent to how many extra rounds the Jedi is using Speed to add.

Difficulties: Moderate: +1 move; Difficult: +2 move, +1 action; Very Difficult: +4 move, +2 actions, Heroic +6 move, +3 actions.

5.20. Greater Force Bubble

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Alter Difficulty: Difficult.

Required Powers: *Greater Force Shield, Lesser Force Bubble, Telekinesis.*

This power may be kept "up".

Effect: Forms a small force bubble around the user, a meter in diameter, which resists all attempts to penetrate it with a strength of 6D.

However, due to the nature of this bubble, if the user doesn't lower it after about an hour after he raises it, he will start to asphyxiate (assuming that he breathes).

5.21. Heal Another

Source: Unofficial WEG Force Power.

Control Difficulty: Easy for Wounded and Wounded Twice, Moderate for Incapacitated, Difficult for Mortally Wounded.

Alter Difficulty: Very Easy Modified by Relationship.

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

Time to Use: 5 minutes meditation per level of difficulty.

Effect: This power completely removes one level of an injury. If the first use of this power is unsuccessful, each repeated attempt raises the difficulty by one level. The user must be in touch of the target to use this power.

5.22. Induce Tranquility

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Alter Difficulty: Moderate, modified by agitation of target character; modified by relationship.

Effect: With this power, a Jedi can induce a state of enhanced calm in another being, even to the point of inducing near-sleep in another sentient. The user simply reaches out in the Force to the opposing mind, and calms it through waves of almost-dreamlike reassurance. The affected person is generally quieted emotionally, but the Jedi can also intensify use of the power to induce a near-vegetative state that lasts for up to a half-an-hour. Jedi healers have been known to make frequent use of this power when treating casualties in times of war, usually in conjunction with Control Another's Pain. A Jedi can direct this power at up to three characters at once, provided those characters are within 5 meters of one another, and cannot see the Jedi (use of this power on a group is normally only possible from a hiding spot near the targets), hence this is a very useful power for a Jedi attempting to get into a guarded facility with a minimum of attention. Characters "awakening" from the state of induced tranquility are often somewhat confused, but not usually aware that they have been manipulated in any way. Qui-Gon Jinn uses this power on Jar Jar Binks during the journey in the Gungan sub in Epsiode I.

5.23. Inflict Pain (Dark Side Power)

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 58
The Role-playing Game (1st Ed) (ref.: WEG40001) page 79
Tales of the Jedi Companion (ref.: WEG40082) page 57
Rules Companion (1st Ed) (ref.: 40043) page 61

Control Difficulty: Very Easy. Modified by proximity.

Alter Difficulty: Target's *control* or *Perception* roll. Modified by proximity.

Required Powers: *Control pain, life sense*

Warning: A Jedi who uses this power for any reason immediately gets a dark side Point.

Effect: The target experiences great agony. The user causes damage by rolling their *alter* skill, while the target resists damage with their *control*, *Perception* or *willpower*. Damage is figured as if the attack was a *stun* attack, although if the target suffers any damage at all, they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.

5.24. Lesser Force Bubble

Source: Unofficial WEG Force Power.

Control Difficulty: Easy.

Alter Difficulty: Moderate.

Required Powers: *Lesser Force Shield*, *Telekinesis*.

This power may be kept "up".

Effect: Forms a small force bubble around the user, a meter in diameter, which resists all attempts to penetrate it with a strength of 3D.

However, due to the nature of this bubble, if the user doesn't lower it after about an hour after he raises it, he will start to asphyxiate (assuming that he breathes).

5.25. Lightwhip Combat (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate

Alter Difficulty: Moderate

This power may be kept "up".

Effect: The Sith used this power to wield the double-edged Lightwhip, and guide it's movement through the Dark Side. If the Sith is successful, he may add his *Alter* dice to his Lightwhip skill roll to hit or parry, and he adds or subtracts part or all of his *Control* dice to the damage. If he fails, he must use his Lightwhip skill and the standard damage only for the duration of the combat.

To parry blaster bolts, the Sith may use Lightwhip Combat. To do this, the character must declare that he is parrying that round, using his Lightwhip skill as normal. The Sith may also attempt to control where the deflected blaster bolt goes, although this counts as an additional action. The Sith must declare which specific bolt he is controlling, with difficulties as per Lightsaber Combat.

5.26. Place Another in Hibernation Trance

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 149
 The Role-playing Game (1st Ed) (ref.: WEG40001) page 79
 Tales of the Jedi Companion (ref.: WEG40082) page 57
 Rules Companion (1st Ed) (ref.: 40043) page 62

Control Difficulty: Very Easy. Modified by the targets relationship.

Alter Difficulty: Very Easy, as modified by proximity.

Time to Use: Five minutes.

Effect: This power allows a Jedi to put another character into a hibernation trance. The affected character must be in physical contact with the powers user and must agree to be shut down – the power cannot be used as an "attack" to knock others unconscious. This power can be used to bring another character out of an hibernation trance, but the alter difficulty is increased by +10.

5.27. Regenerate Other (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for Simple Organ (eye, liver, kidney), Difficult for Complex Organ (Heart), Very Difficult for Limb or System (Arm, Spine), Heroic for Brain, A.I.D.S, Terminal Cancer.

Alter Difficulty: Very Easy by Relationship (plus Willpower or Control if target resists).

Required Powers: *Heal Another*, and *Regenerate*.

Time to Use: One month per level of difficulty (1 month for an eye, 3 months to repair spinal damage).

*This power *has* to be kept "up".*

Effect: Allows a Force-user to repair extensive damage to the point of re-growth. During the period of Regeneration, the target must rest as detailed in the Natural Healing section of the rulebook. The user must visit the resting target at least once per day to re-apply the treatment. A failed roll means treatment is setback for one day for every point missed. At the end of the period (provided rest was never broken) the target may roll Control or Strength versus the above Control difficulty. For every full week of rest and treatment past the required period, the target's Strength/Control roll is reduced by one Difficulty level. If the Strength/Control roll is successful, he has a new, fully working organ/limb. If unsuccessful, he has a fully grown organ/limb that either his body has rejected or is just unusable.

This power may be used in conjunction with Warp Matter (to re-engineer organs/limbs) or Mind Control (to re-program target). Difficulties for Warp Matter are one level lower (you are shaping while building) and difficulties for Mind

Control are one level higher (effects are more lasting if not permanent). Either use is a perversion of nature and earns a Dark Side Point.

Note that this power doesn't remove the *reason* for the degeneration in cases like A.I.D.S. (i.e. bacterial, viral or other infections). It only re-grows and removes faults in the D.N.S. (in cases like cancer).

5.28. Remove Another's Fatigue

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 46

Control Difficulty: Easy

Alter Difficulty: Moderate. Modified by proximity and relationship.

Required Powers: *Accelerate healing, accelerate another healing, control pain, control another's pain, remove fatigue.*

Effect: This power allows the Jedi to remove the effects of fatigue in another. However, unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing a *stamina* check can be counteracted, but must be addressed as they occur.

5.29. Return Another To Consciousness

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 149

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 152

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 57

Rules Companion (1st Ed) (ref.: 40043) page 61

Control Difficulty: Easy. Modified by proximity and relationship.

Alter Difficulty: Easy for incapacitated characters. Difficult for mortally wounded characters.

Required Powers: *Remain conscious, control pain*

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

5.30. Short-Term Memory Enhancement On Another

Source: Unofficial WEG Force Power

Control Difficulty: Difficult, modified by relationship; If the target isn't willing, increase the Control difficulty by the target's *Perception* or *Control* roll.

Alter Difficulty: Difficult.

Required Powers: *Short-Term Memory Enhancement*

Effect: This power functions exactly as the *Short-Term Memory Enhancement* Power: When a Jedi uses this power, she allows another to replay recent events in order to more carefully examine images and peripheral occurrences. The target may freeze images and even scan memory tracks to recall details that were seen but did not register consciously at the time of observation.

In game terms, this power can be used to alert the Jedi's target to information, items, other characters, or anything else that passed before his or her senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the Jedi's target originally missed or ignored, this power can be used to recall them. When the Jedi's target get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure. How far back the Jedi's target can remember with this power is determined by the success of his *control* skill roll.

| Skill Roll Beats Difficulty By | Memory Extended Back ... |
|--------------------------------|---------------------------|
| 0 – 8 | Through Current Episode |
| 9 – 20 | Through Last Episode |
| 21 + | Through Last Two Episodes |

5.1. Telekinesis Lightsaber Combat: Saber Throw (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for a power range of 5 meters; + 1 difficulty level per 5 meter added (max 20 meters)

Alter Difficulty: Difficult. The Alter skill replaces the *Lightsaber* skill roll for this attack.

Required Powers: *Telekinesis, Force Pull, Force Push.*

Effect: Telekinetic lightsaber combat techniques made use of telekinesis in lightsaber combat. Some telekinetic lightsaber combat techniques, like the *Saber Throw*, were offensive, while others were defensive. A defensive technique, called the *Saber Barrier*, was used by practitioners of dual saber combat.

Saber Throw is an offensive use of the lightsaber, a technique combining the powers *Force Pull* (to throw the lightsaber) and *Force Push* (to retrieve it).

The Force user, whether by manually locking the blade in the 'on' position or holding in the activation button using the Force, could throw the lightsaber in a boomerang fashion, with it cutting its way through obstacles and (usually after deactivation) returning to the hand of the caster.

Using this power, only one attack can be performed in a round with the thrown lightsaber since whereas the lightsaber hit its target or not, the lightsaber always return in owner's hands at the end of the round. Catching the lightsaber back is a free action (as part of this Power)

If the Jedi fails the control difficulty, the lightsaber is thrown away from the Jedi, harming whatever is in its pass (as per usual lightsaber damage) until it reaches ground and stop its move. The Jedi has just "lost" his lightsaber.

Failing the alter difficulty simply forbid the Jedi to use this power.

The Jedi using *Saber Throw* can make other actions in the round (with the usual multiple action penalty) but not with the thrown lightsaber.

While not a Dark Side power, *Saber Throw* is still an offensive use of the Force. Using this power in a bad state of mind could bring the Jedi a Dark Side Point.

5.2. Telekinesis Lightsaber Combat: Saber Barrier (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for 2 lightsabers, + 1 difficulty level with each additional lightsaber

Alter Difficulty: Difficult.

Required Powers: *Telekinesis, Force Pull, Force Push.*

Effect: Telekinetic lightsaber combat techniques made use of telekinesis in lightsaber combat. Some telekinetic lightsaber combat techniques, like the *Saber Throw*, were offensive, while others were defensive. A defensive technique, called the *Saber Barrier*, was used by practitioners of dual saber combat.

This technique can only be use with two (or more) lightsaber. The Jedi leaves the lightsabers turn around him and themselves in a fast spinning whirlwind, thus creating a defensive, but deadly, wall. Every one trying to reach the Jedi (for close quarters fighting for example) must first pass the *Saber Barrier*.

If the Jedi fails the control difficulty, the lightsabers go their way in a quite random and dangerous fashion, harming whatever is in their pass (as per usual lightsaber damage) until they reach ground and stop their move.

Failing the alter difficulty simply forbid the Jedi to use this power.

Saber Barrier is a full parry action, so the Jedi cannot perform any other action during the round, except catching back the lightsabers at the end of the round (free action). The Jedi's alter skill roll is added to the opponent's attacking difficulty (+10 per additional lightsaber above the second). If the difficulty is passed, the attacker has been through the *Saber Barrier* and has stroke the Jedi (inflicting his normal damage), else the attacker is stopped and hurt by the *Saber Barrier*: he hasn't attacked the Jedi and is hit by one of the lightsaber.

The Jedi using *Saber Barrier* is also able to parry blaster bolts. The Jedi's alter skill roll is added to the opponent's attacking difficulty (+10 per additional lightsaber above the second), but the attacker cannot be harmed by the *Saber Barrier* and the Jedi cannot redirect the blaster bolt.

While not a Dark Side power, *Saber Barrier* is still an offensive use of the Force. Using this power in a bad state of mind could bring the Jedi a Dark Side Point.

5.3. Transfer Force

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 149

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 152

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 57

Rules Companion (1st Ed) (ref.: 40043) page 62

Control Difficulty: Easy. Modified by relationship.

Alter Difficulty: Moderate.

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

Time to Use: One minute.

Effect: This power will save a mortally wounded character from dying because the Jedi is transferring her life force to the target. The target character remains mortally wounded but will not die unless injured again. The injured character is in hibernation and will stay alive in this state for up to six weeks. The Jedi must be touching the target character when the power is activated. When this power is used, the Jedi must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the Jedi will get the Force Point back at the end of the adventure. The recipient of this power must be willing.

5.4. Wave of Darkness (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 87

Control Difficulty:

| Area of effect | Difficulty |
|----------------|------------|
|----------------|------------|

| | |
|----------------|----------------|
| 1 – 2 meters | Moderate |
| 3 – 10 meters | Difficult |
| 11 – 20 meters | Very Difficult |
| 21 – 30 meters | Heroic |

Alter Difficulty:

| Area of effect | Difficulty |
|----------------|----------------|
| 1 – 2 meters | Moderate |
| 3 – 10 meters | Difficult |
| 11 – 20 meters | Very Difficult |
| 21 – 30 meters | Heroic |

This power may be kept “up”.

Warning: A character who uses this power gains a Dark Side Point.

Effect: The user delves into the darkness of her own spirit and dredges up the feelings of hatred, jealousy, greed, and rage that linger in shadowed recesses. Using the Force as a power source, she expels these vile emotions in waves of dark side energy that radiate outward in an expanding sphere. Anyone caught in the disturbance suffers immediate confusion, and a few seconds later, flees in fear. In game terms, those entering the area infested by the dark side waves must make a *willpower* or *control* roll against the Force-users *control* total for initiating the effect. Anyone who fails the roll cannot take his next action (in this combat round or the next) and must flee on the successive round. Anyone who succeeds becomes confused and can take no more than one action each combat round until he exits the field of dark side energy.

6. SENSE AND ALTER POWERS

6.1. Affect Emotions (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Sense Difficulty: Target’s Con, Will or Perception (Highest) modified by Relationship and Proximity.

Alter Difficulty: Moderate for Hunger/Thirst, Difficult for Happy / Sad / Awe / Fear / Fatigue / Confused, Very Difficult for Very Sad/Very Happy, Heroic for Hatred / Love. Add/Subtract Difficulties where appropriate. Example: Target is Happy and user desires Love (Hate). The difficulty is $31 - 16 = 15$ for Love, $31 + 16 = 47$ for Hate.

Required Powers: *Affect Mind*

This power may be kept “up”.

Effect: Allows a Jedi to manipulate the emotional state of a target. Be careful... this power can quickly lead to a Dark Side Point!

6.2. Commune with Machines

Source: Unofficial WEG Force Power.

Sense Difficulty: Moderate.

Alter Difficulty: Easy for 1/2 Normal Energy Used, Moderate for Information Processed x2, Difficult for Never “Botch” a roll, Very Difficult for 1/4 Energy & Info Pro. x3, Heroic for No energy used & Info Pro. x4.

Required Powers: *CyberLocke*

This power may be kept “up”.

Effect: Similar to Commune with Nature, this skill allows a meditating Jedi to influence the efficiency of nearby machines. They will be faster, use less energy, never critically fail from the (un)lucky die (or those using these systems) etc.

6.3. Commune with Nature

Source: Unofficial WEG Force Power.

Sense Difficulty: Moderate.

Alter Difficulty: Easy for Feeling of Tranquility, Moderate for Grass Grows, Difficult for Flowers Grow / Animals Attracted, Very Difficult for Trees Grow, Fresh Water Springs, Heroic for Terra Form (GM sets Difficulty). Difficulties are based on an open plain. Modify for climate, temp, etc: Desert: +20, Dark Side Imprint: +20, Tundra: +15, Ocean Bank: +15, Vacuum: +170; modified by Proximity.

Required Powers: *Sense Life, Emptiness, Fertilize, Call Animal*

This power may be kept “up”.

Effect: While meditating in an outdoor area, the Jedi bonds with all living creatures in the area and influences their development. Soil becomes more fertile, plants begin to grow, creatures sense tranquility, etc. Sense is used to create the link and Alter makes changes in the pattern of nature around him.

6.4. Dim Other's Senses

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 59
 Tales of the Jedi Companion (ref.: WEG40082) page 64
 Rules Companion (1st Ed) (ref.: 40043) page 65

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: Target's *control* or *Perception* roll.

The attribute and skills are reduced as long as the power is kept "up".

Effect: This power greatly reduces the *Perception* of the target character. If successful, reduce the character's *Perception* and all *Perception* skills, depending upon the result:

| Alter roll \geq <i>control</i> or <i>Perception</i> roll by | Reduce <i>Perception</i> |
|------------------------------------------------------------------|-----------------------------|
| 0 – 5 | -1 pips |
| 6 – 10 | -2 pips |
| 11 – 15 | -1D |
| 16 – 20 | -2D |
| 21+ | -3D |

The power may be used on more than one target at a time, with an increase of +3 to the *sense* difficulty for each additional target; the target with the highest *control* or *Perception* rolls for the entire group.

6.5. Force Wind (Dark Side Power)

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 50
 Tales of the Jedi Companion (ref.: WEG40082) page 88

Sense Difficulty: Moderate.

Alter Difficulty: Moderate to affect 5 meters; Difficult to affect 10 meters, Very Difficult to affect 15 meters.

Required Powers: *Magnify senses, shift sense, telekinesis.*

This power may be kept "up".

Warning: A character who uses this power immediately gains a Dark Side Point.

Effect: This power allows the Sith to manipulate and channel air currents to form powerful and destructive tornadoes which can lift people bodily up into the air and fling them about. The cyclone does the Sith's *alter* code in damage to all within its range.

6.6. Greater Force Shield

Source: Unofficial WEG Force Power.

Sense Difficulty: Moderate.

Alter Difficulty: Difficult.

Required Powers: *Absorb/Dissipate Energy, Concentration, Lesser Force Shield, Magnify Senses, Telekinesis.*

This power may be kept "up".

Effect: This power allows the Jedi to surround his body with a Force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body, down to the molecular level. The shield acts as a STR+3D armor to all energy and physical attacks made against the Jedi, including non-directional attacks such as gas clouds and grenade blasts. The shield is quite strong, and is easily enough to protect the Jedi under most circumstances.

However, while this shield is up, no other life forms may enter the shield without taking 3D damage (armor does not increase their resist in this instance).

6.7. Group Mind

Source: Unofficial WEG Force Power.

Sense Difficulty: Easy.

Alter Difficulty: Very Easy modified by average Relationship. Plus 2 difficulty for every creature in range not to take part in Group Mind.

Required Powers: *Projective Telepathy, Receptive Telepathy.*

This power may be kept "up".

Effect: Allows user to telepathically communicate with all creatures within 30 meters.

6.8. Induced Sleep (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Sense Difficulty: The target's willpower, stamina, or Control; modified by Relationship & Proximity.

Alter Difficulty: Very Easy for 1 Target, Easy for 2 Targets, Moderate for 4 Targets, Difficult for 8 Targets, Very Difficult for 12 Targets, Heroic for 20+ Targets.

- 10 If target is tired or has failed a stamina roll.
- 5 If the user first uses Affect Mind to convince the target that they are tired.
- +0 If target is not actively doing something that requires complete attention.
- +5 If target is doing something that requires attention.
- +10 If target is actively doing something that requires attention.
- +20 If the target is actively engaged in combat or is in a combat situation.

Required Powers: *Dim Another's Senses, Affect Mind*

This power may be kept "up". (But see below)

Effect: Induced sleep allows a Jedi to put target(s) into a deep sleep, from which the target cannot be awakened while the power is in effect. Sleep lasts for 1D6 hours after this power is discontinued, however targets can be awakened before that time by natural means. This power cannot affect Droids or creatures who do not require sleep.

If the Jedi or anyone "with" the Jedi harms the target while they are helpless, the Jedi receives a Dark Side Point.

This power can be kept up but the Jedi must make a new power roll whenever he adds or switches targets.

6.9. Lesser Force Shield

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 46

Tales of the Jedi Companion (ref.: WEG40082) page 65

Sense Difficulty: Easy.

Alter Difficulty: Moderate.

Required Powers: *Absorb/dissipate energy, concentration, magnify senses, telekinesis.*

This power may be kept "up".

Time to Use: One round.

Effect: This power allows the Jedi to surround his body with a force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body down to the molecular level. The shield acts as STR+1D armor to all energy and physical attacks made against the Jedi, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Jedi from serious injury.

"A second after he hit the ground, a wall of steam and superheated water belched from the geyser. Luke shielded his exposed flesh from the scalding droplets and waited for the blast to dwindle."

6.10. Precipitate (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Sense Difficulty: Difficult.

Alter Difficulty: Heroic, Modified by Proximity.

Required Powers: *Telekinesis, Magnify Senses, Shift Sense.*

Time to Use: One minute per cubic meter.

This power may be kept "up".

Effect: This power allows the Jedi to selectively separate an element or molecule from an area. This, of course, could be used to make it rain, remove all oxygen from an inferno (to put it out), or remove all iron from a life form (would give a Dark Side Point).

6.11. Remove Force Imprint

Source: Unofficial WEG Force Power.

Sense Difficulty: Moderate

Alter Difficulty: Moderate

Required Powers: *Hibernation Trance, Postcognition, Sense Force.*

Time to use: 1 hour for less than 1 cubic meter, 4 hours for 10 cubic meters, 1 week for 100 cubic meters, 3 weeks for 1 cubic kilometre, +1 week for each additional 0.5 cubic kilometre.

*This power *must* be kept "up" until the removal meditation is completed or given up on.*

Effect: This power removes the Force imprint left by a Force user (or the ambient imprint) on an object or area. When another Force user tries to sense Force on the affected area or object, add +10 or the alter roll, whichever is higher, to the difficulty.

This power requires intense meditation and the Jedi must go into a trance to erase all of the imprint over long periods of time. Short breaks may be taken every week to eat and drink, but the power must be "kept up." and the delay must not be more than 10 minutes. While in the Remove Force Imprint trance, the Jedi must not be distracted by any large stimulus (e.g. a loud bang or shout, a slap, an extremely strong smell, etc.).

After finishing, the Jedi should leave the vicinity of the object or area, preferably within 24 hours (convert cubic meters to meters of distance, e.g. 100cubic meters=100 meters from the object or place is considered "near"). Contact longer than this increases the probability of a new Force imprint being created. Using the Force near the object or area, after erasing the imprint creates a new imprint.

Removing the Force imprint of a Force Nexus, especially a Dark Side Nexus (like the Dagobah Cave) is extremely dangerous for the Jedi mental health (GM to arbitrate specific results).

6.12. Sense Weight

Source: Unofficial WEG Force Power.

Sense Difficulty: Very Difficult.

Alter Difficulty: Moderate, Modified by Proximity.

Required Powers: *Telekinesis*.

Time to Use: One round.

Effect: This allows the Jedi to sense the weight of an object down to the nearest 0.001 milligram.

6.13. Sensory Overload (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Sense Difficulty: Very Easy if target's Perception is 1D or 2D, Easy if target's Perception is 3D or 4D, Moderate if target's Perception is 5D or 6D, Difficult if target's Perception is 7D+.

Alter Difficulty: Target's Stamina roll modified by Relationship.

Required Powers: *Magnify Senses, Projective Telepathy*.

Effect: Causes the target to experience a huge influx of stimuli, causing him to pass out. **This could be interpreted as using the Force to attack (GM decides)!**

6.14. Storytelling

Source: Unofficial WEG Force Power.

Sense Difficulty: Very Easy, Modified by Relationship (+2 for every person, after the first, through tenth, +1 every five people thereafter. People tend to act as those around them. If 10 people are really moved so will the 11th).

Alter Difficulty: Very Easy for one Sense (a howl is heard), Easy for two Senses, Moderate for three Senses, Difficult for four Senses, Very Difficult for five Senses (holographic), Heroic: The viewers are in the story!

Required Powers: *Projective Telepathy*.

This power may be kept "up".

Time to Use: One round.

Effect: This power is used to entertain, educate or just make a point. While a Jedi tells a story, the very reality around him warps to accommodate the theme of the story. Wind will pick up, lights will flash, unusual sounds will be heard, etc. Whatever could enhance the experience of the viewer.

7. CONTROL, SENSE AND ALTER POWERS

7.1. Affect Mind

Source: The Role-playing Game (2nd Ed Revised) (ref.: WEG40120) page 148

The Role-playing Game (2nd Ed) (ref.: WEG40055) page 152

The Role-playing Game (1st Ed) (ref.: WEG40001) page 79

Tales of the Jedi Companion (ref.: WEG40082) page 58

Rules Companion (1st Ed) (ref.: 40043) page 62

Control Difficulty: Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

Sense Difficulty: The targets *control* or *Perception* roll.

Alter Difficulty: Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief visible phenomena, for memories less than a year old, or if the character feels only minor emotion regarding the conclusion he is reaching. Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Difficult for slight disguises to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), for memories less than a minute old, or if the matter involving the conclusion is very important to the target. Very Difficult for hallucinations which can be sensed by all five senses, if the memory change is a major one, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Effect: The target characters perceptions are altered so that he senses an illusion or fails to see what the user of the power doesn't want him to see. This power is used to permanently alter a target character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a characters conclusions so that he comes to an incorrect conclusion. Before making skill rolls, the Jedi must describe *exactly* what effect she is trying to achieve. The power is normally used on only one target; two or more targets can only be affected if the power is used two or more times. The target character believes he is affected by any successful illusions a character who thinks he is struck by an illusory object would feel the blow. If he thought he was injured, he would feel pain, or if he thought he had been killed, he would go unconscious. However, the character suffers no true injury. This power cannot affect droids or recording devices.

"These are not the droids you're looking for". – Ben Kenobi

"These are not the droids we're looking for". – Imperial Stormtrooper

7.2. Battle Meditation

Source: Tales of the Jedi Companion (ref.: WEG40082) page 58

Control Difficulty: Varies based on the number of targeted individuals:

| Number of individuals | Difficulty |
|-----------------------|----------------|
| 1 – 2 | Very Easy |
| 3 – 20 | Easy |
| 21 – 100 | Moderate |
| 101 – 1000 | Difficult |
| 1001 – 10,000 | Very Difficult |
| 10,001 + | Heroic |

Sense Difficulty: Varies based on the number of targeted individuals:

| Number of individuals | Difficulty |
|-----------------------|----------------|
| 1 – 2 | Very Easy |
| 3 – 20 | Easy |
| 21 – 100 | Moderate |
| 101 – 1000 | Difficult |
| 1001 – 10,000 | Very Difficult |
| 10,001 + | Heroic |

Alter Difficulty: Varies based on the number of targeted individuals:

| Number of individuals | Difficulty |
|-----------------------|----------------|
| 1 – 2 | Very Easy |
| 3 – 20 | Easy |
| 21 – 100 | Moderate |
| 101 – 1000 | Difficult |
| 1001 – 10,000 | Very Difficult |
| 10,001 + | Heroic |

This power may be kept “up”.

Time to Use: Five Minutes.

Effect: Battle meditation has two possible effects. The Jedi can force her adversaries to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before initiating the power the Jedi must state which effect she wishes to use. The targets of this power must have initiated combat for the effects to take hold. In game terms, a Jedi may only use this power effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Jedi’s immediate goal (rescuing a prisoner, defeating a group of dark siders, et cetera); allies are defined as those who seek to uphold and forward the Jedi’s goal. When attempting to turn attackers against each other, the Jedi’s highest skill roll (*control*, *sense*, or *alter*) to activate the skill becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the “true” enemy and attack. The Jedi must maintain the effect each round for the combatants to continue fighting. Once the power is dropped, its effects wear off instantly. On a successful roll to change the balance of the battle in the Jedi’s allies’ favor (the power’s second function), the Jedi’s enemies lose 1D for every 4D she has in her best Force skill, in a skill determined by the Jedi (i.e., Strength, Dexterity, et cetera) to a minimum of 1 D, while her allies receive a bonus of the same value to an attribute of her choosing.

Example: Nomi Sunrider and three of her Jedi Knight companions are battling a dozen Sith minions – followers of Freedon Nadd. Seeing the tide of the engagement turning in the dark siders’ favor, Nomi decides to use her *battle meditation* power to help her allies overcome their enemies. Since she has a *control* of 1D+1, a *sense* 2D+ 1, and an *alter* 1 D, she may increase one skill of all of her companions (she chooses *Dexterity* in this case) by 2D+1 (the highest of the three), and decrease one skill of all of their opponents by 2D+1 (she chooses *Strength*), to a minimum of 1D, until she drops the power. While Nomi continues to maintain the power, her allies all have a 2D+1 bonus to *Dexterity* (and all of its skills) and her enemies all have a 2D+1 penalty to *Strength* (and all of its skills).

7.3. Block Force Ability

Source: Unofficial WEG Force Power.

Control Difficulty: Depend on duration desired:

1 Round

Easy (10)

| | |
|-----------------|----------------|
| 2 Rounds | Moderate (15) |
| Up to 5 Rounds | Difficult (20) |
| Up to 15 Rounds | Very Diff (25) |
| Up to 3 Hours | Very Diff (30) |
| Up to 1 Day | Heroic (40) |
| Up to 1 Week | Heroic (45) |
| Up to 1 Month | Heroic (50) |
| Up to 1 Year | Heroic (60) |
| Up to 5 Years | Heroic (70) |
| Up to 15 Years | Heroic (80) |
| Permanent | Heroic (100) |

Sense Difficulty: Targets Control, Modified by Proximity

Alter Difficulty: Type of Force to Block:

| | |
|----------------------|----------------|
| Single, Specific Use | Difficult (17) |
| Single Skill Power | Very Diff (27) |
| 2 Skill Power | Heroic (39) |
| 3 Skill Power | Heroic (52) |
| Entire Skill | Heroic (76) |

Required Powers: *Hibernation Trance, Life detection, Sense Force, Projective Telepathy, Transfer Force(?) Affect Mind, Control Mind, Control Pain, Control Another's Pain.*

This power may be kept "up".

Time to Use: One Round for every level of duration.

Effect: In game terms this is a most devastating power. This power can be activated as a reaction to a specific force power used by another Jedi, or it can have a more premeditated use.

When used, the user suffers a -1D to all Force Skills for 2 times the duration called for. For instance if Dark Jedi used this power to stop Light Jedi from using Absorb/Dissipate *at one specific instance*, then Dark Jedi, regardless of his success or failure, suffers a -1D to all his force Skills for 2 Rounds(because the shortest duration is one round). If Dark Jedi decided to try to block Light Jedi's ability to use Absorb/Dissipate permanently, then Dark Jedi would suffer that -1D for twice as long. Any dice lost this way can, of course, be recovered through the spending of character points.

Any Character who has had all three Skills (Control, Sense and Alter) blocked will appear to any mode of detection as non-force sensitive. The user of this power can use it on himself.

7.4. Bloodlust (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate

Sense Difficulty: Easy for 1 - 2 Targets, Moderate for 3 - 20 Targets, Difficult for 21 - 100 Targets, Very Difficult for 101 - 1,000 Targets, Heroic for 1,000 - 10,000 Targets; modified by single highest individual Proximity.

Alter Difficulty: Easy plus target's Perception, Willpower or Control roll.

Required Powers: *Affect Mind, Rage, Project Force, and Anger.*

This power may be kept "up".

Warning: A character who uses this power immediately gains a Dark Side Point.

Notes: Target's with Dark Side Points receive a penalty to resist equal to the bonus granted by their Dark Side Points. For example, a Jedi has one Dark Side point from embracing the Dark Side which usually gives a +2D bonus to all Force Skills. When *using* this power he rolls Control, Sense, and Alter with a +3D bonus (+2D from his earlier Dark Side Points plus an additional +1D from the new Dark Side Point gained from attempting this power). When the same Jedi attempts to *resist* this power, the Alter difficulty (for the user) becomes Easy plus Control (or Willpower, or Perception) minus 2D. Since he has already been touched by the Dark Side it is harder for him to refuse it.

When a Jedi of the Light is under the influence of this power it is likely he will commit evil acts. Such a Jedi does not receive Dark Side points for Action (striking first, aggressively, or out of anger), but does take Dark Side Points for Inaction (the guilt he feels for not being able to control himself).

Effect: When this power is used, the Jedi radiates the Dark Side of the force, sending waves of anger and hatred washing over his targets. The game affect of this power is that all targets go into a berserker state, granting a +2D bonus to all combat actions (attacks and parries/dodges), but they may make no other actions in the same round. Also, record all wound results of "stunned" or "wounded" but do not invoke any die penalties for those under the influence of this power. A target may roll their resistance once per round against the Jedi's standing Alter roll, to break free. Each failed resistance attempt incurs a -5 penalty on the next attempt (cumulative).

7.5. Conduit

Source: Unofficial WEG Force Power.

Control Difficulty: Depends on power consumption: Moderate for Computer, Electric kettle, Difficult for Lightsaber, Blaster, Very Difficult for Repulsorlift vehicle, Heroic for Starship.

Sense Difficulty: Depends on complexity: Moderate for Little Electric Stuff; Difficult for Lightsaber, Blaster,... ; Very Difficult for Computer; Heroic for Speeder Scale Vehicle; Heroic +20 for Walker Scale Vehicle; Heroic +40 for Starfighter Scale Vehicle; Heroic +?? for Capital Scale Vehicle and bigger.

Alter Difficulty: Difficult

Required Powers: Absorb/Dissipate Energy.

This power may be kept "up".

Effect: This power enables a force user to convert force energy into some other form of energy. This enables the user to fire a blaster or wield a lightsaber which has a dead power pack. Of course if an item is overpowered, it could burn out or even explode, under power the item and it may fail to function or function inefficiently. If the control roll is failed by 5 or less then the item is under powered. If the sense roll is failed by 5 or less and the control roll succeeded by greater than 5 then the item has been over powered. Note that this power is not restricted to electrical energy, any kind of energy can be produced, but this power does not enable the user to do force lightning, project heat from their eyes a la superman or even project a beam of light from an open palm. It can *only* be used to power some sort of powered item. The user of this power must be in contact with the thing being powered.

7.6. Control Animal (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate; modified by Proximity.

Sense Difficulty: Target's Perception; modified by Relationship.

Alter Difficulty: Moderate for Insect, Difficult for True Animal (Beaver/Hawk), Very Difficult for Kinda Smart (Dog/Ape), Heroic for Truly Alien

Required Powers: Eyes of Eagle.

This power may be kept "up".

Effect: The Jedi take total control of an animal's mind/body.

Note: This Power is nearly as "evil" as Control Mind, thus GM decides if usage of this one grants a Dark Side Point. The Force doesn't distinguish between sentients and non-sentients!

7.7. Control Mind (Dark Side Power)

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 58
Tales of the Jedi Companion (ref.: WEG40082) page 59

Control Difficulty: Easy for a Jedi who has turned to the dark side. Moderate for a Jedi who is of the Light Side.

Sense Difficulty: Target's Perception or control roll. Modified by relationship.

Alter Difficulty: Variable, depending upon number of targets and whether the Jedi is of the dark side or Light Side. See chart below. Modified by proximity.

| Number of Targets: | Dark Side | Light Side |
|--------------------|----------------|----------------|
| 1 | Very Easy | Moderate |
| 2 | Easy | Difficult |
| 3 | Moderate | Very Difficult |
| 4 – 5 | Difficult | Heroic |
| 6 – 8 | Very Difficult | - |
| 9 – 15 | Heroic | - |

Required Power: Receptive telepathy, telekinesis, affect mind

Warning: A Jedi who uses this power gains a dark side Point. A Jedi who has *not* turned to the dark side gains a dark side Point for each evil action he forces a person under his power to perform, but a Jedi who has turned to the dark side does not.

This power may be kept "up", but the Jedi must make a new power roll whenever he adds or switches targets.

Effect: The use of this power allows Jedi to take control of other people, turning them into puppets who must obey the Jedi's will – they must serve the Jedi like automatons. This power may not be used on droids or computers. Controlled characters may attempt a new roll to escape versus the Jedi's sense roll whenever the Jedi adds new characters to his control.

7.8. Corporeal Translocation

Source: Unofficial WEG Force Power.

Control Difficulty: Heroic; modified by doubled Proximity.

Sense Difficulty: Difficult.

Alter Difficulty: Heroic; modified by doubled Proximity.

Required Powers: *Absorb/Dissipate Energy, Accelerate Another's Healing, Accelerate Healing, Control Another's Pain, Control Pain, Doppelganger, Emptiness or Rage, Farseeing, Force of Will, Hibernation Trance, Instinctive Astrogation, Life Detection, Life Sense, Magnify Senses, Mental Translocation, Projective Telepathy, Receptive Telepathy, Remain Conscious, Return Another to Consciousness, Sense Force, Shift Sense, Telekinesis, Transfer Force.*

Time to Use: 1 round to prepare + duration of power + 1 round for "reassembly".

Designer's Notes: This power assumes that Doppelganger should not be a power that grants a Dark Side Point and thus both Doppelganger and this power should be usable by all Force users, and not just Dark Side users.

Effect: This power effectively transports the Jedi over long distances. This is one of the most difficult powers a Jedi can learn. This power allows disassembly of the Jedi's constituent molecules. The power then transports them a given distance and reassembles them. The Force user effectively enters hyperspace (although this is not actually known) and can move the constituent atoms as a 10x hyperdrive. Note that nearby gravity wells have no effect on this power. A different mechanism seems to be used for short distances (on a planet for example). For these short distances, treat as 10 km/rnd.

The proximity modifier is based on the furthest extent of intended distance, declared before the skill roll is made. Generally, the user must be familiar with the destination, preferable having visited and studied it before. If the Jedi is not familiar with the destination (it was described to the Jedi, the Jedi only visited it for a few minutes, etc., GM to arbitrate), there is a +20 modifier to the control roll.

Failure of the Control roll affects the location of reassembly. Roll 1D for the direction of failure. 1=forwards, 2=right, 3=left, 4=backwards, 5=up, and 6=down.

These directions are relative to the desired position of the Jedi at the destination. Use of a character point before this roll gives a -1 modifier to the direction roll.

The distance moved in the indicated direction is 2D% of the intended distance traveled. Attempting (intentional or accidental) reassembly in a space already occupied by another object results in the death of the Jedi in most instances.

Designer's Notes: This one raises lots of questions: How much stuff can the Jedi take with him? Can the Jedi transport another being? If "forward" on the direction failure roll relative to the planet's surface, or is it a tangent? You'll have to decide these on your own.

7.9. Create Force Storms (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 60

Control Difficulty: Heroic.

Sense Difficulty: Heroic.

Alter Difficulty: Heroic. Modified by proximity. Modified by the diameter of the storm desired: +5 for 100 meters or less, +10 for 100 meters to one kilometer, +15 for a base of one kilometer and +2 for every additional kilometer. Modified by damage: +5 per 1D of damage. Must make Heroic rolls *each* successive round to control the storm. Must make a Very Difficult roll to dissipate the storm.

Required Power: *Hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, instinctive astrogation, rage.*

Warning: Force Storms are immensely destructive and violate the laws of nature. A Jedi using this power automatically receives a Dark Side Point.

Effect: This is perhaps the single most destructive Force power known. It allows the Jedi to twist the space-time continuum to create vast storms of Force. The power also allows limited control of these storms. Capable of creating annihilating vortices, the storms can swallow whole fleets of spaceships or tear the surfaces off worlds. Use of this power requires the focusing of hate and anger to an almost palpable degree and there is considerable danger involved. Some are able to create Force storms, but fail at harnessing what they have foolishly unleashed. Often, those who fail to control the storm are themselves consumed and destroyed. If the Force-user is destroyed, the storm dissipates within minutes. When a Jedi attempts to create a Force storm, he must determine the diameter and the amount of damage (the damage dice are capital scale). If the Jedi fails any of the rolls, the storm is summoned with the desired damage, but it attempts to consume the summoner. At a +10 difficulty, the summoner can attempt unusual maneuvers with the storm, such as creating a vortex to draw unwary victims to a specified point.

7.10. Create Gravity Well

Source: Unofficial WEG Force Power.

Control Difficulty: Heroic.

Sense Difficulty: Heroic.

Alter Difficulty: Heroic.

Required Powers: *Absorb/Dissipate Energy, Null Gravity, Concentration, Emptiness, Instinctive Astrogation (sense).*

Time to Use: 1 hour of meditation.

This power may be kept "up".

Effect: Through using this power a Jedi is able to create a gravity well in realspace, much like the Interdictor class capital ship, which projects a giant shadow into hyperspace. Any ship traveling through hyperspace in the vicinity of the Gravity Well is ripped out of hyperspace by the craft's computers to avoid collision with the imaginary shadow.

This power may not be activated in an atmosphere. Doing so would be suicide. When used in the vacuum of space, all nearby craft must slow to atmospheric speeds to compensate for the new gravity.

7.11. Create Homunculus (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult.

Sense Difficulty: Very Difficult.

Alter Difficulty: Heroic.

Required Powers: Absorb/Dissipate Energy, Affect Mind, Control Mind, Control Pain, Farseeing, Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy.

Time to Use: 1 hour (deep meditation).

Note: The creation of the Assassin homunculus requires an element of hatred and anger to be used. For this reason, and for the associated evil intent, creators of an Assassin Homunculus automatically receive a Dark Side Point at the time of power use.

Effect: Creates a Force construct that can be controlled by the Jedi, yet also has some degree of “free will.” One of three types of homunculi (Assassin, Scout, and Burden) can be created (for stats, see below). Once the homunculus is created, this power need not be kept “up.” However, a Difficult Sense roll is necessary to use the creature’s senses as the Jedi’s own. This done, a moderate Control roll allows communication / command of the homunculus. Any life force the creature may seem to have is simply a physical manifestation of the Force and while the homunculi are capable of limited independent thought, they tend to simply follow the last command given. When the creature suffers damage greater than a wound, it begins to disintegrate, then fade, and finally returns to the dust its physical form was created from.

Note: Use of character points during creation of the homunculus increases one skill one pip over attribute and beyond base skill level listed below. Note that all homunculi have the same number of base attribute and skill dice.

Types Of Homunculi:

| <u>Assassin Homunculus</u> | <u>Burden Homunculus</u> | <u>Scout Homunculus</u> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| Dexterity: 3D Dodge: 5D, Melee Combat: 4D Knowledge: 2D Mechanical: 1D Perception: 1D Strength: 2D Technical: 1D | Dexterity: 2D Knowledge: 1D Mechanical: 1D Perception: 1D Strength: 4D Lifting: 6D, Stamina: 5D Technical: 1D | Dexterity: 2D Knowledge: 1D Mechanical: 1D Perception: 3D Search: 5D, Sneak: 4D Strength: 2D Technical: 1D |
| Special Abilities: Poison Claw Glands: Secrete a poison onto claws. Roll 2D vs. victim’s STR for effects. If poison higher, all stats -1D per point (if any stat equals or drops below 0 then character is unconscious). The effects of the poison last 3 hours. | Special Abilities: Climbing Claws: Add +2D to climbing skill. Webbed Digits: Add +1D to swimming skill. | Special Abilities: Acute Vision: Add +2D to visual searches. Auditory Sensitivity: Add +1D to audio searches. |
| Move: 10 walking, 15 gliding | Move: 10 | Move: 10 walking, 20 flying |
| Size: 50 cm | Size: 100 cm | Size: 50 cm |
| Scale: Character | Scale: Character | Scale: Character |
| Description: Bat-like wings, sharp teeth & claws, long tail, dark brown, green, or gray skin. Like a pterodactyl with a stubby jaw. | Description: Flat back, furry, stubby stout legs, set low to ground, small dull teeth, muscular, fingers have climbing claws. | Description: Feathered wings, dull beak, short claws, broad tail, color determined by creator. |

7.12. CyberLocke

Source: Unofficial WEG Force Power.

Control Difficulty: Very Easy; modified by Proximity.

Sense Difficulty: Easy; modified by Relationship.

Alter Difficulty: Moderate for +1D to Technical Skills, Difficult for +2D to Technical Skills, Very Difficult for +3D to Technical Skills, Heroic for +4D to Technical Skills.

Required Powers: *Speak With Machines.*

This power may be kept “up”.

Effect: Through using this power a Jedi becomes one with a machine. When successful a Jedi enters a state where he thinks like the computer, thus allowing him greater skill with which to manipulate it.

This skill may also be used to negate side effects from cybernetic replacements. When doing so, the Jedi rolls his Alter as usual to determine the amount of dice to roll versus difficulty gained by cyber points.

Example: If a character has 7 cyber points, all difficulties are raised by 21 points (3 points per cyber point). If he wishes, he may activate CyberLocke on himself (with no added difficulty from cyber points) in an attempt to strengthen his connection with the Force. If he rolls a 16 (Difficult) for Alter, the difficulty added to Force Skills from cyber points is reduced by 2D (per the table above). He then rolls the 2D and gets 7. The new difficulty added to Force Skills is 14.

A Jedi may also reach out to a machine and order it to do his bidding (difficulty vs. computer programming). Example: Ordering a blaster to lock up or a sensor to give a false reading.

7.13. Dark Side Dissipation

Source: Unofficial WEG Force Power.

Control Difficulty: Depends on Size of Target: Very Easy for Small Pouches, Easy for Regular Boxes, Moderate for Land Vehicles, Difficult for Walkers and Sentient Beings, Very Difficult for Starships, Heroic for Huge Amounts of Dark Side Energy.

Sense Difficulty: Object's Strength or Person's Control/Perception plus amount of Dark Side Points.

Alter Difficulty: Depends on Length of Duration: Very Easy for 1-2 rounds, Easy for 2-3 rounds, Moderate for Several minutes, Difficult for 1 hour to a couple days, Very Difficult for Several days to a few weeks, Heroic for A few weeks to a month.

Required Powers: Absorb/Dissipate Energy, Emptiness, Sense Force, Projective Telepathy, Transfer Force, Magnify Senses, Strengthen Object, and Concentration.

Warning: The character using this power must use Absorb/Dissipate Energy before attempting because of the unleashing of huge amounts of Dark Force energy. The damage taken if Absorb/Dissipate is not used is 8D and possible Dark Side corruption.

Effect: This power is a very rare ability. The user must activate Absorb/Dissipate Energy to protect them from the harsh effects of what they're about to do. After this is done (Difficulty is based on the object, its contamination and its own energy source), the user focuses on the target (a Dark Side Corrupted object) and begins to glow and hum very audibly. Then, a large, bright beam shoots from the user. Like a plasma torch burning through metal, it penetrates the Dark Side object, drawing Dark Side points away and decontaminating the object. Usually, with a normal object, this will cause a small explosion at the beam's point and cause minor damage to the object, but very little. If used on a person, the user's personal Force will transfer into the Dark Side person and begin to drain their Dark Side Points and their corruption of the Dark Side. The target must make a Control or Perception roll every round to see if they break free of the light Jedi's atonement power. If they do, a massive explosion erupts, knocking both people backwards, causing damage to whoever isn't protected. The unfortunately if the hold is broken, the person being redeemed will regain all of his lost Dark Side points and abilities. If facing something of enormous Dark Side power, such as Palpatine or a Force Storm, and explosion will occur when the Light energy has broken through the Dark.

7.14. Discharge Spirit

Source: Unofficial WEG Force Power.

Control Difficulty: Heroic.

Sense Difficulty: Heroic.

Alter Difficulty: Heroic.

Note: User MUST have RELEASE SPIRIT or TRANSFER LIFE to get back to a living body.

Time to Use: 10 minutes.

Effect: User leaves his body and puts his spirit into a *Sohn-Ja* (or "soul jar" to the uneducated). The object must have great significance to the user and specifically designed for this action. Materials for the *Sohn-Ja* usually cost 100,000 to 1,000,000 (Sohn-Jae may only be crafted from the finest materials, and even the slightest imperfection could cause damage to the spirit within). While a body is vacant of a soul it will begin to deteriorate as if in a coma. Without proper assistance, the body will shortly die.

7.15. Dimensional Leap

Source: Unofficial WEG Force Power.

Control Difficulty: Very Difficult (to enter), +5 difficulty (to exit). [Must make two separate Control rolls*]

Sense Difficulty: Heroic, modified by proximity to Landing Zone.

Alter Difficulty: Heroic, modified by doubled proximity to Landing Zone, +5 for every 10kg of material carried over 10kg.

Required Powers: Absorb/dissipate Energy, Accelerate Healing, Combat Sense, Concentration, Control Another's Pain, Detoxify Poison, Doppelganger, Emptiness, Enhance Attribute, Farseeing, Force of Will, Hibernation Trance, Instinctive Astrogation (Sense), Lesser Force Shield, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Remain Conscious, Remove Fatigue, Sense Force, Shift Sense, Strengthen Object, Telekinesis, Transfer Force, Transmutation, Warp Matter.

Time to use: 10 rounds, +1 round for every day's worth of time being leapt across.

Effect: This is one of the rarest of Jedi powers. This power allows Jedi to "leap" through space, or father the Force, without the use of a spaceship. In its more mundane applications, it allows the Jedi to jump across continents in a matter of microseconds.

Leap allows a Jedi to move his physical being through the Force as readily as his mind. Because of this, he is able to move from point to point almost instantly. The only real time lag that exists is when the Jedi is reentering Real Space. Not all Jedi did return to the normal universe, and have been unseen since. No Jedi had any idea where the lost ones are, or even if they are still alive. It has even been said that even time may be twisted in the "Jedi-space".

7.16. Doppelganger (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 60

Control Difficulty: Very difficult

Sense Difficulty: Very Difficult

Alter Difficulty: Heroic

Required Powers: Control pain, emptiness, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, projective telepathy, control another's pain, transfer Force, affect mind, dim other's senses

This power may be kept "up"

Warning: A Jedi who uses this power receives a dark side Point.

Time to use: Five minutes.

Effect: This power creates a doppelganger of the Force- user. The doppelganger is an illusion, but to those who interact with it, it seems real. The user can sense all normal senses through the doppelganger and the duplicate seems to have form and substance: the doppelganger registers as normal on all droid audio and video sensors. Those with the doppelganger believe it to be a real person. The doppelganger acts with half the skill dice of the person using the power. The user must roll once every five minutes to maintain the doppelganger; if the Jedi stops using the power or the doppelganger is fatally injured, it simply fades into nonexistence.

7.17. Drain Life Energy (Dark Side Power)

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 50

Tales of the Jedi Companion (ref.: WEG40082) page 88

Control Difficulty: Easy.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: Easy.

Required Powers: Affect mind, control pain, control another's pain, dim other's senses, hibernation trance, life detection, life sense, receptive telepathy, sense Force, Transfer Force.

This power may be kept "up".

Warning: A Jedi who uses this power immediately gains a Dark Side Point.

Effect: This power allows a Sith to draw power from nearby non-sentient beings to boost his ability to go without sleep. As long as this power is kept up, the Sith will not fatigue or require sleep. Use of the power depends on a ready supply of nearby insects, small rodents, birds, and so on to draw energy from. This power may not be used to draw energy from sentient beings.

7.18. Drain Life Essence (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 60

Control Difficulty: Very Difficult. Inversely modified by relationship. For example, using this power on a close relative would add +30 to the difficulty; using this power on a complete stranger of another species would add nothing to the difficulty.

Sense Difficulty: Use chart below:

| Difficulty | Number of victims |
|----------------|-------------------------|
| Very Easy | 1 – 5 |
| Easy | 6 – 50 |
| Moderate | 51 – 1,000 |
| Difficult | 1,001 – 50,000 |
| Very Difficult | 50,001 – 1 million |
| Heroic | 1 million to 10 million |

Alter Difficulty: Easy for willing, worshipful subjects. Difficult for ambivalent or apathetic individuals. Heroic for enemies. Add +10 to the difficulty if individuals are imbued with the light side of the Force.

Required Power: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim other senses.*

This power may be kept "up".

Warning: A Jedi who uses this power gains a Dark Side Point.

Effect: This power allows a Jedi to draw life energy from those around him and to channel the negative effects of the dark side into those victims. All living things are a part of and contribute to the Force; even those with no awareness of the Force are affected by and are a part of it. Many beings go through their daily lives wasting much of their life energy. This power draws that life energy from beings, allowing a Jedi to use that energy to further his or her own ends. To draw this energy the Jedi must roll for the power once per day. The power is considered to be up at all times, and thus the Jedi suffers appropriate die Penalties. The amount of energy the Jedi draws depends on the number of individuals affected by the power and the length of time they have been drained.

For individuals who have been drained for less than one week or longer than one month:

- 1 – 5 – one Force Point per week
- 6 – 50 – one Force Point per five days
- 51 – 1,000 – one Force Point per three days
- 1,001 – 50,000 – one Force Point per two days
- 50,001 - 1 million – one Force Point per day
- 1 million to 10 million – one Force Point per 12 hours

For individuals who have been drained longer than one week and less than one month:

- 1 – 5 – one Force Point per five days and +1D to all Force skills
- 6 – 50 – one Force Point per three days and +2D to all Force skills
- 51 – 1,000 – one Force Point per two days and +3D to all Force skills
- 1,001 – 50,000 – one Force Point per day and +3D+2 to all Force skills
- 50,001 - 1 million – one Force Point per 12 hours and +4D to all Force skills
- 1 million to 10 million – one Force Point per 6 hours and +4D+2 to all Force skills

7.19. Eclipse

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Special, See Below.

Alter Difficulty: Easy for Passers-by don't notice you (Not Moving), Moderate for Passers-by don't notice you (Walking), Difficult for Passers-by don't notice you (Running), Very Diff for Passers-by don't notice you (Naked at Church)

Required Powers: *Hibernation Trance, Affect Mind, Projective Telepathy.*

This power may be kept "up".

Effect: This power enshrouds a Jedi in a camouflaging veil. The ability allows a force user to avoid drawing attention to himself from casual observers. When no one is looking for the Jedi (or for similar trouble) the Sense roll is moderate (don't modify by Relationship), but when someone is searching for the user the Sense Difficulty becomes the subject's Search (or Perception... whatever's most relevant) Roll +5 if the subject has little knowledge of the user (Stormtrooper who heard an alarm go off), +10 if the subject has seen the user (Same trooper saw the user on a vid screen, +15 if subject knows much of user through reputation (Luke Skywalker has been reported on the premises) and +20 if subject knows user personally.

This power does not affect electronic life-form sensors but may affect people viewing vid screens (GM's discretion).

7.20. Enhanced Coordination

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 59
Tales of the Jedi Companion (ref.: WEG40082) page 62

Control Difficulty: Moderate.

Sense Difficulty: Difficult.

Alter Difficulty: Variable, depending upon number of targets. Modified by proximity.

| Number of individuals to be affected | Difficulty |
|--------------------------------------|----------------|
| 1 – 10 | Very Easy |
| 11 – 100 | Easy |
| 101 – 500 | Moderate |
| 501 – 5 000 | Difficult |
| 5 001 – 50 000 | Very Difficult |
| 51 000 – 500 000 | Heroic |

Required Power: *Life sense, affect mind*

This power may be kept “up”, but a new power roll must be made whenever the Jedi wishes to coordinate new troops or skills are to be changed.

Effect: The use of this power allows a Jedi to coordinate the activities of a group in order to increase the group’s effectiveness at a given task. This power was often used by Emperor Palpatine to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight; Joruu C’bath currently uses the power to increase the abilities of Grand Admiral Thrawn’s troops. This power may only be used on targets who are in agreement with the intent of the Jedi (such as, “to defeat the Rebellion”). It does not grant the Jedi mental control over the affected troops. Instead, this power links all of the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific *Dexterity*, *Mechanical*, or *Strength* skills. All troops receive a bonus of 1D for every 3D (rounded down) that they have in the given skills.

Example: Joruu is using *enhanced coordination*. He picks *capital ship gunnery*, *capital ship piloting*, and *capital ship shields* as the three skills. If the troops have 2D+2 or less in the skill, they receive no bonus. If they have 3D to 5D+2 in the skill, they receive + 1D to their skill while the power is in effect. If they have 6D to 8D+2 in the skill, they receive +2D to the skill while it is in effect.

7.21. Flow Walking

Source: Unofficial WEG Force Power.

Control Difficulty: See below.

Sense Difficulty: See below.

Alter Difficulty: See below.

Note: This Power is exclusively used by the Shadow Dragons.

Effect: Flow Walking was a technique used by the Aing-Tii monks. It was a very rare power to possess, and very difficult to utilize and master. It allowed the user not only to view the past and future, but also to leave an imprint there as well. In order to Flow Walk, a Force user must enter a meditative trance and focus on the surrounding Force imprint of the area. Flow Walking only allows a Force user to traverse his or her mind through time, but not space. As such, the user would have to be in the location they wished to perceive before entering a Flow Walk trance.

Flow Walking could only be easily accomplished (relatively) when traveling to a time that left a great imprint on the Force (i.e. the death of Anakin Solo, in orbit around Myrkr, or Darth Vader storming the Jedi Temple, as exemplified by some of Jacen Solo's Flow Walks). Walking to the past was always much easier than Flow Walking into the future, as the farther one tried to travel into the future, the more possible paths there were to progress upon, yet only one path would be the actual future. When Flow Walking, the user was actually visible by any persons there; the 'Walker' would appear as an apparition or ghost.

In game mechanics, Flow Walking can be somewhat complicated to execute. (*NOTE: The following statistics apply to Flow Walking into the past. Add a +15 difficulty to every roll for each month into the future the user is attempting to Flow Walk*) First, the user must be in the location they wish to Flow Walk through. Once there, they must make a successful Heroic Control roll. If the roll is successful, the user must then make a second Control roll against a +10 (added to previous difficulty number) modifier. This is to exemplify the extremely focused mind control required to achieve a Flow Walking trance (repeated usage would decrease the difficulty). After the two successful Control rolls, the user must then make a successful Heroic difficulty Sense roll in order to Walk to the desired time period (a failed roll may end up sending the Flow Walker to a different time, or out of the trance altogether).

Once all rolls have been made successfully, the user must then make a new heroic level Control roll every round (combined action loss applies) against an increasing difficulty modifier of +5 for every extra round spent Flow Walking. As was noted earlier, people of the time *can* see the Flow Walker as a ghost or apparition. In order to prevent such a thing from happening, the user must make some attempts to hide or disguise their presence, either via the Force or traditional means. Either way, combined action cost does apply.

Control/Sense/Alter Difficulty Summary: (add a +15 difficulty to all modifiers for each month when Flow Walking into the future) Round 1: Heroic Control, Heroic Control (+10 difficulty, apply multiple action cost). Round 2: Heroic Sense. Round 3 (when Flow Walking) Heroic Control (+5 difficulty). Round 4 (When Flow Walking) Heroic Control (+10 difficulty, with difficulty modifiers added for every additional round). *Modified by situational distractions.*

7.22. Force Bolt (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate for Spray (1/2 Range & Damage), Difficult for Normal Blaster, Very Difficult for Laser Torch (Cutting).

Sense Difficulty: As per blaster skill.

Alter Difficulty: Very Easy for 2D Damage, Easy for 3D Damage, Moderate for 4D Damage, Difficult for 5D Damage, Very Difficult for 6D Damage, Heroic for 7D Damage, Heroic +10 for Damage, etc...

Warning: A Jedi who uses this power gains a Dark Side Point.

Required Powers: *Absorb/Dissipate Energy.*

This power may be kept “up”.

Effect: The Jedi focuses the force into a coherent blast of energy with the same properties of a blaster (i.e. it can be reflected by a lightsaber). Control is used to call forth the power and determine how well defined the blast is. Use Sense as if it was your Blaster skill and Alter dictates the damage (see above).

7.23. Force Harmony (Light Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 62

Control Difficulty: Difficult, modified by proximity

Sense Difficulty: Difficult, modified by relationship

Alter Difficulty: Moderate

Required Power: Life detection, life sense, projective telepathy, receptive telepathy.

This power may be kept "up".

Effect: This power allows several willing Jedi to manifest the power of the Light side. As long as the power is operating, it bathes the users in the celestial illumination that is the light side. It can act as a shield against the powers of the Dark side, giving an extra 5D for each Force-user involved to resist the effects of powers called upon by dark side servants. Note that +5D may seem to be an immense bonus, but since this power must be maintained, the Jedi calling upon it suffer a 2D penalty. The number of Force-users linked in this power is limited by the number of dice the power's initiator has in the control or sense skill, whichever is lower. For example, if Leia, who has a control of 5D+1 and a sense of 4D+2, used *Force harmony* she would be able to link only four people (including herself). When acting as a shield against the Dark side, if both the control and sense rolls exceed the success roll of the Dark side power used (if the power requires multiple skills rolls, the highest roll), the Dark side power is interrupted. All up powers are interrupted as if the user were stunned. It *cannot* cancel out the presence of the Dark side, but *can* distract its servants and make their actions more difficult.

7.24. Hallucination (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult

Sense Difficulty: Target's Control or Perception roll.

Alter Difficulty: Heroic, modified inversely by relationship.

Required Powers: Affect Mind, Dim Other's Senses, Magnify Senses, Projective Telepathy, Shift Sense.

This power is kept "up" for as long as the hallucination lasts.

Effect: Allows a Jedi to make someone within 10 meters of them in sight start hallucinating. The Jedi can decide how major the hallucination is, but not the specifics of the hallucination. The nature of the hallucination depends on the alignment of the Jedi, light, dark, or gray.

As an added note, a Jedi can use this against himself.

A Jedi who uses this ability to "disable" the opponent, (mentally) injure, or take advantage of him receives a dark side point.

7.25. Mecha Manipulation

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate, modified by complexity of machine.

Alter Difficulty: Moderate, modified by complexity of machine.

Required Powers: Mecha Empathy.

Time to use: 1 minute

Effect: The Jedi can physically manipulate the internal workings of a technological device to effect repairs upon it (Anakin Solo uses this power frequently in the books; I have included it here because of its close connection to the Mecha Empathy power). The Jedi must lay hands upon the object to effect repairs; the amount of time that the repairs will last is based upon how far over the Alter difficulty the Jedi rolls: the repairs last 3D minutes for a margin of up to 5, 1D hours for a margin of 6-10, 3D hours for a margin of 11-20, and permanent for a margin of 21 or greater.

7.26. Memory Wipe (Dark Side Power)

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 51

Tales of the Jedi Companion (ref.: WEG40082) page 88

Control Difficulty: Moderate.

Sense Difficulty: Target's willpower, Perception or control roll. Modified by relationship.

Alter Difficulty: Target's willpower, Perception or control roll. Modified by relationship.

Required Powers: Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, affect mind, control mind, dim other's senses.

Time to Use: Five minutes

Warning: A character who uses this power immediately gains a Dark Side Point.

Effect: This dreadful power allows a Sith to sift through another person's mind, and destroy all knowledge of specific events or learned skills. Use of the skill requires direct contact with the target, and only one specified objective can be pursued per session.

7.27. Mimic Another Power (Might turn to a Dark Side Power utilization)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate, modified by Proximity and Relationship.

Alter Difficulty: Moderate, modified by Proximity and Relationship.

Effect: The Jedi can mimic, to a minor degree, any other Force power, operating largely by an intuitive sense of how he thinks such an effect could be generated... basically, he makes an educated guess based on what he already knows of the Force. Only minor effects can be duplicated in this fashion (altering the roll of a die when you do not possess the Telekinesis power, for example). This power is designed as a last ditch effort for those moments when you just don't have the power you really need at the moment. Many Jedi refer to this power as the art of "Force Tricks," and in later years it becomes very popular among charlatans and false Jedi who like to claim great power, although they have very little real ability. Force users unaware of their potential often use this power and never even know it.

This power can be pushed to create greater effects, but use of the power in this fashion nets the Jedi a Dark Side point, as the Dark Side lends power to the Jedi even as it seduces him.

7.28. Pacifism (Light Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy for 1 - 2 Targets, Moderate for 3 - 20 Targets, Difficult for 21 - 100 Targets, Very Difficult for 101 - 1,000 Targets, Heroic for 1,000 - 10,000 Targets; modified by single highest individual proximity.

Alter Difficulty: Easy plus target's Perception, Willpower or Control roll.

Required Powers: *Affect Mind, Emptiness, Calm, Project Force.*

Note: The bonuses usually granted to a Jedi for having Dark Side Points become penalties when using this power. For example, if a Jedi has two Dark Side Points from embracing the Dark Side (which usually grants a +4D bonus when using Force Skills), suffers a -4D penalty to all rolls when activating or keeping up this power. Also, it is impossible for any character with six or more Dark Side Points to manipulate the Light Side enough to use this power.

Effect: A Jedi using this power radiates the light side of the force, sending waves of peace and happiness washing over his targets. Unwilling targets resist with either Willpower, Perception, or Control (whichever is higher), with a +2 to their resistance for each Dark Side Point they possess. The game affect of this power is that all targets may not make any violent or angry actions (attacks etc..) while under its influence. A target may attempt to break the influence of this power by rolling their resistance once a round, against the Jedi's Alter roll (from when the power was activated). Each failed resistance attempt incurs a -3 penalty on the next attempt (cumulative).

7.29. Projected Fighting (Might turn to a Dark Side Power utilization)

Source: The Jedi Academy Sourcebook (ref.: WEG40114) page 47
Tales of the Jedi Companion (ref.: WEG40082) page 63

Control Difficulty: Difficult

Sense Difficulty: Difficult

Alter Difficulty: Moderate, modified by proximity.

Required Powers: *Concentration, telekinesis.*

The target must in within the Jedi's line of sight.

Time to Use: One round.

Effect: *Projected fighting* allows a Jedi to strike at an opponent, inflicting damage without physically touching the target. Use of this power is more than a little risky; in many cases *projected fighting* is quite simply using the Force to attack. However, the Jedi attempting to use *projected fighting* can elect to cause stun damage only, and even then should only attempt to use this power if it is to protect an innocent in immediate danger. **A Jedi who uses projective fighting for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point.** After successfully using the power, the Jedi makes a *brawling* skill roll. If attacking a Force-sensitive, the target may use the *control* or *brawling parry* skill to avoid the attack. Otherwise, if the target is not Force-sensitive, the target cannot deflect the Jedi's blows. If the *brawling* roll is successful, the Jedi rolls his or her full *Strength* versus the target's *Strength*. The Jedi may target a specific portion of the body (which adds +1D to damage), but must subtract an additional -1D from his *brawling* skill (see *Star Wars, Second Edition*, page 63). Be sure to add any armor bonuses that the target may have. This power can be kept up as long as the distance between the Jedi and the target remains the same. Should the target move significantly or the Jedi wish to select a new target, the power must be rerolled.

Example: Harlan declares she is going to make a *projected fighting* attempt aimed specifically at a guard's head. She makes her *control*, *sense* and *alter* plus proximity rolls each with a -3D multiple action penalty (she is doing four things: using her *control*, *sense*, *alter*, and *brawling* skills, plus targeting the head). If she successfully rolls the first three, she then must make an Easy *brawling* roll, this time with a -4D modifier, due to her preference in hit location.

Because the target is not Force-sensitive, no *brawling parry* attempt can be made. Harlan makes her *brawling* roll and then rolls her *Strength* dice against the guard's *Strength*. Because she aimed for the head, Harlan gains an additional +1D to her damage roll.

7.30. Release Spirit

Source: Unofficial WEG Force Power.

Control Difficulty: Very Difficult modified by Relationship.

Sense Difficulty: Heroic.

Alter Difficulty: Heroic.

Time to Use: 30 minutes.

Effect: Allows user to release a spirit contained in a Sohl-Ja (see Discharge Spirit). Upon release, the spirit may attempt to re-enter its own body or use Transfer Life to take over another body. Failure causes the spirit to dissipate at the rate of 5 character points per turn. When the spirit has reached 0 character points, it must "sell off" attribute dice to sustain life. When any attribute drops below 1D, the spirit has dissipated.

7.31. Slow Time

Source: Unofficial WEG Force Power.

Control Difficulty: Very Difficult.

Sense Difficulty: Very Difficult.

Alter Difficulty: Very Difficult.

Required Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Emptiness, Enhance Attribute, Dim Others' Senses, Reduce Injury, Remove Fatigue, Force Speed.

Effect: This power's "name" is somewhat misleading. More accurately it should be called Hyper-acceleration or so. Time isn't slowed nor stopped. Rather, the user of the power is at five times his normal speed. This hyper acceleration causes incredible wear and tear on the user's body and thus cannot be used repeatedly in a short amount of time. This power can only be used once every 12 hours.

This power slows one round down into five for the user. However time goes exactly the same for everyone else. Everyone else declares before the user, however their actions stretch out over the entire five rounds. Thus the user only has to dodge on the last round if he's attacked, and only if he's still in the path. In the meantime he can take actions as normal in the five rounds with normal multi-action penalties. However during the five rounds the *Slow Time* power is considered to be "up" and thus the user suffers multi-action for sustaining it.

7.32. Telekinetic Kill (Dark Side Power)

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 59
The Role-playing Game (1st Ed) (ref.: WEG40001) page 80
Tales of the Jedi Companion (ref.: WEG40082) page 63
Rules Companion (1st Ed) (ref.: 40043) page 63

Control Difficulty: Easy. Modified by proximity.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: The target's *control* or *Perception* roll.

Required Power: *Control pain, inflict pain, injure/kill, life sense*

Warning: A character who uses this power automatically receives a dark side Point.

Effect: This power is used to telekinetically injure or kill a target. When the user makes his *alter* roll against the character's *control* or *Perception* total to determine damage. The exact method used to kill the target varies: collapse the trachea, stir the brain, squeeze the heart, or any number of other methods.

"Mara glared at him and lashed out again, this time with the Force. Thrawn frowned slightly, fingers moving across his neck as if trying to brush away an intangible cobweb. Mara leaned into her tenuous grip on his throat; and he brushed again at his neck before understanding came ..."

7.33. Transfer Life (Dark Side Power)

Source: Tales of the Jedi Companion (ref.: WEG40082) page 63

Control Difficulty: Heroic, modified by relationship. If target is unwilling, increase the difficulty by +15.

Sense Difficulty: Heroic, modified by relationship. If target is unwilling, increase the difficulty by +15.

Alter Difficulty: Variable, depending on willingness and Force affinity.

| Circumstances | Difficulty |
|---------------------------------------|------------|
| Specially Prepared Clone Host Body | Easy |
| Recently Dead Body | Moderate |
| Live Willing Host | Difficult |

| | |
|----------------------------|--------|
| Live Unwilling Host Heroic | Heroic |
|----------------------------|--------|

Those who are Force-sensitive may make an opposed alter or willpower roll, selecting either the roll or the difficulty, whichever is higher.

Required Power: Absorb/dissipate energy, accelerate healing, control pain, detoxify poison, emptiness, hibernation trance, reduce injury, remain conscious, resist stun, life detection, life sense, magnify senses, receptive telepathy, sense Force, injure/kill, telekinesis, farseeing, projective telepathy, accelerate another's healing, control another's pain, feed on dark side, inflict pain, return another to consciousness, transfer Force, affect mind, control mind, dim other's senses.

Warning: A character who uses this power receives two Dark side Points. If attempting to possess an unwilling host, the Jedi receives four Dark Side Points.

Effect: This power allows the character to transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all dark side powers. To overcome a spirit already residing in a body is nearly impossible. This is why the power is nearly useless without the ability to clone host bodies. Though theoretically possible, it is not yet known what the effect on an unborn fetus would be. Fortunately, there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void.

7.34. Transmutation

Source: Unofficial WEG Force Power.

Control Difficulty: Heroic, modified for range.

Sense Difficulty: Very Difficult, modified for complexity of change (i.e.: none for combining oxygen and hydrogen into water; +10 for Hydrogen into Oxygen; + 40 for making carbon, hydrogen, nitrogen and oxygen into nitroglycerin) it really helps to have periodic table and some basic chemistry knowledge to eyeball the difficulties].

Alter Difficulty: Moderate for 500g, Difficult for 1kg, Very Difficult for 5kg, Heroic for 10+kg.

Required Power: Absorb/Dissipate Energy, Concentration, Hibernation Trance, Magnify Senses, Sense Force, Strengthen, Telekinesis, Warp Matter.

Time to Use: One minutes.

Effect: This power allows a Jedi to change the atomic structure of matter, allowing fission and fusion to occur in a controlled manner and forming and deforming compounds, with the Jedi absorbing the energy release. Only relatively simple compounds may usually be formed, with such things as DNA, explosives and most medicines being outside the range of all but the most powerful Jedi. The (theoretical) maximum amount of matter that may be converted is 10kg of starting mass. The process always involves the loss of 10% of the original starting mass (their lost quantity is converted into pure $E=mc^2$, and absorbed by the Jedi). The energy flare may be detected from several kilometers away by such simple instruments as a magnetic compass or a human eye.

7.35. Vampirism (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Per the following table (the vampires are considered Human, if they are not Human, reallocate the table as necessary).

Sense Difficulty: Moderate.

Alter Difficulty: Per the following table (the vampires are considered Human, if they are not Human, reallocate the table as necessary).

| | |
|-------------------------|----------------|
| Human: | Difficult |
| Near-human: | Very Difficult |
| Alien: | Heroic |
| Force-sensitive: | +10 |
| Non-carbon based: | +10 |

Warning: A character who uses this power automatically receives a dark side Point.

This power may be kept "up".

Effect: This power will drain the life from any organic based living form, or the life from any sentient being, whether carbon-based or not. Only very alien races might be immune to this power (GM's decision). This life is determined as the Strength and Knowledge of the being. The power can be kept "up.", with the normal difficulties. A Moderate Control roll is required in any round this power is kept "up." (i.e., not the first round).

To determine game effects, roll Strength and Knowledge. Use the Alter result of the aggressor (i.e. Force user) as an attack vs. the combined dice. Consult the damage chart.

| | |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| No Effect | The vampire could not Drain the life from the being this round. The vampire can re-initiate the power next round, or keep the power "up." (which would necessitate resisting the same Alter result, but with a reroll of dice), or try another attack. |
| Stun Result | The vampire has drained Character Points from the character. The vampire |

| | |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | can drain as many Character Points as the vampire has dice in Alter (i.e. $8D+2 = 8$ character points). |
| Wounded | As per Stun, only that the vampire also drains Force Points from the character, at a rate of 1 per 15 or fraction there of rolled on the Alter dice. |
| Wounded Twice | As per Stun, only that the vampire also drains Force Points from the character, at a rate of 1 per 7 or fraction there of rolled on the Alter dice. |
| Incapacitated | As per Wound, but the vampire also permanently drains a pip from both Strength and Knowledge. |
| Kill | The vampire can drain all Character Points and all Force Points from the character. Strength and Knowledge stats are drained to 0. The vampire can use the Character and Force Points drained as per the normal rules. The pips drained from Strength and Knowledge raises the respective dice codes of the vampire temporarily (like, 2d6 rounds or something). The vampire can decide to forgo this boost in order to heal itself one wound category (i.e., Kill -> Incapacitated -> Wound-> Stun -> No Effect). |

8. SPECIAL FORCE EFFECTS

8.1. Force Scream (Dark Side Power)

Source: The Thrawn Trilogy Sourcebook (ref.: WEG40131) page 59
Tales of the Jedi Companion (ref.: WEG40082) page 65

Note: This is an involuntary power that may be activated when the dark Jedi loses control of his or her temper.

Effect: The dark side of the Force is seductive, offering tremendous power to lure the weak-willed into its grip. Fear, anger and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the dark Jedi are capable of unleashing untold devastation. The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shockwaves that ripple through the Force, devastating both the dark Jedi and those who caught within it. The “Force scream,” as it is called, has been called “a wave of hatred, amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with ease”. A number of references to dark Jedi in Old Republic archives often mention the dark Jedi losing control, violently, in the final moments of battle with the Jedi affiliated with the light side of the Force. In game terms, a Force scream is a reflex, usually occurring when dark Jedi are provoked into losing their tempers. A dark Jedi must make a Difficult *willpower roll* whenever angered to the point of rage; if this roll fails, the Jedi releases the Force scream. A dark Jedi that fails this roll has all die codes reduced by -2D for one hour and must rest for one hour, or suffer an additional penalty of -2D until rested (penalties are cumulative). The Force scream causes damage equal to the dark Jedi’s *alter* skill to all beings within 50 meters, including the dark Jedi who unleashes this mental energy. Force-sensitive characters roll their *alter* dice to resist damage; those without the *alter* skill use *Strength* to resist damage.

8.2. Lifemerge

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult.

Sense Difficulty: Difficult.

Effect: Unlike other Force powers, a Jedi does not have to learn this power to use it. Instead, any Jedi with a total of 9D or more in Force skills can attempt to use this power... at the moment of his death. At the moment the Jedi knows death is imminent (just after a fatal wound, or just before it), the Jedi calms his mind and body (Difficult Control roll), preparing to surrender his mortal shell. The Jedi then reaches out with his mind, tracing the ebb and flow of the Force around him and through him (Difficult Sense roll). Upon succeeding at both rolls, the Jedi’s spirit exits his body and becomes one with the Force. His body fades into nothingness, its raw matter converted into energy, once again united in harmony with the Force.

8.3. Sense Disturbance

Source: Unofficial WEG Force Power.

Sense Difficulty: Very Easy, Modified by Proximity.

Effect: This enables a character to sense a disturbance in the Force. This does not give the character specific details, but instead a vague feeling of what has occurred.

Once learned, this power is effectively “up” at all times. When a disturbance happens, the Jedi can take a “free” action roll to sense the disturbance. The GM should have the player roll his character’s Sense against the modified difficulty. What effect the disturbance has on the Jedi is up to the GM.

If successful, the GM should secretly inform the player that his character senses a tremor, or a stirring in the Force, tell the player a vague feeling of who or what the disturbance is about, and if it is of the Light or Dark Side.

8.4. Sith Alchemy (Dark Side Power)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Alter Difficulty: Difficult.

Alter Difficulty: Special, see below.

Warning: This power grants a Dark Side Point.

Effect: Using ancient Sith equipment and arcane formulae, a character with this Force power can alter the molecular composition of living beings, creating Dark Side mutants. All changes made to a being with this power create horrific physical mutations. Altering multiple aspects requires multiple rolls, with each roll taking one minute and granting an additional Dark Side Point. To use this power successfully requires thousands of credits worth of alchemical equipment and raw materials (as well as a subject). Each alteration made inflicts 4D damage against the subject. This power can also be used to reshape inanimate matter.

| Mutation | Alter Difficulty |
|------------------------------------------------------|------------------|
| Add Claws or Fangs (strength +2 damage) | Difficult |
| Add Horns (strength +1D damage) | Difficult |
| Add Natural Armor (+1D versus energy)* | Heroic |
| Add Natural Armor (+1D versus physical)* | Very Difficult |
| Alter Physical Appearance (+1D to Intimidation)* | Moderate |
| Grant Dark vision (20') | Very Difficult |
| Increase Attribute (+1) | Heroic |
| Increase/Decrease Size By Half* | Heroic |
| Increase Move Score +2 (up to twice original score) | Very Difficult |
| Make Target Obedient (-1D to Willpower) | Very Difficult |

*Each additional use of this alteration on the same target increases the Alter difficulty by 5 points and grants an additional Dark Side point.

9. ORGANIZATION RESERVED FORCE POWERS

9.1. Blaster Combat (Teepo Paladins - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up".

Note: This power is exclusively taught by Teepo Paladins and will only be taught to students who reject the use of sabers (and other "light" weapons).

Effect: This power is used to make a blaster more effective and efficient. A Jedi (usually a Teepo Paladin) uses this power to control slight hand movements and to sense the movement of his/her target. It is basically the Teepo version of lightsaber combat and grants the following bonuses:

- Add Sense to Blaster Skill to strike.
- If the Jedi uses a partial dodge he/she may add as many control and/or sense dice to the dodge. These dice, however, can only be used once. If they are used to increase "to hit" chances they cannot be used to dodge as well. Therefore every round a Teepo has a dice pool to use in changing his abilities in combat. This power can be used if the Jedi is performing a full dodge as well. The power has to be brought up first however.
- Since a blaster cannot deflect a blaster, the Teepo Jedi has no form of parry, but the dodge bonuses should create a balance.
- If the Teepo makes his Sense roll by 15 he automatically acts first in that round and only that round. This is above and beyond normal initiative. It is also not considered an unprovoked act. The Jedi senses the intent and action of the opponent before the opponent can act. The Teepo Jedi must make his control roll at Difficult level if he/she wishes to use two blasters in combat at once.
- Add 1D of Damage for every 5 points a strike succeeds by (through using Sense the Teepo is able to locate and exploit structural weaknesses in their targets).

9.2. Empowered Lightbo Combat (Aiki Jedi - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult.

Sense Difficulty: Moderate.

Required Powers: Lightsaber combat, combat sense, empower weapon.

Time to use: 1 hour of sleep/nap.

Note: This Power is exclusively used by Aiki Jedi.

Effect: This power was designed by Morihei Ushiba to wield his Empowered staff. It is used to move the "empowerment free" area used for holding the staff in the needed place, and is in all other aspects identical to Lightsaber combat.

9.3. LightBo Combat (Aiki Jedi - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult

Sense Difficulty: Moderate.

Alter Difficulty: Difficult

Required Powers: Lightsaber Combat, Telekinesis, Combat Sense.

This power may be kept "up".

Effect: Lightbo without this power is almost impossible - it holds both handles in one line using Telekinesis, and moves them where needed. In all other aspects, it is identical to Empowered Lightbo Combat and Lightsaber Combat.

9.4. Aiki Combat (Aiki Jedi - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Difficult.

Sense Difficulty: Moderate.

Alter Difficulty: Easy.

This power may be kept "up".

Note: This Power is exclusively used by Aiki Jedi.

Effect: This power allows a Jedi to use his body as a weapon. He controls his own Force to allow for precise movements and senses the flow of the Force within his opponent to find his weak spots and predict his actions. He is effectively using the Force to augment his martial arts training. However, this power can only augment his abilities. When he doesn't know how to fight, he will not gain any bonuses - that's why this power is used mainly by Aiki Jedi. After all, the Force may guide you, but it will not replace the need for long training - the quick and easy path is the path to the Dark Side. Using this power, the Jedi also alters the flow of the Force around him to create a protective shield around himself.

Game Effect: Add 1/2 of Control and 1/2 of Sense dice to Martial Arts pool. However, skill bonus cannot exceed Brawling + Martial Arts (you need to know how to fight, and not rely solely on Force). Also, he may add 1/4 of Sense and 1/4 of Control (round down) to damage (stun only - to increase physical damage, use dice from MA pool). Finally, he uses Alter to create a protective shield around him.

This has 2 advantages:

- Absorb/Dissipate Energy difficulty is Easy + damage roll (however, remember about the penalty from keeping Control, Sense and Alter power of Aiki Combat up).
- The greatest concentration of the Force is around his hands. He may "Brawling Parry" blaster shots with his Sense skill (but he may allocate dice from MA pool) without any consequences. He may also parry or even catch a lightsaber blade. However, deflecting the lightsaber blade is relatively easy (use sense skill and allocate dice from MA pool) and harmless (unless the Jedi will roll 1 on the Wild Die for the parry roll - in this case he must resist lightsaber's 5D energy damage to his hand), then catching it is pretty difficult stunt (roll 1/2 sense dice, and allocate dice from MA pool at 1 to 2 ratio). Basically, each round roll Control dice against normal lightsaber damage - 5D + Control. Remember, that this is damage to the hand, so it won't kill you. Treat Incapacitated and above as Maimed - you lose your hand and you're left at Wounded).

9.5. Ka (Monks of Shimura - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Required Powers: Combat Sense, Emptiness or Rage.

This power may be kept "up".

Note: This Power is exclusively used by Monks of Shimura. Only followers of Shimura should have any knowledge of Ka. Learning Ka takes much longer than learning other skills/powers. Disciples of Shimura are dedicated to the slow, rewarding path of the Force, and their style of teaching reflects those beliefs. Learning Ka requires several years (at least 3) of intensive study at a Temple (the power "Ka" may not be learned until the student has first learned the skill "Ka Lore" and the special ability "Ka Combat").

Effect: Ka is more than just a power, it is a philosophy and code which describes and dictates all influences in a Disciple of Shimura's life. Every movement, kata, and breath tells a story and teaches a lesson.

When activated, a Jedi enters a state similar to Lightsaber Combat where he extends his senses and control of the Force around him to enhance his effectiveness in hand-to-hand combat. While keeping this power up the Jedi receives several bonuses:

- One "free" Brawling Parry per round.

- Add 1/2 Sense Dice to Brawling for strikes.
- Add Control to Strength for Stun damage (through striking an opponent's pressure points. Pressure strikes require a harder difficulty modified by location and knowledge of the target's species, although a successful Alien Species or Sense Life may reduce the Pressure Strike penalty).
- Add Control to Strength to resist Blunt damage (Blunt ONLY).
- Add Sense to Brawling Parry (vs. Brawling strikes).
- Add Control to the Return Melee Attack Maneuver as described in Ka Combat.

9.6. Empower Self (Monks of Shimura - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Sense Difficulty: Moderate.

Alter Difficulty: Moderate.

Required Powers: *Ka, Absorb/Dissipate Energy*

This power may be kept "up".

Note: This Power is exclusively used by Monks of Shimura.

Effect: When this power is activated an energy field surrounds the body (especially the hands and forearms) of the Monk (follower of Shimura) allowing him to parry and deflect blaster bolts as well as lightsabers. While kept up the Monk may add his Sense to Brawling Parry in order to parry lightsabers or block/deflect blaster bolts as per Lightsaber Combat. These bonuses are not in addition to any gained from keeping the Ka Power up. While the Monk is empowered he may also add Alter to his brawling damage.

9.7. Cleansing, The (Baadu - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate

Sense Difficulty: Own Perception ability value.

Alter Difficulty: Very Difficult.

Note: This Power is exclusively used by the Baadu.

Effect: This power is used to preserve neutrality in a Baadu. It makes them better able to control the Force within them at early levels. In later levels of ability, advancement becomes VERY difficult, as the two sides of the force become further apart. By using The Cleansing, Baadu are better able to resist the temptation of the Dark Side, but are much more limited in their advancement in the study of the Force. When a character uses the Cleansing, they become Baadu in all respects. Whichever side of the Force is lesser (Dark Side points or Light Side points) is subtracted from whichever side of the Force is greater. The lesser of the two is set to zero.

Example: Birtaa Baadu has 7 Dark Side Points and four Light Side Points (it's been a long time since his last cleansing, and he's been a bad boy!). Once he is done using the power, he will have 3 Dark Side Points (7 DSP - 4 LSP = 3 DSP), and he will be left with 0 Light Side Points (4 LSP - 4 LSP = 0)

Note: Players of Baadu can't use the cleansing for an easy way out of being neutral; they must actually BE neutral. A Baadu cannot be more evil than good, or vice versa, or their neutrality will be disrupted.

9.8. The Dragon (Might turn to a Dark Side Power utilization) (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Very Difficult.

Required Powers: *Emptiness, Control Pain*

Warning: Although the use of this Power does not automatically grant a dark Side Point, it does increase the desire to take evil actions (which will grant Dark Side Points). Use with caution.

Note: This power is exclusively used by the Shadow Dragons.

Effect: This is the power that proved the undoing of the Jhemadan, and it remains the cornerstone of the Shadow Dragons. The Jhemadan had been experimenting with essences, and the Dragon was the image associated with the essence of Power. When the power is invoked, the Jedi's physical Strength doubles, for as long the power is maintained. In addition, the thought processes of the invoker increase 33% in speed, enabling much more efficient retrieval of information (KNO skills).

This tampering with the essential nature of the invoker is not without its penalties, as the Jhemadan discovered. When a Jedi is under the influence of the Dragon, he sees everything through the amoral and arrogant view of unbound power. In addition, the power is somewhat addictive in nature, and once experienced, the Jedi will find himself desiring to repeat that experience whenever possible. Finally, frequent use of the power diminishes the power of its effects, and starts to cause a physical transformation of its user into a six limbed, reptilian creature of some sort, but as the partial transformations have always proved fatal somewhere along the line, the exact nature of the creature that the Jedi is on the road to becoming is unknown.

In game terms, the first time the power is invoked, the invoker must make an easy willpower roll to avoid committing an evil act when the opportunity presents itself when the power is up. Each additional time that the power is invoked, the difficulty of the check increases by 2. Secondly, once the user has invoked the power once, they must make an easy willpower roll to avoid attempting to call on that power when the need arises. Each subsequent time the power is called

upon will increase the difficulty of that check by 2. This number will decrease by 2 for every month that passes without the power being called upon, until it no longer exists. However, each time the power is called upon after that, the check will reappear, at the highest level of difficulty that it reached, +2. Thirdly, every third time the power is called upon, it's power decreases by 10%. Finally, if the wild die comes up with a mishap any time the power is called, a minor physical change will take place in the invoker. 3 changes will be noticeable, and 10 will be fatal.

9.9. Hands of the Jhemadan (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Note: This power is exclusively used by the Shadow Dragons.

Effect: This is one of the powers that have carried over from the Jhemadan times. When called upon, this power causes the Jedi's hands to be encased in a glowing blue field of Force. This field is impenetrable, and extends up to the users elbows. The power protects its user's hands from extreme heat and cold, but that is not its primary function. When used in conjunction with Jhemadan school martial arts, the Hands of the Jhemadan add 2D+2 to the damage caused. When invoked by a Dark Jedi, the field is a deep red that grows darker for those more attuned to the dark side. There are rumors that the Jhemadan had a more powerful version of this power, but they have never been proven. This is a power that can be kept up.

9.10. The Clouds, Parting (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Note: This power is exclusively used by the Shadow Dragons.

Effect: Another of the powers that was also practiced by the Jhemadan, The Clouds, Parting is designed to sweep away all the obstacles blocking clear sight and Sense powers. When invoked, all powers in effect designed to obstruct or confuse the target must immediately make opposed rolls with the Jedi who invoked The Clouds, Parting. Failure causes those powers to be dispelled instantly, and even a near miss will cause them to waver slightly.

9.11. Crimson Burst (Dark Side Power) (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Alter Difficulty: Target's Control or Perception roll, modified by Proximity (line of sight only).

Required Powers: Life Sense, Telekinesis.

Warning: This power grants a Dark Side Point.

Note: This power is exclusively used by the Shadow Dragons.

Effect: This power is the Shadow Dragon's version of the Telekinetic Kill power. In game terms, it has the same effects as that power, except it can be used from a distance, as long as line of sight is maintained. In actuality, the power is far more gruesome, as its effects are achieved by altering the pressures on the various areas of the targets bodies. The result is that blood starts to flow from the target's pores and orifices as soon as he starts to take damage. Eyesight is lost immediately, in addition to the damaging effects.

9.12. Shadow Mist (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Alter Difficulty: Difficult.

Note: This power is exclusively used by the Shadow Dragons.

Effect: When this power is called upon, a thick layer of mist will pour from the ground around the Jedi calling it up. This layer will produce a ground hugging layer around one meter thick, and around twenty meters in diameter. The mist will dissipate after an hour, but until that time, it is impenetrable to visible and electronic imaging, making it ideal for concealing retreats. The Jedi who produces this mist can see through it as though it was not there. This power can be negated by "The Clouds, Parting".

9.13. Jhemadan Combat (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Moderate.

Sense Difficulty: Easy.

Note: This power is exclusively used by the Shadow Dragons.

Effect: This power is handled in the same way as lightsaber combat, except that it is used to amplify the user's skills at the Jhemadan school of unarmed combat instead of Lightsaber combat. It can be used in conjunction with the "Hands of the Jhemadan" power, and the blaster bolt deflection can only be done when that power is up.

9.14. Shadow Split (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Easy.

Sense Difficulty: Moderate.

Note: This power is exclusively used by the Shadow Dragons.

This power may be kept "up" (see below)

Effect: When this power is called upon, the Jedi invoking it appears to split into four copies of himself, each of moves away in a different direction. In actuality, only one of the images is real, the others are merely shadows, created by the portioning out of some of the invoker's life force. Each time the power is invoked, the Jedi must expend a character point. These images do not take damage, and are completely insubstantial. As all forms of matter and energy pass right through them, they can be detected in that manner. This power can be maintained from round to round, costing a character point every 10 rounds. The images can attack, although they cause no damage on a successful hit. The two ways in which this power is commonly used are to aid in flight, with the various images running away as well, drawing off enemy fire, and to aid in combat, where they draw fire, and distract opponents, making them dodge or parry illusionary attacks. This power can be dispelled by "The Clouds, Parting".

9.15. Mind Sand (Shadow Dragons - <http://www.rpg-domain.de/JHV13>)

Source: Unofficial WEG Force Power.

Control Difficulty: Easy.

Sense Difficulty: Target's Control or Perception Roll (whichever is higher).

Alter Difficulty: Moderate.

Required Powers: *Affect Mind.*

Note: This Power is exclusively used by the Shadow Dragons.

Effect: This power is designed to cripple the abilities of opposing Jedi. When invoked, and the target's roll is lower than the sense roll, the target can no longer use the force skill of Sense, and any powers based on that skill. When he tries to do so, all he will see is a featureless grey field. If he tries, he can make an opposed roll every round to break the control, though that does count as an action. All other Force Powers can still be used normally. This power can be kept up from round to round. It is particularly vulnerable to "The Clouds, Parting" as a successful invocation of that power will not only negate the effects of this power, the person holding the "Mind Sand" power will still believe that the power is up, and can expend effort trying to keep it up with no effect.

STAR WARS®

This supplement is a compilation of all the ever published Force powers from West end Games rules books, supplement and all.

In addition, you will also find other non official Force powers that have been peeked up from various fan made sources of Star Wars the Role Playing Game. I hope this compendium is as full as possible...

I wish to thank all the writers I have read on the Holonet so that this new Star Wars supplement for Star Wars the Role Playing Game with West end Games rules exist.

TigerHeart



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