

Force Powers

Most powers vary depending on the character's status as a Padewan, Knight or Master.

To use the higher version of a power a Jedi must know the lower levels. For example in order for a Jedi Master to be able to make a life-changing persuasion he must have also taken Persuasion as power at Padewan and Knight levels.

Light Sabre

- Shot Deflection [1]; one shot per turn [Padewan], three shots per turn [Knight], all [Master]
- Multi-strike [2]; attack two targets simultaneously [Knight], attack four targets simultaneously [Master]
- Focused Strike [cost = modifier] add +1 to attack [Padewan], add up to +2 to attack [Knight], add up to +3 to attack [Master]

Telepath

- Read Surface Thoughts [1], single person [Padewan], up to three people [Knight], everyone in 10m radius [Master]
- Interrogate [4]; uncover small lies [Padewan], get useful information [Knight], learn everything they know [Master]
- Persuasion [2]; improve attitude [Padewan], gain favour [Knight], life-changing [Master]
- Mind Shield [2]; resist mild mental probing [Padewan], resist strong mental probing [Knight], immune to mental probing [Master]
- Telepathic Message [1]; emotions [Padewan], short message or image flash [Knight], detailed message and images [Master]
- Communicate [1]; simple phrases [Padewan], casual conversation [Knight], complete fluency [Master]

Sensory

- Sense Dark Side [1]; bad feeling [Padewan], specific feeling [Knight], the source [Master]
- Sense Minds [1]; presence [Padewan], location [Knight], intentions [Master]
- Sense Danger [1]; bad feeling [Padewan], specific feeling [Knight], the source [Master]
- Sensory Blank [2]; +3 to Stealth [Padewan], invisible to electronic surveillance [Knight], invisible to mental surveillance [Master]

Telekine

- Teleport Object [3]; small - up to 1Kg [Padewan], up to 5Kgs [Knight], up to 10Kgs [Master]
- Assisted Leap [1]; up to 3m [Padewan], up to 10m [Knight], up to 50m [Master]
- Move Object [2]; up to 2Kgs [Padewan], up to 100Kgs [Knight], up to 1000Kgs [Master]
- Kine Shield [3]; stops up to 5 damage from 90° [Padewan], from 180° [Knight], from 360° [Master]

Personal

- Courage [3]; resist fear or mild torture [Padewan], resist terror or damaging torture [Knight], immune to fear and torture [Master]
- Purge Toxin [2]; disabling [Padewan], damaging [Knight], lethal [Master]
- Heal Wound [4]; on self [Padewan], on another [Knight], restore life [Master]
- Meditation [1]; gain the equivalent of a night's rest in just three hours [Padewan], one hour [Knight], ten minutes [Master]

Energy

- Force Lightning [4]; fry electronics [Padewan], fry ordinary person [Knight], fry Sith/Jedi [Master]
- Power Device [1]; hand held device [Padewan], medium sized device [Knight], large device [Master]
- Absorb Energy [cost=points absorbed]; up to two points [Padewan], up to five points [Knight], up to 10 points [Master]

Technology

- Repair Device [2]; simple device [Padewan], complex device [Knight], high tech device [Master]
- Disable Device [2]; simple device [Padewan], complex device [Knight], high tech device [Master]

The wide range of Jedi powers means that no Padewan, Knight or Master is likely to master them all. Thus a band of Jedi will have members amongst them who have each specialised in specific powers. Most Padewan do tend to choose at least one Light Sabre power

A character's Force attribute indicates the number of Force points he can use in a single turn. To maintain a power such as a Kine Shield a Jedi must spend those points each turn. A Jedi can leave some points unused, or use them before their initiative as some powers can be used reactively, such as Shot Deflection.

Where a power requires more points than he has he can:

1. Take more than one turn, if this appropriate for the power, or
2. Gain the willing assistance of another Jedi who lends the acting Jedi some of their Force. They must be in skin-to-skin contact to do this.

Note: Some Sith can drain the Force from a living victim. If the amount a Sith takes equals or exceed the victim's Force attribute they die.

Activating a Jedi power takes one action, maintaining one started/running in the previous turn does not.

Padewan get only two actions per turn, like any normal person. Jedi Knights get three and Masters four.

A Jedi must always be mindful to act from intellect and need, not anger. Should he carry out a cruel or unjust act he is at risk of receiving a Dark Side point. Each of these that he carries will effectively nullify one of his Force Attribute points. Should his Force attribute ever be reduced to zero by the weight of Dark Side points he will have gone over to the Dark Side and will become a Sith with a Force Attribute equal to his previous Force attribute plus 1.

His companions may not notice this immediately unless one of them can Sense the Dark Side.

Dark Side points can be cleansed by great acts of love, mercy, purity and self-sacrifice.

A Padewan begins with 1-4 Force points depending upon his Force attribute.

The environment may add or deduct points from this total. For example, deep in the untouched swamps of Dagobah the sheer amount of life adds two to the number of Force points any Jedi or Sith may use in a turn.

A Padewan begins with a number of powers equal to his INT. New powers can be gained by expending Destiny

To become a Jedi Knight a Padewan must have a Force attribute of 8 and a knowledge of at least 8 Force powers. He must also be inducted into the position by another Knight, or preferably by a Master.

To become a Master a Knight must have a Force attribute of 16 and a knowledge of at least 16 Force powers, 6 of which must be at Knight level. He must also be inducted into the position by the Jedi Council.

A Master that gains a Force Attribute of 24 or more will ascend when they die, becoming one with the living Force.