

# Control Powers

## Absorb/Dissipate Energy

### *Absorber/Dissiper l' Energie*

**Control Difficulty:** Sunburn (very easy), Intense Sun (easy), Solar Wind (moderate), Radiation Storm (difficult). 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.*

**Required Powers:** None

**Time to Use:** One Round or more

**Effect:** Allows Jedi to absorb/dissipate energy, including light, heat, radiation, and blaster bolts. A successful control roll dissipates the energy. Failure forces the player to receive full damage of the energy. The Jedi must roll before the attack lands. The power cannot be used as a reaction skill.

## Accelerate Healing

### *Accélérer la Guérison*

**Control Difficulty:** Wounded (easy), Incapacitated (moderate), Mortally Wounded (difficult)

**Required Powers:** None

**Time to Use:** One minute

**Effect:** If successful, two healing rolls may be done per day regardless of injury (12 hours apart). Character gets +2 for both rolls.

## Burst of Speed (Adapted from RCRBd20, page 107; SWd20, page 99)

### *Vitesse Foudroyante*

**Control Difficulty:** Moderate

**Required Powers:** Enhance Attribute

**Effect:** A Jedi can use this power to enhance his Move rating, increasing his running and walking speeds dramatically for a short period of time. Both the duration and Move increase are determined by the amount the Jedi's Control roll exceeds the difficulty. The duration can be increased by spending character points — for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Control Roll > Difficulty By:	Move Increase	Duration
0-8	+5	4 Rounds
9-20	+10	3 Rounds
21+	+15	2 Rounds

## Concentration

### *Concentration*

**Control Difficulty:** Easy if the Jedi is at peace; Difficult if the Jedi is filled with anger, fear or negative emotions; Very Difficult if the Jedi is acting on the emotions.

**Required Powers:** None

**Time to Use:** One round

**Effect:** Character gets +4D to next action.

## Contort/Escape

### *Contorsion/Evasion*

**Control Difficulty:** Loose Bonds (very easy), Hand Binders (easy), Serious Restraints (moderate), Maximum Security (difficult to heroic). Varies at Game Master's discretion upon security measures.

**Required Powers:** Concentration, Control Pain, Enhance Attribute

**Time to Use:** One to four rounds or two to five minutes

**Effect:** Escape bonds by contorting in painful and difficult, but still physically possible ways. By stretching, twisting, and dislocating joints 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.

## Control Disease

### *Contrôler une Maladie*

**Control Difficulty:** Very Easy for a mild infection, Easy for modest illness (such as a fever or flu), Moderate for a severe illness (gangrene or 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 antibodies and healing resources of her body to throw off an infection or to resist the diseases within the body. Using the power requires the Jedi to meditate for half an hour. If the infection is severe, the Jedi must make repeated skill attempts over the course of several weeks or months to cure the disease entirely.

## Control Pain

### *Contrôler la Douleur*

**Control Difficulty:** Wound/Stun (very easy), Incapacitated (easy), Mortal Wound (difficult)

*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.*

**Required Powers:** None

**Time to Use:** One round

**Effect:** An injured character who uses Control Pain can act the next round after he/she uses the skill. If the injury is not healed, the character suffers no penalties of being wounded since this skill deals with the pain and not the actual condition of the injury. However, the injury can still grow worse even if the character doesn't feel the pain. Mortally Wounded users make the same rolls as other Mortally Wounded characters.

## Detoxify Poison

### *Neutraliser un Poison*

**Control Difficulty:** Game Master Judges. Salt Water (moderate), Snake Bite (difficult or very difficult), Deadly Virus (heroic)

**Required Powers:** None

**Time to Use:** Five minutes

**Effect:** Removes all or most of the harmful materials from a poisonous element in user's body.

## Emptiness

### *Vide Spirituel*

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

**Control Difficulty:** Moderate

**Required Powers:** Hibernation Trance

**Time to Use:** Ten to twenty minutes

**Effect:** User empties mind to allow the Force to flow through him/her. Character seems to be in deep meditation and is totally oblivious to his/her surroundings. Character is also difficult to sense or affect with the Force while in Emptiness. When another character attempts to use a Force power on the character in Emptiness, roll the difficulty, add the meditating character's emptiness roll to the difficulty for the other character's sense or control rolls (only the sense roll if affected if the power doesn't use the sense skill and add difficulty to the control roll. Once a character gets out of emptiness, the character gets a +6 bonus modifier to all Force skill rolls for a period equal to the amount of time the character spent in Emptiness. This bonus is reduced by 1 for every Dark Side point the character has. The character must state how long s/he will be in emptiness before he/she enters it. It takes a Difficult role to exit emptiness. If unable to exit, dehydration and starvation may occur. A character may try to come out of Emptiness only: if the stated time had passed, if he/she tries once each hour beyond the original time limit, or if the character's body takes any damage more serious than Stun damage. \*\*\*Note: Characters who are consumed by the Dark Side of the Force may not use this power.

## Enhance Attribute

### *Améliorer un Attribut*

**Control Difficulty:** Moderate

**Required Powers:** None

**Time to use:** One round

**Effect:** Character decides which attribute to enhance, then rolls Control using the chart below

0-13	+1D	3 rounds
14-25	+2D	2 rounds
26+	+3D	1 round

## Force of Will

### *Force de la Volonté*

**Control Difficulty:** Easy.

*This power may be "kept up"*

**Required Powers:** None

**Time to Use:** One round

**Effect:** Character uses his/her own Willpower skill to fight the effects of hostile Force powers. If faced with a 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 "battered." -1D to the character's Willpower skill. The Jedi can still continue to defend, but with the decreased Willpower. Reroll for a new protection number in this case. If 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 a "battered will," or one hour in Emptiness (or Rage) for each 1D to recover. \*\*\*Note: Force of will does not protect against Force Lightning or Force Storms or objects hurled by Telekinesis. These are external rather than internal powers, in which case Willpower would be useless. However, it works on Injure/Kill, Telekinetic Kill, Inflict Pain, and other powers which directly use the Force to affect the target.

## Hibernation Trance

### *Trance Cataleptique*

**Control Difficulty:** Difficult

*This power may be "kept up"*

**Required Powers:** None

**Time to Use:** Ten to twenty minutes

**Effect:** Jedi places self into deep trance and slows all body functions. To enter a trance, the character must declare how much time they will spend and/or what circumstances need to occur. Character may play dead or survive when food and/or air supplies are low. A character in hibernation uses only about a tenth as much as someone who is sleeping. Anyone who sees a Jedi in hibernation assumes he is dead unless they test him. Another Jedi with the Life Detection power will detect the Force and know that he/she is alive.

## Instinctive Astrogation

### *Astrogation Instinctive, Contrôle*

**Control Difficulty:** Very Difficult, modified by astrogation difficulty.

**Required Powers:** None

**Time to use:** one minute

**Effect:** More difficult than Sense based astrogation control, control based astrogation control allows the Jedi to make astrogation calculations in his/her head. If the normal astrogation calculation is Very Easy, the task for the Jedi is not modified; if Easy, +5; if Moderate, +10; if Difficult, +15; if Very Difficult, +20; if Heroic, +30. If the Control roll is successful, it requires a Very Easy astrogation roll to enter the routes into the nav computer. If the calculations are missed, the default astrogation difficulty is Very Difficult. If the Control roll is missed by five or more points, the astrogation difficulty increases to Heroic.

## Rage

### *Rage*

**Control Difficulty:** Difficult

**Required Powers:** Hibernation Trance

**Time to Use:** Instant

**Effect:** Allows a character to feel the influence of the Dark Side. It is a counterpart to Emptiness. The character must tense self to allow the rage of the Dark Side to possess them. A character must determine how long he/she wishes to stay in the trance when they enter it. Every 4 hours, the character must make a difficult Control roll or he/she will come out of the trance. When the trance has passed, he/she gets a +10 modifier to all Force skills for a period equal to that spent in Rage. This power makes characters oblivious

to their surroundings (more so than a Jedi in Emptiness, though they can strongly exude the Dark Side. Add the Rage Control to the difficulty roll when another character attempts to use a Force power on someone in Rage. Characters also dehydrate and hunger twice as fast as normal in Range and get -1D to strength when resisting damage from physical and energy attacks. If any physical contact by a living being is made to revive them (Jedi need to make a moderate Control roll), it will provoke an instant berserker-like attack. The character then must make a difficult control to cease the attack before the offending character is killed. A character using Rage can choose to anticipate the arrival of a foe, using a difficult Sense roll (modified by relationship) with the Life Sense power at the time they enter Rage. This will allow them to instantly awaken (easy Control roll) if the expected person comes within 5 meters of the person in Rage. This power may be used in a preparation ritual for the Transfer Life power. When an enraged person uses Transfer Life, their original body is completely consumed by the Dark Side, often bursting into unholy blue flames. For every 3 points by which the Control roll exceeded the Rage difficulty, the body does 1D damage upon the explosion (3 meter blast radius). \*\*\*Warning: A Jedi who uses this gains one Dark Side Point.\*\*\*Note: Can only be used by characters already consumed by the Dark Side.

## Reduce Injury

### *Réduire les Blessures*

**Control Difficulty:** Incapacitated (moderate), Mortally Wounded (difficult), Dead (very difficult)

**Required powers:** Control Pain

**Time to Use:** One round or more

**Effect:** Reduces the amount of injury a Jedi suffers. Normally used only in desperation because of its long-term repercussions. Jedi loses a Force Point upon use. Any injury that is suffered is reduced to Wounded. If the original injury would have killed the character, he/she must choose to suffer a permanent injury of some kind.\*\*\*Note: Spending Force Points in this manner is allowed. It is not always a selfish act to save your own life, so the character might be able to get the Force point back. If the character was fighting to save others from doom and fails, where they will certainly die, this would be considered a Heroic Action because it involves a great sacrifice.

## Remain Conscious

### *Rester Conscient*

**Control Difficulty:** Stunned (easy), Incapacitated (moderate), Mortally Wounded (difficult)

**Required Powers:** Control Pain

**Time to Use:** One round...

**Effect:** Allows a Jedi to stay awake after injury, but loses all actions for the rest of the round. Jedi remains awake where normal characters fall unconscious immediately. The next round allows the character to use the power again but it must be the Jedi's first action in the round. If unsuccessful, the Jedi passes out. If successful, the Jedi can do any action declared for that round. Once this action is completed, the Jedi will lapse into unconsciousness, unless Control Pain or something else is done to keep the character conscious.

## Remove Fatigue

### *Retirer la Fatigue*

**Control Difficulty:** Moderate.

*This power may be "kept up".*

**Required Powers:** Accelerate Healing, Control Pain

**Time to use:** One round

**Effect:** Combats 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/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.\*\*\*Note: This power cannot be used for lifting. (Enhance Attribute would be used instead.)

## Resist Stun

### *Résister à la Paralysie*

**Control Difficulty:** Moderate

*This power may be "kept up".*

**Required Powers:** None

**Time to Use:** One minute

**Effect:** Allows the Jedi to prepare for the effects of stun damage. Must be rolled before the character has suffered any damage. If successful, the Jedi will resist all stun injury but no worse injuries. A character

being rendered unconscious forces the Jedi to merely drop the power and is considered Stunned. Normal injuries are treated normally.

## Short Term Memory Enhancement

### *Améliorer la Mémoire à Court Terme*

**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 not consciously registered 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 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. If the Control roll exceeds the difficulty by 0-8, the character may replay any memory from the current adventure; 9-20, through the last episode; 21+ through the last two episodes.

## Sense Powers

### Beast Languages

#### *Langage des Bêtes*

**Sense Difficulty:** Domesticated/friendly animal such as a Bantha (easy) Wild but non-predatory animal such as an undomesticated Tauntaun (moderate to difficult), Ferocious/predatory such as wild Vornskr or Rancor (very difficult to heroic)

*This power may be "kept up"*

**Required Powers:** Receptive Telepathy, Projective Telepathy, Translation

**Time to use:** One minute

**Effect:** Translates a beast-language and allows the Jedi to speak it. 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 up" this power if the Jedi needs to continue picking up the emotional state of a creature. For beasts that can be ridden, subtract -2D From their Orneriness code while this power is in effect. A creature's minimum Orneriness code is 0D.

### Combat Sense

#### *Sens du Combat*

**Sense Difficulty:** Moderate for one opponent +3 for each additional opponent the Jedi wishes to defend against

**Required Powers:** Danger Sense, Life Detection

**Time to Use:** Instantaneous

**Effect:** This roll is not counted as an action in a round. No initiative roll is needed. +2D to all attack and defense rolls.

### Danger Sense

#### *Sens du Danger*

**Sense Difficulty:** Moderate.

*This power can be "kept up".*

**Required Powers:** None

**Time to Use:** One round

**Effect:** This power allows the Jedi to sense an attack before it happens, giving them one round to decide what to do. An opposing character may attempt to use a Control roll to make the character's difficulty higher.

### Instinctive Astrogation, Sense

#### *Astrogation Instinctive, Sens*

**Control Difficulty:** Moderate, modified by astrogation difficulty.

**Required Powers:** Magnify Senses

**Time to use:** one minute

**Effect:** Allows 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 the treacherousness of the path: If the task is Moderate, the difficulty is increased +0; if Difficult, by +5; if Very Difficult, +10; If Heroic, +15.

## Force Shot (SWG#9, sidebar, page 92)

### *Tir de la Force*

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Required Powers:** Life Detection, Life Sense, Sense Force. **Warning:** Anyone who uses this power to harm a helpless character receives a Dark Side Point.

**Effect:** This power is used to increase a character's accuracy with missile weapons against hidden or concealed targets. If successful, the Force-user may add his Sense dice to his ranged attack rolls against an organic/living target that is either fully or partially concealed, be it behind a wall, through smoke, or in darkness or shadow. At least some portion of the target must be concealed by some degree of cover to be effective. This power is called on at the start of a battle, and remains "up" until the Jedi is stunned, wounded, or worse. Any Jedi who has been stunned or wounded may attempt to activate the power again.

## Guided Attack (SWG#9, sidebar, page 92)

### *Attaque Guidée*

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

*This power may be kept up.*

**Required Powers:** Combat Sense, Farseeing, Life Detection, Sense Force. **Warning:** Anyone who uses this power to harm a helpless character receives a Dark Side Point.

**Effect:** By successfully using this power and studying a single opponent for two full rounds, a character can anticipate that opponent's reactions in combat. This effectively reduces the opponent's defense dice rolls made to evade the character's attacks by half for the duration of the combat, or until the character using this power is stunned, wounded, or worse.

## Life Detection

### *Détection de vie*

**Sense Difficulty:** Force-sensitive or has Force skill (very easy), Otherwise Moderate.

*This power may be "kept up".*

**Required Powers:** None

**Time to Use:** One round

**Effect:** Detect location of sentient beings within 10 meters. If kept up, all sentients approaching or being approached are detected. If approached by a sentient, make a Sense roll for the Jedi and each sentient makes an opposed Control/Perception roll to avoid detection. Both actions are "free." If a tie occurs, the Jedi detects the sentient. If Jedi wins by 10+ points, he/she is aware of the sentients' possible Force skills, Force-sensitivity, or if they have met before.

## Life Sense

### *Sentir la Vie*

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

**Required Ability:** 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 he searches. The user can sense how badly wounded, diseased, or otherwise physically disturbed the target is. A target may use the control skill to hide his identity from the Jedi uses life sense. The character's control skill is added to the senser's difficulty.

## Life Web

### *Réseau de Vie*

**Difficulty:** Special: modified by size of the population

**Required Powers:** Life detection, life sense, sense force

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

**Effect:** This power allows the Jedi to select a specific species and detect a large population. If the Jedi beats the difficulty by 10 or more, s/he knows the approximate distance to the population.

Easy – population in billions

Moderate – Population in hundreds of millions

Difficult – Populations in tens of millions

Very Difficult – Populations in millions  
Heroic – Population in hundreds of thousands

## Magnify Senses

### *Sens Exacerbés*

**Sense Difficulty:** Very easy. Modified by proximity.

**Required Powers:** None

**Time to Use:** Three rounds

**Effect:** Increases the effectiveness of Jedi's biological senses that are otherwise impossible without aid. Used on specifically hearing, smelling, etc.

## Nature Affinity (CCW, page 45)

### *Affinité Naturelle*

**Sense Difficulty:** Moderate or Difficult

**Required Powers:** Life Detection, Life Sense, Sense Force.

**Effect:** With a Moderate difficulty, this power allows the user to detect and identify the specific kinds of plant and animal lifeforms in a 200 meter radius. Those not wishing to be found can resist by rolling Control or Perception: Hide, and the result of this roll replaces the standard difficulty number. Can only be used once per hour. With a Difficult difficulty, the user can also sense the "health" of an area, and this is expressed in a single word such as "harmonious," "threatened," or "dying."

## Postcognition

### *Postcognition*

**Difficulty:** Easy, less than two hours into the past; Moderate, two hours to a week; Difficult, week to six months; Very Difficult, six months to a year; Heroic, year to two years; +10 for each additional year into the past.

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

**Time to use:** Five minutes, +10 to difficulty for each minute cut. Minimum one minute.

**Effect:** The Jedi senses the past events in a given place, or sense the Force imprints left on a specific object as it was handled by living beings. Meeting the difficulty number allows the Jedi to gain dulled sensory impressions of the past. Achieving a roll of twice the difficulty number allows the Jedi to watch the actions as though it were a hologram with more detailed sensory input. Exceeding three times the difficulty number allows the Jedi to witness the events from the first person perspective as though s/he were the object.

## Predict Natural Disaster

### *Prédiction de Catastrophe Naturelle*

**Sense Difficulty:** Has lived in the area for more than a year (easy) Between six and 12 months (moderate) Between one and six months (difficult) Less than one month (very difficult) Modified by severity of disaster (larger disasters are easier to predict) and degree to which the disaster could reasonably be predicted (gamemasters may decide that 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 increments by increasing difficulty one level per five-minute increment (minimum time to use is one minute).

**Effect:** Sense local meteorological and geological conditions and predict imminent disasters, such as quakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, tornadoes, hurricanes (Also can be predicted with Weather Sense), etc. 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 is customarily takes weeks for a Jedi to get to know 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.

## Receptive Telepathy

### *Réception Télépathique*

**Sense Difficulty:** Friendly (very easy) If target resists, make a Perception or Control roll to determine the difficulty. Modified by proximity and relationship.

**Required Powers:** Life Sense

**Time to Use:** Less than one round

**Effect:** If successful Jedi can read the surface thoughts and emotions of the target, but cannot probe for deeper information. When used on another player, the Game Master asks the player if he minds the power being used on him/her. If used on a Game Master character the Game Master decides if the target will resist. If the skill's roll is double the difficulty, the Jedi can shift through memories up to 24 hours old, though this takes two rounds. A Jedi can read the minds of more than one person at a time with regular multiple skill use penalties of -1D per skill use. \*\*\*Note: Cannot be used on Droids.

## Sense Force

### *Sentir la Force*

**Sense Difficulty:** Foreign Area (moderate). Details Within Area (difficult). Modified by proximity.

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

**Time to Use:** One round

**Effect:** Sense the Force within a place. It can not detect sentient beings. Tells the rough magnitude of the Force in an area/object or whether it leans toward the Light or Dark side.

## Sense Force Potential

### *Sentir le Potentiel de Force*

**Sense Difficulty:** Friendly, non-resisting targets (moderate)Unwilling subject (moderate plus target's Perception or Control roll--whichever is higher)

**Required Powers:** Life Detection, Life Sense, Receptive Telepathy, Sense Force

**Time to use:** Six rounds

**Effect:** 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/her inner mind. This shield pushes violently back at an intruder, sending him/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 a 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 send the intruder flying across the room.

## Sense Path

### *Sentir la Voie*

**Sense Difficulty:** Moderate

**Required Powers:** Emptiness, Hibernation trance

**Time to Use:** One round

**Effect:** Reveals if the character's path leads to the Dark Side or not

## Sense Surroundings (PotJ, page 29)

### *Sentir les Environs*

**Sense Difficulty:** Easy.

*This power may be kept up.*

**Required Powers:** Magnify Senses, Sense Force.

**Effect:** Sense surroundings allows a Force-user to extend his senses through the Force, permitting him to fight and make Search checks despite darkness or obstruction. This power doesn't duplicate the Magnify Senses power, but it does allow a character to perceive things normally through the Force instead of through a normal sense. This power can only be used to counter either blindness or deafness. In order to counteract both lack of sight and sound, the power would need to be used twice (thus granting a multiple action penalty).

## Shift Sense

### *Troubler les Sens*

**Sense Difficulty:** Simple phenomena such as heat or simple scents (moderate)Uncommon phenomena such as comm frequencies, infrared radiation, etc. (difficult)Specific, or complex phenomena such as using olfactory nerves to detect Tibanna gas (very difficult)

*This power may be 'kept up'.*

**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 30 seconds).

**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, hearing frequencies above or below normal range for his or her species, etc. This power counts as a "skill use" for determining die code penalties. \*\*\*Note: 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 that 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 will not be able to decode the information carried by the transmission.

## Translation

### *Traduction*

**Sense Difficulty:** Humans or aliens (moderate)High-density languages used by droids (difficult)If the target is being purposely cryptic, add +5 to the difficulty, +20 if the language is written down.

*This power may be "kept up".*

**Required Powers:** Receptive Telepathy, Projective Telepathy

**Time to use:** One minute

**Effect:** Character translates a language and speaks it. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts, etc. In order for this to work, the character must first hear the target speak, or see the works in written form (such as an ancient text or document). 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 and whistles, droids may be communicated with using this power.\*\*\*Note: The character does not really know the language. Once this power is no longer in use, the Jedi is once again unable to understand or speak the language.

## Weather Sense

### *Sens Météorologique*

**Sense Difficulty:** Has lived in area for more than a year (easy)Between six and twelve months (moderate)Between one and six months (difficult)Less than one month (very difficult)Modified for proximity and local meteorological conditions.

*This power may be "kept up".*

**Required Powers:** Magnify Senses

**Time to use:** One minute

**Effect:** Recognizes 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. This 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.

# Alter Powers

## Force Flight (Adapted from RCRBd20, page 108)

### *Vol de la Force*

**Alter Difficulty:** Equal to the number of meters the Jedi wishes to move himself (20 meters maximum).

**Required Powers:** Concentration, Telekinesis

**Effect:** Using this power instead of walking, a Force-user can physically move himself a number of meters either horizontally or vertically. The difficulty of the Alter roll for this ability is equal to the number of meters that the Jedi wishes to move himself, but under no circumstances can the distance be greater than 20 meters. If the Force-user has not landed by the end of the round, he may suffer falling damage (GM's discretion).

## Force Strike (Adapted from RCRBd20, page 88)

### *Assaut de la Force*

**Alter Difficulty:** Target's Control or Perception Roll, modified by proximity.

**Required Powers:** Concentration, Injure/Kill, Life Detection, Life Sense, Telekinesis

**Warning:** A character who uses this power to injure a living being (or beings) automatically receives a Dark Side Point.

**Effect:** With this power, a Jedi may use the Force to strike up to four adjacent targets. Each target past the first incurs a -1D penalty on the Jedi using the power (ie, 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty). Each target makes either a Control or Perception roll to resist the attack, and the acting Jedi's Alter roll result is compared to each result in turn to determine the effects.

<b>Alter Roll &gt; Difficulty By:</b>	<b>Effect</b>
0-9	Target suffers 3D Damage
10-19	Target suffers 4D Damage
20+	Target suffers 5D Damage

**Note:** It seems as if this power was made to replace the "Force Push" power in SWd20. Each has a different effect, so feel free to use them both if you like.

## Force Light (PotJ, pages 12-13)

### *Lumière de Force*

**Alter Difficulty:** Very Easy.

**Required Powers:** Force Harmony, Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy.

**Effect:** This power allows a Jedi to channel the Force into blasts of light that can destroy Dark Side spirits, as well as cleanse the taint of Dark Side locations. This Light Side energy emanates out to ten meters from the power's user, affecting all Dark Side characters, creatures, spirits, or sites within that area. When activated, the player rolls his Alter score and checks his success on the following table:

<b>Alter Roll &gt; Difficulty By:</b>	<b>Character/ Creature</b>	<b>Dark Side Spirit</b>	<b>Dark Side Site</b>
0-10	Easy	2D+2	No Effect
11-20	Moderate	5D	No Effect
20-35	Difficult	7D+2	No Effect
36+	Very Difficult	10D	Reduce Site Power

In the case of Dark Side Characters/Creatures, those within the effective range of the power must make a Control or Willpower skill roll with the difficulty listed, or they will lose a Dark Side point. In the case of Dark Side spirits, the damage listed is inflicted upon them. If the target is a Dark Side site, its power level may be reduced.

## Force Push (Adapted from SWd20, page 86)

### *Poussée de la Force*

**Alter Difficulty:** Target's Control or Strength Roll, modified by proximity.

**Required Powers:** Concentration, Telekinesis

**Effect:** With this power, a Jedi may use the Force to push up to four adjacent targets backwards, possibly knocking them prone. Each target past the first incurs a -1D penalty on the Jedi using the power (ie, 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty). Each target makes either a Control or Strength roll to resist, and the acting Jedi's Alter roll result is compared to each result in turn to determine the effects. A target that is knocked back into a wall or other solid object takes 2D damage, in addition to any other effects.

<b>Alter Roll &gt; Difficulty:</b>	<b>Effect</b>
0-5	Target(s) pushed back 1 meters, make Easy Dexterity roll or fall.
6-10	Target(s) pushed back 2 meters, make Moderate Dexterity roll or fall.
11-15	Target(s) pushed back 3 meters, make Difficult Dexterity roll or fall.
16-20	Target(s) pushed back 4 meters, make Very Difficult Dexterity roll or fall.
21+	Target(s) pushed back 5 meters, make Heroic Dexterity roll or fall.

## Injure/Kill

### *Blessier/Tuer*

**Alter Difficulty:** Targets opposing Control or Perception roll

**Required Powers:** Life Sense

**Time to Use:** One round

**Effect:** An attacker must be touching the target to use this power. When activated this user makes one roll. If higher than the resisting 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.\*\*\*Warning: User of this power receives a Dark Side Point.

## Inspire (PotJ, page 13)

### *Inspirer*

**Alter Difficulty:** Very Difficult, modified for proximity.

*This power may be kept up.*

**Required Powers:** Affect Mind, Battle Meditation.

**Effect:** With successful use of this power, a Jedi can instill great confidence in one or more of his allies. This inspiration is reflected in a +1D bonus to all ability and skill rolls made by an affected ally, and last as long as the user desires to keep it up. The number of allies who gain the bonus is determined by the success level of the initiating Alter roll:

<b>Alter Roll &gt; Difficulty By:</b>	<b>Number of Targets</b>
0-5	1-10
6-10	11-100
11-15	101-1,000
16+	1,001-10,000

## Shadow Bomb (NJOS, pages 140-141)

### *Bombe Furtive*

**Alter Difficulty:** Special (see below)

*This power may be kept up.*

**Required Powers:** Telekinesis.

**Effect:** This power was developed in order to stealthily deliver non-propelled proton torpedoes to Yuuzhan Vong targets. Using the Force, a starfighter pilot can release his missiles, guiding them to the target with his thoughts alone. The difficulty of this power is the difficulty to hit the target (based on a range of 1/2/4), with the difficulty further increased based on the target's speed (SWD6, page 127). The Force-user must keep this power up until the torpedo hits its target. A torpedo guided this manner that hits a Yuuzhan Vong target ignores any protection normally afforded by its dovin basal shields.

## Telekinesis

### *Télékinésie*

**Alter Difficulty:** One kg or less objects (very easy) 1-10 kg (easy) 11-100 kg (moderate) 101-1,000 kg = metric ton (difficult) 1,001-10,000 kg (very difficult) 10,001-100,000 kg (heroic) May be moved 10 meters per round with plus 5 per each extra 10 meters. Must be in the line of sight of the Jedi. Increased difficulty if object isn't moving in a simple, straight-line movement (+1-5 for gentle turns, +6-10 for easy maneuvers, +11-25 for more complex maneuvers). Modified by proximity.

**Required Powers:** None

**Time to Use:** One round

**Effect:** Levitate objects with mental power. A Jedi can lift several objects simultaneously, but each additional object requires the Jedi to make a new Telekinesis roll. Can be used to levitate oneself or others. Can be used as a primitive space drive in emergencies. When levitating against someone's will, the target will resist by adding their Perception or Control roll to the difficulty number. Such objects do up to 1D damage if under 1 kg, 2D if 1-10 kg, 4D if 11-100 kg, 3D Speeder-scale if 1-10 tons, 5D starfighter-scale if 11-100 tons. Levitated objects can be used to attack. Such attacks require an additional Control roll by the Jedi, which would be this hit roll against the target's Dodge. If the character doesn't dodge the attack, the difficulty is easy. \*\*\*Warning: Levitated objects can be used to attack, but using this power in this way gives the character a Dark Side Point.

## Control & Sense

### Battle Meld (NJOS, sidebar, page 146)

#### *Groupe de Combat*

**Control Difficulty:** Easy, +2 for each person to be included in the link, modified by relationship.

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

*This power may be kept up.*

**Required Powers:** Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy.

**Effect:** This power may be used to include any other Force-sensitive characters in a telepathic link. A person involved in the meld can add a +1 pip bonus to any attribute or skill rolls made for every two people that are linked together in this way. Note that only the highest modifiers for Relationship and Proximity are applied to this power's difficulties when it is activated. For each round the meld remains active, each participant must succeed at a Moderate Willpower or Control roll, or be forced out of the meld. If the Force-

user who initiated the meld fails this roll, the entire link fails. The bonus granted by the battle meld applies to this Willpower or Control roll.

## Farseeing

### *Clairvoyance*

**Control Difficulty:** Very Easy, modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see something in the past. Add +10 to +30 for 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 Jedi may see 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 future or the past. The Jedi sees the immediate surroundings, for example, when a friend is in danger. The Jedi's vision may not be entirely accurate:

Power roll >Sense difficulty	Past/Present	Future
0-10	50%	10%
11-20	75%	25%
21-30	90%	50%

## Life Bond

### *Lien de Vie*

**Control Difficulty:** See below. Modified by proximity

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

*This power can be kept up.*

**Effect:** The Jedi forms a permanent mental bond with a specific individual, normally a mate (although sometimes siblings, parent and child, or even very close friends). An easy roll results in an awareness of the other's general location and general emotional state. A Very difficult allows the Force-users to have telepathic conversations. Both characters must agree to the life bond. Death is the only way to break a life bond. After the death of the other party, the surviving member is in a catatonic state for 1D weeks.

## Lightsaber Combat

### *Combat au Sabre-Laser*

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy.

*This power may be "kept up".*

**Required Powers:** None

**Time to Use:** One to two rounds

**Effect:** To use a lightsaber most effectively, a Jedi learns this power. The Jedi uses this power both to wield this elegant but difficult-to-control weapon while also sensing his opponent's actions through his connection to the Force. This power is called upon at the start of a battle and 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". If the Jedi is successful in using this power, the Jedi adds his sense dice to his lightsaber skill roll when trying to hit a target or parry, and he adds or subtracts up to the number of his control dice to the lightsaber's 5D damage when it hits in combat. Players must decide how many control dice they are adding or subtracting before they roll damage. If the Jedi fails the power roll, he must use the lightsaber with only his lightsaber skill to hit and the weapon's normal damage in combat and he cannot attempt to use the power again for the duration of the combat. Finally, the Jedi may use lightsaber combat to parry blaster bolts. To do this, the character must declare that he is parrying that round, using his lightsaber skill as normal. The Jedi may also attempt to control where deflected blaster bolts go, although this counts as an additional action. The Jedi must declare which specific shot he is controlling. Then, once the roll is made to see if the blaster bolt was parried by the Jedi, the Jedi makes a control roll, with the difficulty being his new target's dodge or the range (figured from the Jedi to his target). The damage is that of the original blaster bolt.

## Projective Telepathy

### *Projection Télépathique*

**Control Difficulty:** Very Easy +5 to +10 if the Jedi cannot verbalize his/her thoughts. Modified by proximity.

**Sense Difficulty:** Very Easy if no resistance. Difficulty is target's Perception or Control roll if target resists.

**Required Powers:** Life Detection, Life Sense, Receptive Telepathy

**Time to Use:** One to two rounds

**Effect:** Sends intended thoughts and emotions to another mind. The recipient may not know who is sending the message if the sender does not identify himself. This can only send a message to another mind, not control another mind.

## Control and Alter Powers

### Accelerate Another's Healing

#### *Accélérer la Guérison d'un Autre*

**Control Difficulty:** Very Easy, modified by relationship

**Alter Difficulty:** Very Easy

**Required Powers:** Control Pain, Control Another's Pain

**Time to Use:** One minute

**Effect:** If successful, two healing rolls may be done per day regardless of injury. Character gets +2 for both rolls. The Jedi must be touching the target when this power is used..

### Control Another's Disease

#### *Contrôler la Maladie d'un Autre*

**Control Difficulty:** Very Easy

**Alter Difficulty:** Game Master Judges. Common Cold (Moderate), Flesh-Eating Virus (Heroic)

**Required Powers:** Accelerate Healing, Control Disease

**Time to Use:** One round or more

**Effect:** Control disease allows the Jedi to direct and control the antibodies and healing resources of her body to throw off an infection or to resist the diseases within the body. Using the power requires the Jedi to meditate for half an hour. If the infection is severe, the Jedi must make repeated skill attempts over the course of several weeks or months to cure the disease entirely. The Jedi must be touching the target when this power is used.

### Control Another's Pain

#### *Contrôler la Douleur d'un Autre*

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

**Alter Difficulty:** Wounded (easy), Incapacitated (moderate), Mortally Wounded (difficult)

**Required Powers:** Control Pain

**Time to Use:** One round

**Effect:** Target character can still act the next round after use. If the injury is not healed, the character suffers no penalties of being wounded since this skill deals with the pain and not the actual condition of the injury. However, the injury can still grow worse even if the character doesn't feel the pain.

### Control Breathing

#### *Contrôler la Respiration*

**Control Difficulty:** Moderate

**Alter Difficulty:** Very Difficult

**Required Powers:** Concentration, Hibernation Trance, Telekinesis

**Time to Use:** One round

**Effect:** Negates the need for a breath mask or electronic gill, allowing the Jedi to pull oxygen to him or her. Even in harsh environments the Jedi can breathe normally.

### Detoxify Another's Poison

#### *Neutraliser le Poison d'un Autre*

**Control Difficulty:** Very Easy, modified by relationship

**Alter Difficulty:** Alcohol (Very Easy), Easy (mild poison), Average poison (moderate), Snake Bite (difficult or very difficult), Deadly neurotoxin (heroic)

**Required Powers:** Detoxify Poison, Accelerate healing, accelerate another's healing, control pain, control another's pain.

**Time to Use:** One round or more

**Effect:** Removes all or most of the harmful materials from a poisonous element in target character's body.

## Feed on the Dark Side

### *Se Repaire du Côté Obscur*

**Control Difficulty:** Moderate when activated, Very Easy each round afterwards

**Alter Difficulty:** Moderate when activated, no rolls necessary after activation

*This power may be kept up.*

**Required Powers:** Sense Force

**Time to Use:** One round

**Effect:** When a nearby character receives a Dark Side Point, a character who has given himself over to the Dark Side may gain a Force Point. \*\*\*Warning: User gains 1 Dark Side Point.

## Force Lightning

### *Eclair de Force*

**Control Difficulty:** Difficult, modified by proximity, limited to line of sight.

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

**Required Powers:** None  
**Time to Use:** One to two rounds.

**Effect:** Does damage equal to Alter roll divided by 2, rounded down.

## Inflict Pain

### *Infliger la Douleur*

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

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

**Required Powers:** Control pain, life sense

**Time to Use:** One round

**Effect:** The target experiences intolerable pain. The damage is figured as stun damage. If the target takes any damage at all the target cannot take any actions that round or the next round.\*\*\*Warning: User gains 1 Dark Side Point.

## Place Another in Hibernation Trance

### *Mettre en Transe Cataleptique*

**Control Difficulty:** Very Easy, modified by relationship

**Alter Difficulty:** Very Easy, modified by proximity if used to return another character from Hibernation Trance and Alter difficulty is increased by +10

**Required Powers:** Hibernation trance

**Time to Use:** Ten to twenty minutes

**Effect:** The character may put another willing character into a hibernation trance. This power may not be used to attack an unwilling character.

## Remove Another's Fatigue

### *Retirer la Fatigue d'un Autre*

**Control Difficulty:** Easy

**Alter Difficulty:** Moderate. Modified by proximity and relationship.

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

**Effect:** This power allows the Jedi to remove the effects of effects of fatigue in another. 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,

## Return Another to Consciousness

### *Ramener à la Conscience*

**Control Difficulty:** Easy, modified by proximity and relationship

**Alter Difficulty:** Incapacitated (easy), Mortally Wounded (difficult, must be touching)

**Required Powers:** Control Pain, Remain Conscious

**Time to Use:** One round or more

**Effect:** Character becomes conscious and may act next round. Same restrictions apply similar to Remain Conscious.

## Transfer Force

### *Transférer de la Force*

**Control Difficulty:** Easy modified by proximity, modified by relationship

**Alter Difficulty:** Moderate

**Required Powers:** Control Pain, Control Another's Pain

**Time to Use:** One minute

**Effect:** This power will save a mortally wounded character from dying because the Jedi is transferring his life force to the target. The target will remain mortally wounded but will not die. The character is in hibernation and will stay alive in this state for up to six weeks. This use is always considered heroic. The recipient must be willing.\*\*\*Note: Costs 1 Force Point.

## Create Force Talisman (Adapted from the Force Adept Ability, SWd20, page 52)

### *Créer un Talisman de la Force*

**Control Difficulty:** Moderate.

**Alter Difficulty:** Difficult.

**Required Powers:** Concentration, Control Another's Pain, Control Pain, Force Weapon, Transfer Force

**Effect:** By using this power and spending a Force Point, a Force user can imbue an item of personal significance with Force energy, thereby creating a Force Talisman. A Force Talisman grants its possessor a bonus to resist Force powers, adding this bonus to any rolls made to resist hostile Force powers. A Force user can only possess one Talisman at a time. The bonus granted by the Talisman depends on the amount by which the Force user succeeds at his Alter skill roll.

Alter Roll > Difficulty:	Effect
0-8	+2 pips
9-16	+1D
17+	+1D+1

## Enhance Another's Attribute (in place of "Force Mind", SWd20 pg 100)

### *Améliorer un Attribut d'un Autre*

**Control Difficulty:** Easy, modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** Enhance Attribute, Control Another's Pain, Transfer Force

**Effect:** A Jedi can use this power to enhance a single attribute for one being for a limited amount of time. All skills covered by the attribute are increased by the same amount for as long as the power remains in effect. An attribute increased by this power remains enhanced for the duration listed below. Both duration and attribute increase are determined by the amount the Jedi's Alter roll exceeds the difficulty. Duration can be increased by spending character points – for each character point spent, the duration increases by one combat round. These points can be spent at any time before the power fades. A Jedi can only increase on attribute at a time. If a character attempts to enhance a second attribute, the first enhancement fades and the second is increased.

Alter Roll > Difficulty By:	Attribute Increase	Duration
0-13	+1D	3 Rounds
14-25	+2D	2 Rounds
26+	+3D	1 Round

## Force Weapon (adapted from the Force Adept Ability, SWd20, page 52)

### *Arme de la Force*

**Control Difficulty:** Equal to the melee weapon's base difficulty (ie, a knife is Very Easy).

**Alter Difficulty:** Moderate.

**Required Powers:** Concentration

Warning: A character who uses this power in order to injure or kill a helpless being immediately gains a Dark Side point.

**Effect:** A Force user with this power can temporarily imbue a non-powered melee weapon (such as a club, knife, staff, etc.) with the Force. This power can only be used on the Force user's personal weapon, and only while he uses the weapon himself. The power lasts for five rounds, after which time it must be activated again. The amount by which the Alter skill roll exceeds the difficulty determines how much extra damage the weapon inflicts on a successful hit. Note that this damage will allow a weapon to exceed its listed Maximum Damage (if any).

Alter Roll > Difficulty:	Effect
0-8	+1 pip

9-16  
17-24  
25+

+2 pips  
+1D  
+1D+1

## Morichro (PotJ, page 16)

### *Morichro*

**Control Difficulty:** Moderate, modified by proximity.

**Alter Difficulty:** Perception or Control roll of the target.

**Required Powers:** Accelerate Another's Healing, Control Another's Pain, Control Pain, Hibernation Trance, Injure/Kill, Life Detection, Life Sense, Place Another in Hibernation Trance.

Note: A character with more than 2 Dark Side points cannot utilize the power.

Warning: If the target of this power dies for any reason while being under its influence, the Force-user who initiated the power gains 1 dark side point.

**Effect:** This power is an offensive variation of Place Another in Hibernation Trance. It allows a Force-user to put someone into a trance-like state. If the target fails his Perception or Control roll to resist this power, in addition to rolling a "1" on the Wild Die, the target immediately dies and the user of the power gains 1 Dark Side Point. The target can spend a Force point in order to escape immediate death. When used against a living being, Morichro has a maximum range of 10 meters. The effects are otherwise identical to the Place Another in Hibernation Trance power (SWD6, page 149).

## Plant Surge (PotJ, page 14)

### *Explosion Végétale*

**Control Difficulty:** Varies.

**Alter Difficulty:** Target's Control or Brawling Parry roll.

**Required Powers:** Concentration, Telekinesis.

**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-meter radius	Easy
4-meter radius	Moderate
6-meter radius	Difficult
8-meter radius	Very Difficult

The Alter difficulty is the Control or Brawling Parry roll(s) of the target(s). 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.

# Sense and Alter Powers

## Dim Another's Senses

### *Atténuer les Sens d'un Autre*

**Sense Difficulty:** Easy, modified by proximity

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

*This power can be "kept up".*

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

**Required Powers:** Control Pain, Control Another's Pain

**Time to Use:** One round

**Effect:**

0-5	-1 to target's Perception.
6-10	-2
11-15	-1D
16-20	-2D
21+	-3D

More than one target requires +3 to Sense Difficulty. Target with highest Perception or Control rolls for entire group



## Lesser Force Shield

### *Bouclier de la Force Mineur*

**Sense Difficulty:** Easy

**Required Powers:** Absorb/dissipate energy, concentration, 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 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.

## Friendship (Adapted from RCRBd20, page 89; SWd20, page 86)

### *Amitié*

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

**Alter Difficulty:** Very Easy against a person or animal that has no reason to mistrust you, or who wants something from you (an eager salesman, for example). Easy against a person or an animal who is neutral or indifferent to you. Moderate against a wild animal, or a person who has a societal reason to dislike you (i.e., prejudice). Difficult against a hungry predator, or a person who has a personal reason to dislike or hate you. Very Difficult against a person who is a sworn enemy, or an animal who is starving, angry, or wounded.

**Effect:** Proper application of this power can calm a hostile person or animal. Use of Friendship employs calming emotions that can cause enemies to re-think their motives, or open them up to discussion and parley. Friendship does not make them forget past events (such as when you tried to kill them), but it might give you a chance to bring about a peaceful solution to a disagreement. The target of Friendship will remain calm until a situation occurs that alters that state. A bonus granted to all Bargain, Command, Con, or Persuasion rolls made against the target following the use of Friendship is based on the amount by which the Sense roll exceeds the target's Control or Perception roll.

**Sense Roll > Difficulty By: Skill Bonus**

0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

## Malacia (PotJ, page 13)

### *Malacia*

**Sense Difficulty:** Moderate.

**Alter Difficulty:** Target's Control or Strength roll.

**Required Powers:** Enhance Another's Attribute, Enhance Attribute, Control Another's Pain, Transfer Force.

**Effect:** This power causes extreme dizziness and nausea in a single target within the user's line of sight. A target affected by this power is considered to be stunned for 2D rounds, and cannot take any actions during that time.

# Control, Sense, and Alter Powers

## Affect Mind

### *Modifier un Esprit*

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

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

**Alter Difficulty:** Slight, momentary misperceptions, minor changes to distant memories, or no resistance from target (Very Easy), brief visible phenomena, memories less than a year old, or minor emotions regarding a coming conclusion (Easy), short hallucinations, memories less than a day old, or if the target has strict orders of a conclusion (Moderate), slight disguise to facial features, hallucinations which can be sensed with 2 senses, memories less than a minute old, or if the matter involving the conclusion is very important to the target (Difficult). Hallucinations that can be sensed with all 5 senses, a major memory change, or if the logic is absolutely clear, then coming to the wrong conclusion is virtually impossible (Very Difficult).

**Required Powers:** None

**Time to Use:** One round

**Effect:** This power is used to alter a character's perception so that he senses an illusion or fails to see what the Jedi doesn't want him/her to see. Before making skill rolls, the character must describe exactly what she/he wants the effect to be. The power is normally on one target, 2+ targets can only be affected if the power is used 2+ times. A character believes he/she is affected by any successful illusions-they would feel a blow. If he/she thinks he/she was injured, pain would be felt, or if he/she thought they were killed, they would become unconscious. The character does not suffer any true injury. This power can't be used to affect droids and does not work through recording devices.

## Battle Meditation

### *Méditation de Combat*

**Control Difficulty:** 1-2 opponents, Very Easy; 3-20, Easy; 21-100, Moderate; 101-1000, Difficult; 1001-10,000, Very Difficult, 10,000+, Heroic.

**Sense Difficulty:** See Control Difficulty

**Alter Difficulty:** See Control and Sense Difficulty.

**Required Powers:** None

**Time to Use:** Five minutes

**Effect:** Allows the user to sink into a lower state of consciousness, where all concentration is upon the battle. If attempting to turn enemies against one another, use the Jedi's control, sense, or alter (whichever is highest) roll as the target number to beat. If the power is used successfully to turn the tide of the battle, the Jedi's enemies lose 1D for every 4D s/he has in the best Force skill, in an attribute of the Jedi's choice to a minimum of 1D while his/her allies receive a bonus of the same value to an attribute of his/her choosing.

## Control Mind

### *Contrôler un Esprit*

Warning: Any Jedi who uses this power automatically receives a Dark Side Point, plus an additional Dark Side Point for every evil action she forces a victim of this power to undertake.

Note: The difficulty of this power are significantly decreased for those who have fallen to the Dark Side.

**Control Difficulty:** Moderate, as modified by relationship. Targets may make an opposed control or Perception rolls.

**Sense Difficulty:** Easy for a Jedi who has turned to the dark side.

**Alter Difficulty:** Variable, depending on the number of targets being controlled and whether or not they are willing.

For a Jedi who has turned to the Dark Side:

Number	Willing	Unwilling
1	Very Easy	Easy
2	Easy	Moderate
3	Moderate	Difficult
4-5	Difficult	Very Difficult
6-8	Very Difficult	Heroic (31+)

For a Jedi who is one the light side

1	Moderate	Difficult
2	Difficult	Very Difficult
3	Very Difficult	Heroic (31+)

**Effect:** The use of this power allows a Jedi to take control of another person turning him into a puppet who must obey the Jedi's will.

## Create Force Storms

### *Créer des Tempêtes de Force*

**Control Difficulty:** Heroic

**Sense Difficulty:** Heroic

**Alter Difficulty:** Heroic modified by proximity and size of storm desired+5 for 0-100m+10 for 101m-1km+15 for a base of 1km+2 to difficulty for every km in diameter. Modified by damage: +5 per 1D of damage.Dissipate storm (Very Difficult)

**Required Powers:** Hibernation Trance, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Farseeing, Projective Telepathy, Instinctive Astrogation, Rage

**Effect:** This is one of the most destructive Force power known. Creating Force Storms allow the user to twist the space-time continuum. The power also allows limited control of these storms. If large enough, entire fleets of surfaces of planets can be annihilated. This power requires an extreme focus of hate and

anger, dangerously increasing the danger involved. When creating a Force Storm, the character must determine the diameter and amount of damage (on a capital scale.) If he/she fails on any rolls, the storm summons enough damage, but goes after the summoner. The summoner can use unusual maneuvers with the storm, like creating a vortex to draw victims to a specified point, at a +10 difficulty. This tears a hole in reality and may allow a person to travel to other dimensions.\*\*\*Warning: User gains 1 Dark Side Point.

## Doppelganger

### *Doppelganger*

**Control Difficulty:** Very Difficult

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Heroic.

*This power can be "kept up".*

**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 Another's Senses. **Time to Use:** Five minutes **Effect:** Creates a Doppelganger of the user. Though the Doppelganger is merely an illusion, it will interact and appear to be real. The user can sense all normal senses through the Doppelganger, including a "feel" of normal substances. Doppelgangers also register normally on all droids' audio and video sensors. The Doppelganger acts with half the skill dice of the person that created it. Every 5 minutes, the user must roll again to maintain the Doppelganger. If the user stops using the Doppelganger or it is fatally injured, it simply fades away.\*\*\*Warning: User gains 1 Dark Side Point.

## Drain Life Essence

### *Soutirer l'Essence de la Vie*

**Control Difficulty:** Very Difficult. Inversely modified by relationship (for example, a close relative would add +30 to difficulty, whereas a total stranger of an alien species would add nothing.

**Sense Difficulty:** # of Victims: Difficulty 1 - 5: Very Easy 6 - 50: Easy 51 - 1000: Moderate 1001 - 50,000: Difficult 50,001 - 1 million: Very Difficult 1 - 10 million: Heroic

**Alter Difficulty:** Willing (easy), ambivalent or apathetic individuals (difficult), enemies (heroic). +10 to difficulty if individuals are imbued to the Light Side.

*This power can be "kept up".*

**Required Powers:** 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 Another's Senses

**Time to Use:** One round or more

**Effect:** This power allows a Jedi to draw life energy from those around him/her and to channel the negative effects of the Dark Side into those victims. A Jedi must roll this power once a day to "keep it up," leading to die penalties. The amount of energy being drained depends on the number of people being drained and for how long. For people who have been drained for less than 1 week or longer than one month: 1-5: One Force Point per week 6-50: One Force Point per 5 days 51-1000: One Force Point per 3 days 1001-50,000: Once Force Point per 2 days 50,001-1 million: Once Point per day 1 million-10 million: Once 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 5 days and +1D to all Force skills 6-50: One Force Point per 3 days and +2D to all Force skills 51-1000: One Force point per 2 days and +3D to all Force skills 1000-50,000: 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- 10 million: One Force Point per 6 hours and +4D+2 to all Force skills\*\*\*Warning: User gains 1 Dark Side Point.

## Enhanced Coordination

### *Coordination Améliorée*

**Control Difficulty:** Moderate, as modified by proximity

**Sense Difficulty:** Difficult

**Alter Difficulty:** Dependent upon the number of people affected by the power.

1-10 – Very Easy

11-100 – Easy

101-500 – Moderate

501-5,000 – Difficult

5,001-50,000 – Very Difficult

50,001-500,000 – Heroic (31+)

**Effect:** The Jedi connects a group at the subconscious level to perform certain tasks more efficiently. The Emperor often used this power to enhance the battle skills of his fleet. The Jedi chooses three skills (the

entire group affected must have the same three skills). For every 3D that individuals in the group have in those skills (rounded down) they receive a 1D bonus. The power may be kept up, but if new troops join the battle, the Jedi must make a new roll. This power can only affect Dexterity, Technical, and Strength skills.

## Force Harmony

### *Harmonie de la Force*

**Control Difficulty:** Difficult. Modified by proximity.

**Sense Difficulty:** Difficult. Modified by proximity.

**Alter Difficulty:** Moderate.

*This power can be "kept up".*

**Required Powers:** Life Detection, Life Sense, Receptive Telepathy, Projective Telepathy

**Time to Use:** None.

**Effect:** Allows several willing Jedi to manifest the power of the Light Side. As long as this power is held up, it bathes the users in the Light, acting as a shield against the Dark Side, giving +5D for each Force user involved to resist the effects of powers called upon by Dark Side servants. This bonus is not as great as it appears since a Jedi will receive a -2D penalty for calling on this power. The number of Force-users linked in this power is limited by the number of dice the power's imitator has in the control or sense skill, whichever is lower. When acting as a shield against the Dark Side, if both Control and Sense rolls exceed the success roll of the Dark Side power used (if multiple rolls, then the highest roll), the Dark Side power is interrupted. All "up" powers are interrupted as if the user were stunned. It doesn't cancel out the presence of the Dark Side, but can distract its servants and make their actions more difficult.

## Projected Fighting

### *Combat Projeté*

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Moderate. Modified by proximity.

**Required Powers:** Concentration, Telekinesis

**Time to Use:** One round

**Effect:** Allows the user to strike at an opponent, inflicting damage without physically touching the target. The target must be in within the user's line of sight. Use of this power is very risky. In many cases, projected fighting is quite simply using the Force to attack. However, the user attempting to use Projected Fighting can choose 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 user who uses Projected Fighting for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point. After successfully using the power, the user 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, the target cannot deflect the user's blows. If the target is not Force-sensitive a Difficult Brawling Parry roll is necessary to block the user's attack. If the Brawling roll is successful, the user rolls his or her full Strength versus the target's Strength. The user may target a specific portion of the body (which adds +1D to damage), but must subtract an additional -1D from his/her Brawling skill (See 2ED p. 63or R&E p.96 for details). 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 user and the target remains the same. Should the target move significantly or the user wish to select a new target, the power must be re-rolled.

## Telekinetic Kill

### *Meurtre Télékinétique*

**Control Difficulty:** Easy, modified by proximity

**Sense Difficulty:** Easy, modified by proximity

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

**Required Powers:** Control pain, inflict pain, injure/kill, life sense

**Time to Use:** One round or more

**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 of the trachea, stir in the brain, squeeze the heart, or any number of methods.

\*\*\*Warning: A character who uses this power automatically receives a Dark Side point.

## Transfer Life

### *Transférer de la Vie*

**Control Difficulty:** Heroic, modified by relationship. Unwilling victim (+15).

**Sense Difficulty:** Heroic, modified by relationship. Unwilling victim (+15).

**Alter Difficulty:**

Specially Prepared Body:	Easy
Recently Dead Body:	Moderate
Live Willing Host:	Very Difficult
Live Unwilling Host:	Heroic

Those that are Force sensitive may make an opposed Alter or Willpower roll, selecting either the roll or the difficulty, whichever is higher.

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

**Time to Use:** One round or more

**Effect:** Allows character to transfer his/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.\*\*\*Warning: Any character who uses this gains TWO Dark Side Points. If the host is unwilling, he/she will receive FOUR Dark Side Points.

## Sever Force (PotJ, 14)

### *Division de la Force*

**Control Difficulty:** Difficult.

**Sense Difficulty:** Varies (see below).

**Alter Difficulty:** Target's Control or Willpower roll. Special: Anyone using this power must spend 1 Force point.

**Required Powers:** Affect Mind, Battle Meditation, Concentration, Emptiness, Force Harmony, Force of Will, Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy, Sense Force, Sense Force Potential.

Note: This power seems to be extremely unbalancing, as written in the d20 rules. I've made an attempt to adapt it, while maintaining the flavor of the power. Individual GMs may not wish to allow players access to this power, for obvious reasons.

**Effect:** This power severs a Dark Sider's ties to the Force, preventing him from using any Force skills. It is not effective against a character who has less than 4 Dark Side points, and anyone with more than 3 Dark Side points cannot use this power at all. The effects of Sever Force are permanent, and the only way for a target to reverse the effects are to reduce the number of Dark Side points he has below 4. The power's Sense difficulty depends on the number of Dark Side points possessed by the target. The Sense difficulty is Difficult if the target has 4 or more Dark Side points, and is Moderate if the target has 7 or more Dark Side Points. The amount by which the character using Sever Force makes his Alter skill roll determines how effective this power is at severing his target's connection to the Force. If successful, the target of this power must roll a Control check each time he attempts to use a Force power. The base difficulty of this roll is detailed on the following chart:

Alter Roll > Difficulty By:	Force Use Difficulty
0-10	Moderate
11-20	Difficult
21-35	Very Difficult
36-50	Heroic
51+	Heroic +5

The base difficulty for the target to use Force powers is further modified by the number of Dark Side points he possesses. If the target reduces his Dark Side point total below three, he no longer needs to make this roll.

## Contrôle

Absorber/Dissiper l' Energie .....	1
Accélérer la Guérison .....	1
Améliorer la Mémoire à Court Terme .....	4
Améliorer un Attribut .....	2
Astrogation Instinctive, Contrôle .....	3
Concentration .....	1
Contorsion/Evasion .....	1
Contrôler la Douleur .....	2
Contrôler une Maladie .....	1
Eclat de Vitesse.....	1
Force de la Volonté.....	2
Neutraliser un Poison.....	2
Rage.....	3
Réduire les Blessures .....	4
Résister à la Paralysie .....	4
Rester Conscient .....	4
Retirer la Fatigue .....	4
Trance Cataleptique .....	3
Vide Spirituel .....	2

## Sens

Affinité Naturelle .....	7
Astrogation Instinctive, Sens .....	5
Attaque Guidée .....	6
Détection de vie.....	6
Langage des Bêtes.....	5
Postcognition.....	7
Prédiction de Catastrophe Naturelle .....	7
Réception Télépathique .....	7
Réseau de Vie.....	6
Sens du Combat.....	5
Sens du Danger .....	5
Sens Exacerbés .....	6
Sens Météorologique.....	9
Sentir la Force .....	7
Sentir la Vie .....	6
Sentir la Voie .....	8
Sentir le Potentiel de Force.....	8
Sentir les Environs.....	8
Tir de la Force.....	5
Traduction .....	9
Troubler les Sens .....	8

## Altération

Assaut de la Force.....	9
Blessier/Tuer .....	10
Bombe Furtive.....	11
Inspirer .....	10
Lumière de Force.....	10
Poussée de la Force .....	10
Télékinésie .....	11
Vol de la Force .....	9

## Contrôle et Sens

Clairvoyance.....	11
Combat au Sabre-Laser.....	12
Groupe de Combat .....	11

Lien de Vie .....	12
Projection Télépathique .....	12

### **Contrôle et Altération**

Accélérer la Guérison d'un Autre .....	12
Améliorer un Attribut d'un Autre .....	15
Arme de la Force .....	15
Contrôler la Douleur d'un Autre .....	13
Contrôler la Maladie d'un Autre .....	13
Contrôler la Respiration .....	13
Créer un Talisman de la Force .....	14
Eclair de Force .....	13
Explosion Végétale .....	16
Infliger la Douleur .....	14
Mettre en Transe Cataleptique .....	14
Morichro .....	15
Neutraliser le Poison d'un Autre .....	13
Ramener à la Conscience .....	14
Retirer la Fatigue d'un Autre .....	14
Se Repaître du Côté Obscur .....	13
Transférer de la Force .....	14

### **Sens et Altération**

Amitié .....	16
Atténuer les Sens d'un Autre .....	16
Bouclier de la Force Mineur .....	16
Malacia .....	17

### **Contrôle, Sens et Altération**

Combat Projeté .....	20
Contrôler un Esprit .....	18
Coordination Améliorée .....	19
Créer des Tempêtes de Force .....	18
Division de la Force .....	21
Doppleganger .....	18
Harmonie de la Force .....	19
Méditation de Combat .....	17
Meurtre Télékinétique .....	20
Modifier un Esprit .....	17
Soutirer l'Essence de la Vie .....	19
Transférer de la Vie .....	20

## Control Powers

Absorb/Dissipate Energy .....	1
Accelerate Healing .....	1
Burst of Speed (Adapted from RCRBd20, page 107; SWd20, page 99) .....	1
Concentration .....	1
Contort/Escape .....	1
Control Disease .....	1
Control Pain .....	2
Detoxify Poison .....	2
Emptiness .....	2
Enhance Attribute.....	2
Force of Will .....	2
Hibernation Trance .....	3
Instinctive Astrogation.....	3
Rage .....	3
Reduce Injury .....	4
Remain Conscious .....	4
Remove Fatigue.....	4
Resist Stun .....	4
Short Term Memory Enhancement.....	4

## Sense Powers

Beast Languages .....	5
Combat Sense .....	5
Danger Sense .....	5
Instinctive Astrogation, Sense .....	5
Force Shot (SWG#9, sidebar, page 92).....	5
Guided Attack (SWG#9, sidebar, page 92) .....	6
Life Detection .....	6
Life Sense .....	6
Life Web .....	6
Magnify Senses .....	6
Nature Affinity (CCW, page 45).....	7
Postcognition.....	7
Predict Natural Disaster .....	7
Receptive Telepathy .....	7
Sense Force.....	7
Sense Force Potential .....	8
Sense Path.....	8
Sense Surroundings (PotJ, page 29).....	8
Shift Sense .....	8
Translation .....	9
Weather Sense .....	9

## Alter Powers

Force Flight (Adapted from RCRBd20, page 108).....	9
Force Strike (Adapted from RCRBd20, page 88).....	9
Force Light (PotJ, pages 12-13) .....	10
Force Push (Adapted from SWd20, page 86) .....	10
Injure/Kill .....	10
Inspire (PotJ, page 13).....	10
Shadow Bomb (NJOS, pages 140-141).....	11
Telekinesis .....	11

## Control & Sense

Battle Meld (NJOS, sidebar, page 146) .....	11
Farseeing .....	11
Life Bond.....	12



Lightsaber Combat .....	12
Projective Telepathy.....	12

### **Control and Alter Powers**

Accelerate Another's Healing .....	12
Control Another's Disease .....	13
Control Another's Pain .....	13
Control Breathing.....	13
Detoxify Another's Poison .....	13
Feed on the Dark Side .....	13
Force Lightning .....	13
Inflict Pain .....	14
Place Another in Hibernation Trance .....	14
Remove Another's Fatigue .....	14
Return Another to Consciousness .....	14
Transfer Force.....	14
Create Force Talisman (Adapted from the Force Adept Ability, SWd20, page 52) .....	14
Enhance Another's Attribute (in place of "Force Mind", SWd20 pg 100) .....	15
Force Weapon (adapted from the Force Adept Ability, SWd20, page 52).....	15
Morichro (PotJ, page 16).....	15
Plant Surge (PotJ, page 14) .....	16

### **Sense and Alter Powers**

Dim Another's Senses .....	16
Lesser Force Shield .....	16
Friendship (Adapted from RCRBd20, page 89; SWd20, page 86).....	16
Malacia (PotJ, page 13) .....	17

### **Control, Sense, and Alter Powers**

Affect Mind.....	17
Battle Meditation.....	17
Control Mind.....	18
Create Force Storms.....	18
Doppelganger .....	18
Drain Life Essence .....	19
Enhanced Coordination.....	19
Force Harmony.....	19
Projected Fighting .....	20
Telekinetic Kill.....	20
Transfer Life.....	20
Sever Force (PotJ, 14).....	21