

## Force Talent

Force Talents are those force users with a limited focus of force skill, focused in one area. This limits their access to Force Skills (in Game terms), but enhances those skills he is able to access. Force Talents are few and far between. Most believe they are just Jedi with poor training. Others believe it's the nature of the Force they are able to access.

There are four types of Force Talents –

- Extrapathic – This Talent focuses on the “extra” that the Force can give him. He uses the Force to enhance other abilities.
- Telepathic – This Talent uses the Force to influence thought and emotion.
- Telekinetic – This Talent uses the Force to influence energies and objects around him.
- Vitopathic – This Talent focuses on how the Force can influence the Living Force in living beings.

When the player chooses the Force Talent class, they must choose a focus, as listed above.

### Exploits

Force Talents are specialized Force Adepts, so their exploits aren't all that different.

### Background

Force Talents' background are much like Force Adepts'. Their training is haphazard at best, and some come from primitive cultures. However, there are some Force Talents that come from advanced cultures that chose to focus in a specific area – special Force-using mystical monks that purposely disciplined themselves in a specialized area if the Force to be able to use the Force more effectively.

### Characteristics

Force Talents are a mystery to a lot of other Force Users, simply because they are a rare breed. They constantly meditate to focus their Force-energies to their talent. They must meditate at least 1 hour per day to be able to have access to their special abilities. Force Talents are usually very secretive about their existence, primarily because they don't want to be perceived as Jedi and don't want the Jedi to try to recruit them. Most Talents believe that the Jedi teachings would dilute their ability they have and prefer to stay focused in the area they are in.

Force Talents CAN NOT multi-class into another Force Using class.

### Vitality

The Force Talent gets 1d10 vitality per level, modified by Constitution modifier.

### Abilities

Because there are different types of Force Talents, their characteristics are focused differently based on what they are Talented in.

Force Talent	Primary	Secondary
<i>Extrapathic</i>	Con	Cha
<i>Telekinetic</i>	Int	Cha
<i>Telepathic</i>	Wis	Cha
<i>Vitopathic</i>	Wis	Cha or Con

## Class Skills

All Talents have these skills as Class skills:

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<b>Basic Class Skills</b>	
Balance (Dex)	Knowledge* (Int)
Bluff (Cha)	Listen (Wis)
Climb (Str)	Move Silently (Dex)
Craft *(Int)	Profession* (Wis)
Diplomacy (Cha)	Search
Disguise	Sense Motive (Wis)
Gather Information	Spot (Wis)
Handle Animal (Cha)	Survival (Wis)
Hide (Dex)	Swim (Str)
Intimidate (Cha)	Treat Injury (Wis)
Jump (Str)	Tumble (Dex)

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Additionally, each Talent has a limited number of Force Skills he has access to. The Force Talent CAN NOT purchase any other Force Skills outside these listed, despite the fact that they have the proper Force Feats. Ignore the wording of Force Sensitive/Alter/Control/Sense for these purposes. These Feats give the Force Talent access to those powers in these lists only – no others.

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### ***Extrapathic Class Force Skills***

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Battlemind (Con/Alter)  
Drain Energy (Con/Alter)  
Enhance Ability (Con/Force)  
Enhance Senses (Wis/Sense)  
Force Defense (Cha/Control)  
Force Stealth (Cha/Control)

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### ***Telekinetic Class Force Skills***

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Force Grip (Int/Alter)  
Force Strike (Int/Alter)  
Move Object (Int/Alter)  
Force Defense (Con/Control)  
Force Stealth (Cha/Control)  
Force Lightning (Int/Alter)

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### ***Telepathic Class Force Skills***

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Affect Mind (Cha/Alter)  
Empathy (Wis/Force)  
Farseeing (Wis/Sense)  
Fear (Wis/Sense)  
Friendship (Cha/Force)  
Illusion (Cha/Alter)  
See Force (Wis/Sense)  
Telepathy (Wis/Sense)

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### ***Vitopathic Class Force Skills***

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Enhance Ability (Con/Force)  
Enhance Sense (Wis/Sense)  
Heal Another (Wis/Alter)  
Heal Self (Cha/Control)  
See Force (Wis/Sense)  
Empathy (Wis/Force)

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**Skills Points at 1<sup>st</sup> Level:** (6 + Int Modifier) X 4

**Skill Points each Additional Level:** 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Gain
1	+0	+1	+1	+2	Force Training	+3	+0
2	+1	+2	+2	+3	Force Focus +1	+4	+0
3	+2	+2	+2	+3	Force Training	+4	+0
4	+3	+2	+2	+4	Bonus Feat	+4	+0
5	+3	+3	+3	+4	Focus Pool	+5	+0
6	+4	+3	+3	+5	Force Focus +2	+5	+1
7	+5	+4	+4	+5	Force Training	+6	+1
8	+6/+1	+4	+4	+6	Bonus Feat	+6	+1
9	+6/+1	+4	+4	+6	Heightened Focus Pool	+6	+1
10	+7/+2	+5	+5	+7	Force Focus +3	+7	+2
11	+8/+3	+5	+5	+7	Bonus Feat	+7	+2
12	+9/+4	+6	+6	+8		+8	+2
13	+9/+4	+6	+6	+8	Bonus Feat	+8	+2
14	+10/+5	+6	+6	+9	Force Focus +4	+8	+3
15	+11/+6/+1	+7	+7	+9		+9	+3
16	+12/+7/+2	+7	+7	+10		+9	+3
17	+12/+7/+2	+8	+8	+10	Grand Focus Pool	+10	+4
18	+13/+8/+3	+8	+8	+11	Bonus Feat	+10	+4
19	+14/+9/+4	+8	+8	+11	Bonus Feat	+10	+4
20	+15/+10/+5	+9	+9	+12	Force Focus +5	+11	+4

## Class Features

### Starting Feats

Force Sensitive

Weapons Group Proficiency (simple)

Weapons Group Proficiency (any)

### Force Training

At 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> level, the Force Talent can learn one of basic Force User feats: alter, Control and Sense. Note that these Feats do NOT allow the Force Talent to access all associated Force Skills as class skills, but only those above in their Talent Force Skill list.

### Force Focus

At 2<sup>nd</sup>, 4<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 20<sup>th</sup> Level, the Force Talent receives bonuses to his Force Skill for each of his Talent skills, including skill roll and damage.

## Bonus Feats

The Force Talent can choose from the corresponding list if Force Feats:

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### Extrapathic Bonus Force Feats

Attuned  
Aware  
Burst of Speed  
Focus  
Force Speed  
Force Mastery  
Force Mind  
High Force Mastery  
Improved Force Mind  
Knight Mind  
Knight Speed  
Master Mind  
Master Speed  
Mettle  
Rage

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### Telekinetic Bonus Force Feats

Burst of Speed  
Dissipate Energy  
Focus  
Force Flight  
Force Mastery  
Force Speed  
Force Whirlwind  
High Force Mastery  
Knight Speed  
Malevolent  
Master Speed  
Mettle  
Rage

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### Telepathic Bonus Force Feats

Aware  
Compassion  
Force Mastery  
Force Mind  
High Force Mastery  
Improved Force Mind  
Knight Mind  
Link  
Malevolent  
Mind Trick  
Master Mind  
Rage

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### Vitopathic Bonus Force Feats

Attuned  
Aware  
Compassion  
Dissipate Energy  
Force Mastery  
Force Mind  
High Force Mastery  
Improved Force Mind  
Knight Mind  
Master Mind  
Rage

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## **Focus Pool**

A Force Talent develops a reserve amount of Vitality to use of Force Skills only. This Vitality is burned at the Talents choosing and is regenerated at a rate of 1 point per hour of Meditation. The Talent must be at full (regular) Vitality before he attempts to Meditate to regenerate his Focus Vitality. This Pool can be used like regular Vitality or be used as a special way – to Enhance Effects of Force Skills (see below).

At 5<sup>th</sup> Level, the pool is equal to the users Constitution.

At 9<sup>th</sup> :Level, the Talent's Pool increases by 10.

At 17<sup>th</sup> Level, the Talent's pool increases by another 10 points.

***Focus Pool: Enhance Effects of Force Skills:*** The Talent can use his Focus Pool to increase a die roll for purposes of increasing effect, if he so chooses (only where applicable). The Force Skill attempt must not have failed the minimum requirements of the skill i.e. Move Object's minimum requirements is a difficulty of 10. If this is true, the Talent can focus points into the roll to increase it's effect at a rate of 1 point for every +1, up to a specific limit. The limit is 2 + the Current Talent's Force Level.