

The *Force* and *Jedi* rules for *Star Frontiers*

Introduction

The original rules were hand-written, when I first started gaming in *Star Frontiers*, while in high school. At the time, I wanted some kind of magic or paranormal power in my game, and I thought the Jedi was my answer. However, my concept went far beyond what the Lucas-concept of a Jedi was. I basically made them mages. I later started calling them Psi-Caster until I got a copy of *Zebulon's Guide*, at which time I abandoned this in favor of the Mentalist class.

So please excuse the bastardization of the Jedi concept. I was young, and still learning what gaming was all about. Also please excuse the complex rules. I liked rules mechanics a lot and still do, in some ways. *Dungeons & Dragons*, *Perils & Powers*, and *Other Suns* heavily influenced me in this endeavor.

The original rules were play-tested once by one of my original players. I'm not saying it can be used, and I'm not saying it's the best rules ever. But it is something I wrote that I wanted to put on the web, just for fun.

When I included this into *Star Frontiers*, game balance wasn't really considered. When I re-wrote these rules, I tried to add some balance, however it may still be too much for some campaigns or GMs. It is left to the GM to balance it where he sees fit.

Also, this is before I had *Zebulon's Guide*, so this is all based on *Alpha Dawn* rules.

Below, as I re-write this, I find areas that I need to expand upon or elaborate on, so I put it in brackets []. Other places, I've re-done the rules to something that makes more sense.

Some of these numbers I ran, while some of the numbers I didn't but assume I did one upon a time. The numbers I refer too are the Ranges, durations, Damage for these Castings. Some may be a little high while some may be a little low. It's left to the GMs discretion to police that. However - word of advice - you WILL need a calculator for most of these numbers.

Jedi Rules for *Star Frontiers*

Jedi Knight -

Jedi Knights are called many things within the Frontier - wizards, sorcerers, masters, mages, and outcasts. Jedi Knights were, at one time, before the Frontier was established, a group of many races bound together by honor, and who fought for the good and the well being of the innocent. But after their defeat in the Republic Wars, they split up and became teachers to all who possess what they call the Force.

*[I added a little more history to the **Star Frontiers** universe than there originally was. The Republic Wars were a war long ago that has long been forgotten. Obviously, I was trying to take some of the **Star Wars** universe and merge it in, without making it truly **Star Wars**. In fact, my first **Star Frontiers** gaming universe was a conglomeration of many universes - from **Battlestar Galactica**, to **V** (the mini-series), to anything else in-between.]*

The Force is an aura of supernatural power, which surrounds a Jedi, and enables him to do almost anything, as long as he learns and grows in the knowledge of the Force.

The Beginning -

To receive the Force, the Player Character (PC) must be born with it.

[It's not a class chosen by the player, but a path that is chosen by a higher power. Part of this game mechanic encourages a random choice of who will be Jedi. It creates a sense of fate around it, rather than choice and player manipulation. Because some of these powers are pretty strong, I created it in such a way that the GM controls who uses the powers, and how much they are a factor in the group. Other GMs can choose to do it differently. This, of course, showed my inexperience with the character class or career concept.]

For gaming purposes, the GM or Ref will roll ONCE for each player in the party. The roll is d100 and any roll under 7% indicates the PC has been born with the Force *[and could be a Jedi if he so chooses the path.]* It is up to the GM on how the player finds out and becomes a Jedi.

[The intention here is to roleplay out the journey of a Jedi from discovery to early stages of learning to master through out the life of the PC.]

After find out, and acquiring **115 XP** *[I gave a lot of XP out when I started gaming.]*, the Player must roll another d100 to get under 17%. This is called the Master Roll. At this time, the player must be free of any adventuring - no deadlines, no destinations, and no obligations. **Success** of this roll means the Jedi has

found a Master and has become a **1st level Jedi**. **Failure** means he found a Master but is having a hard time learning, or he found a false Master. In failing, the player receives **2d10 damage** and losses **4d10 XP**. To get another chance, the player must get back to 115 XP. Optionally, the GM can require that all the damage must be healed as well, before he tries again.

[The search for the Master can be role-played out, eliminating the need for the roll.]

On any future attempts, the Master Roll can be modified based on the fact that he has learned from his previous mistakes. For every attempt after the first, the roll gets a +5% modifier to a max of +20%. This would require a record of the number of tries.

[The 115 XP might be a little high, so I would allow some flexibility on that number, specifically. But a range from 15 to 30 should not be too much to ask. It's up to the GM.]

Lifeforce -

Before the Master Roll, the PC must be free of all obligations, but he can be in space or on a planet. As previously explained, the success or failure of this roll determines the success or failure of the PC search of a Master and learning of the beginnings of the Jedi way.

Once the Master roll succeeds, the new Jedi must build himself a new Ability Score called a Lifeforce (LF). To build a Lifeforce, the player must either transfer points from XP or transfer points from Ability Scores.

Building LF: The Jedi has the option to transfer no less than 1 and no more than 5 points from any Ability Score except PER/LDR to build his beginning LF. These points are then **permanently** subtracted from the Ability Score and allocated to LF. XP can be transferred to LF on a 1-to-1 basis.

A Lifeforce is the inner soul of the Jedi and measure the Level of the Jedi power and knowledge in the Force. The minimum the Jedi has to have to be 1st Level is 33. The Jedi cannot use his Level Abilities until his LF is at 33. The Lifeforce/Level table shows the progression of a Jedi's Level as he increases his Lifeforce.

Level	Lifeforce
1	33
2	55
3	78
4	108
5	135
6	165
7+	+20/per Level

Increasing and Restoring LF: Force points are gained through successful use of Level Abilities and Castings. To increase LF through the life of the Jedi, these points can be transferred to LF to increase it, on a 1-to-1 basis. Some Castings, on the other hand, require LF points to be spent. The first obligation of a Jedi once he receives Force Points for a successful cast, is to use them to restore LF.

Jedi Knight Levels -

A Jedi progresses through life, gaining experience. As he does this, he builds up his LifeForce (see LifeForce) and gains Jedi Levels. As a Jedi goes through Levels, he gains powers based on these Levels called Level Abilities. Once a Jedi has reached a level, he cannot go down, even if his LifeForce (see LifeForce) is lowered. These abilities have no Force Point cost to use, normally, unless otherwise stated. A Jedi can use his Level Abilities to get Force Points (see Force Points) for later use in gaining Castings. Below is the equation for Force Points gained from Level Abilities. This must be calculated after every use.

Level Ability Force Points (FPTs): $[\text{Success Rate}/20]^{(\text{rd})} + 1\text{D}6$

Use Limitation: Level Abilities have a limit to how many times they can be used per standard day (20 hours). Usage is according to this table -

Level Ability Usage Table

Jedi's Current Level	Level of Ability					
	1	2	3	4	5	6
1	1 per day	2 per days	3 per day	4 per day	5 per day	6 per day
2	-	1 per day	2 per days	3 per day	4 per day	5 per day
3	-	-	1 per day	2 per days	3 per day	4 per day
4	-	-	-	1 per day	2 per days	3 per day
5	-	-	-	-	1 per day	2 per days
6	-	-	-	-	-	1 per day

Jedi Level Abilities

Jedi
Level

1st

Jedi must choose a Stellar Element: Void, Asteroid, Nebula, Star, Black Hole, Moon.

- **Levitation**

The ability to move an object without touching it. Must be within sight and under his [STR rating X Jedi Level] in kilograms. Lifting Height: $(STR+STA)/20^{(rd)}$ in meters.

Success Rate: 38% + 5% every level above 1st

- **Self-Camouflage**

The ability to blend into one's surroundings. Duration: $(Lifeforce/5)^{(rd)}$ turns. Total camouflage from normal site. It also hides him from IR, UV and all other normal technology scanners.

Success Rate: 33% + 5% per Level above 1st

2nd

- **Fire Dart**

The ability to throw small finger-sized missiles of burning flame.

Range: $(Force\ Level/5)^{(rd)}$ in meters

DMG: $(LF/20)^{(rd)}d10$

Success Rate: 28% + 5% per Level above 2nd

- **Telekinesis**

Ability to move, break or bend objects with the Force. Range: $(Force\ Level/10)^{(rd)}$ meters.

Success Rate: 35% + 5% per Level above 2nd

3rd

- **Mind Craze**

The ability to cause great pain to a target's mind. The range of pain and its effect is based on the degree of success. On a roll of 01 to 05, the target falls unconscious. The GM should determine the result, otherwise. The possibilities range from the following :

- *Debilitating Pain* - Target cannot act for the duration or until he has a successful resistance roll.
- *Distracting Pain* - Target has a penalty to act. -5 to -30 to any rolls

Success Rate: 42% + 5% per Level above 3rd

- **Jedi Sight**

Multiple Uses -

(a) Infravision - Basic Infravision like a Infra-Scanners

(b) X-Ray - Can see through up to $(STA/2)^{(rd)}$ meters. For every 2 meters beyond, -5% per to the Success Rate.

Success Rate: 50% + 5% per Level above 3rd

4th

- **Sleep Control**

The ability to put someone or groups of people to sleep from a distance. Battle Rages Yazirians cannot be effected.

Maximum Number of people: $(LF/30)^{(rd)} \times \text{Level}$

Range: (Force Level) Meters

Duration: $(LF/5)^{(rd)}$ Minutes

Success Rate: 48% + 5% per Level above 4th

- **Combustion**

When cast , anything combustible will catch fire. Anything Explosive will explode causing double (x2) damage.

Range: $(\text{Force Level}/5)^{(rd)}$ Radius

Success Rate: 32% + 5% per Level above 4th

5th

- **Fireball**

The ability to throw a ball of fire as a ranged attack.

DMG: (LF/30)^(rd) d10

Success Rate: 35% + 5% per Level above 5th

- **Jedi Melee**

This ability enhances the Jedi's ability to use Melee weapons, including his Lightsaber. On a success for use, the Jedi receives a Bonus to his Melee attacks.

Success Rate: 15% + 1/2 DEX^(rd) + 5% per Level above 5th

Bonus: (Success Rate - Roll) to Melee

6th

Full Jedi Knighthood - Receives pieces of the Light Saber.

- **Jedi Armor**

Allows the Jedi to re-enforce Armor he is wearing or someone else is wearing with his Liferorce, to fend against normal and supernatural attacks.

Success Rate: 48% + 5% per Level above 6th

Bonus: (Success Rate - Roll) to Armor in Structural points

- **Metabolic Alteration**

The ability to completely change a substances metabolism, otherwise known as Alchemy. Contact is required.

Success Rate: 35% + 5% per Level above 6th

Force Level -

Force Level is the pool of points used for Castings. Most Castings require Force Level, although some require Lifeforce, as well. A Jedi's Force Level is -

$$LF/2 + [(INT+LOG+STA+RS)/30]^{(ru)}$$

Force Level is restored 5 points per Jedi Level, for every 10 hours of rest or sleep. If the Jedi reduces his Force Level to less than half its original amount, he must rest 15 hours. If the Force Level reaches zero, the Jedi will go into a comatose state for the same amount of hours equal to his original Force Level.

Force Points -

Force Points are acquired through successful use of Castings. Force points can be used to buy new Casting Powers, or raise the Jedi's Lifeforce. They cannot be used towards Force Level, or Character's Ability scores except INT/LOG.

Each Casting power requires its own Force Points Cost to use (see Table below). Each Casting also rewards its own amount of Force Points.

Stirs in the Force -

The GM is encouraged to use the Stirs in the Force as he sees fit. There is no solid rule on the range or the intensity of the stir. Here are a few factors that would cause a stir: Climactic Event (destruction of a planet); Something effects the Jedi's destiny; A Jedi of opposite side is near (near is judged by the GM). It's recommended that the GM use INT as the basis of the Jedi's Stirs, if a roll is necessary.

Honor Level

Honor Level is the measure of a Jedi's Honor with respect to the Force. It measures the side at which the Jedi is on – Dark or Light. A Jedi's honor fluctuates from Level to Level, until he reaches the highest or lowest Levels. The highest Level is Elder, and there is nothing an Elder can do wrong in the "eyes" of the Force (although most Elder are strongly tied to the Force, and are almost compelled to do no wrong). The lowest is Level is Dragonstar, and there is nothing a Dargonstar can do right. Either extreme neither gain or lose Honor Points, except in extreme cases (GMs Discretion)

Below the Elders are their Lieutenants of the Light, the Stellar Jedi. They are charged with protecting the secrets of the Elders, even though no single Stellar knows all the Elders. They are granted great power as the Elder's enforcers, and sheriffs. Below the DragonStar are the Dark Lieutenants or Evil Dukes of the Dark Side - the Blackstar Jedi. They are the assassins, and the strong arm of the Dragonstar and the Stellar's opposite.

Stellar Jedi command over a group of Warriors known as the Astral Jedi. They are numerous higher level Jedi that have earned their way to the upper levels of Light side honor and are entrusted with some of the responsibilities of the Jedi secret society and the war against the Dark Side. They are gallant high level Knights who head up groups of Jedi into missions, and command whole armies loyal to the Light Side Jedi way.

Opposite the Astral, is the Dwarfstar Jedi, the evil disciples of the Blackstar. They operate much in the same way as the Astral, for the Dark side Dwarfstar is the highest level Dark Side Honor Level that have a chance of being turned back to light, however, there is a price. This is explained later.

Below Astral are the newly initiated Knights and young ambitious Jedi that adventure for the glory of the Light side. They are many who fight the good fight in the trenches of the War against the Dark Side. Their Dark Side opposite is the Twilight Jedi, ones who have just started a path to the Dark Side but still has a chance of being turned. They are apprentice Dark Side Jedi, just starting out learning the true power of the Dark Side.

The Initiate is the beginning Jedi and where all new Jedi start out at.

Below is a table the describes each level of Honor Level:

Honor Level	Honor Points	Notes
Elder	90	Usually Master or very glorious Knights. Do no wrong, compelled to do right by the Force.
Stellar	45	Lieutenants to the Elders. Susceptible to the Dark Side, but not nearly as much. Half Honor Point Penalties (round up)
Astral	25	"Officers" in the Light Jedi Army against the Dark Side
Galactic	10	Apprentices in the Knowledge of the Light Side Society. The Warriors and adventurers. The First contact new Jedi's have to the Jedi way.
Initiate	0	Starting Jedi
Twilight	-10	A touch of Dark has tempted this Jedi. Can be returned to Light without penalty.
Dwarfstar	-20	Darker servant, much harder to return from this Level. Jedi loses 4d10 LF when he returns to Initiate Level. He may face punishment from his Master or the Elders.
Blackstar	-40	Point of no return. The Jedi has turned Dark and only a Conversion Casting can turn him.
Dragonstar	-70	Evil Master of the Dark Side. The Dark Side has revealed all it's secrets to this Jedi and any Honor Points gained or lost are ignored at this point.

Honor Points Table

These are just examples of actions the Jedi can take to receive a Honor bonus or loss.

<i>Action</i>	<i>Gain/Loss</i>
Failure in a Casting	-1
Success in a Casting	+2
Failure in Combat	-1
Success in Combat	+1
Senseless Killing	-4
Break non-Jedi Law	-2
Break Jedi Code	-4
Make a bad decision in which someone innocent dies	-4
Sacrifice a unwilling friend	-4
Use a Casting without need	-2
Befriend a Light Side Jedi	+3
Befriend a Dark Side Jedi	-1
Befriend a non-Jedi	+1
Kill a Dark Side Jedi	+3
Turn a Dark Side Jedi	+5
See wrong and not act	-5
Use of a non-deadly casting when a deadly casting would have been easier	+3
Use of a deadly Casting when a deadly casting would have worked just as well	-3

Casting Powers -

New Castings are "bought" through Force Points by the Player, but are learned by the Jedi through book learning, from his Master, or some Psychic linkage the Jedi has with his Master. (This linkage is lost when the Jedi dishonors his Master and goes to the opposite side).

Each Casting has the following –

Minimum Level - Jedi Level required to buy the Casting power at normal cost.

FPT Cost - Base Number of points the Jedi spends to buy the Casting, at Minimum Level.

Force Level Cost - Number of Force Level it costs to use the Casting (+1 per Level above the Minimum - as the Jedi goes up in Level, the more it costs to cast lower level Castings because they get stronger)

Lifeforce Cost - Number of Lifeforce points it costs to use the Casting (+1 per Level above the Minimum - as the Jedi goes up in Level, the more it costs to cast lower level Castings because they get stronger)

Honor Cost - Some Castings are inherently Dark or Light. These will either add or subtract to a Jedi's Honor Points. The casting must be successful to gain or lose the Honor points.

Percentage Chance - Success rate (+5% per level above Minimum Level)

Buying Different Level Castings: The different level castings do not mean that they are restricted to that level.

A high level Jedi can buy lower level Castings. The following table shows the reduction in Force Point Cost to buy lower level Castings. Round up results. Force Level Cost and Lifeforce Cost stay the same.

Level of Jedi	Level of Castings					
	1	2	3	4	5	6
2	75%	-		--	-	-
3	70%	75%	--	-	-	-
4	50%	70%	75%	-	-	-
5	40%	50%	70%	75%	-	-
6	20%	40%	50%	70%	75%	-

A lower level Jedi can buy higher level Castings, but the cost to buy and to cast is higher.

Level of Jedi	Level of Castings				
	2	3	4	5	6
1	X1.3	X1.5	X1.8	X2	X2.3
2	-	X1.3	X1.5	X1.8	X2
3	-		X1.3	X1.5	X1.8
4	-			X1.3	X1.5
5	-				X1.3
6	-				

Force Level Cost increased by + (2 x [Casting Level - Jedi Level])

Lifeforce Level (if it applies) + [Casting Level - Jedi Level]

However, the benefit of using higher level Castings is increased. Double the amount of Force Points gained from successfully using a higher level Casting. However, failure has a price. The Jedi receives 3d10 Damage along with whatever the Failure penalties are for the Casting.

Castings -

<i> Casting Power</i>	<i> Minimum Jedi Level</i>	<i> FPT Cost</i>	<i> Force Level Cost (+1/Level)</i>	<i> LF Cost (+1/Level)</i>	<i> Honor Cost</i>	<i> % chance (+5/Level above Minimum)</i>
Read Intent	1	3	2	-	-	PER
Tracking	1	3	6	-	-	[LOG + LDR]/2
Communicate	1	4	8	-	-	20% + PER/5
Pain	1	5	4	-	-1	22% + 1/5 STR
Truth	1	5	8	-	-	35%
Statistics	1	5	8	-	-	43%
Guidance	1	6	12	-	-	25% + 1/5 INT
Enchantment	1	7	12	3*	-	25% + LOG/10
Cast Away	1	9	10	2	-	15% + INT/5
Sound Powers	1	10	12	-	-	45% + [(LOG+INT)/20]
Identity	2	5	4	-	-	30% + 1/2 INT
Influence	2	5	5	1	-	25% + 1/2 PER
Open Prison	2	6	6	1	-	35% + 1/4 DEX
Bondage	2	6	7	2 (+1) *	-	20% + 1/4 STR
Clutch	2	6	7	2	-1	15% + 1/2 STR
Peacefulness	2	4	5	1	-	20% + 1/4 INT
Wind Powers	2	7	10	1	-	20% +1/2 LDR
Direction	2	6	8	-	-	40% + 1/2 INT
Heal Powers	2	7	10	4	(+1)	30%+1/4 STA
Swamp Powers	2	8	10	2	-	20% + 1/4 STR
Speed	2	5	8	1	-	20% + 1/4 STA
Might	3	4	5	3	-	20% + 1/4 STR
Cure Diseases	3	6	6	3	+2	20% +1/4 STA
Earth Powers	3	7	6	2	-	25% + [STR + STA]/20
Inflict Ill	3	7	8	1	-2	15% + 1/4 STR
Smoke Powers	3	8	10	1	-	25% + 1/4 STA
Illusion Powers	3	10	10*	1*	(+1)	15% + INT
Water Powers	3	10	10	2	-	25% + 1/4 STR
Flame Powers	3	10	10	2	(-3)	25% + 1/4 STR
Knowing	3	11	9	3	-	20% + LOG/5
Shape Change	4	7	9	2	-	35% + 1/3 DEX
Wrath Power	4	10	13	-	-2	25% + 1/4 (LDR+INT)
Restoration	4	8	10	3	+1	35% + 1/2 INT
Telepathic Powers	4	15	15*	1*	-	25% + 1/2 LOG
Accuracy	4	9	14	-	-	20% + 1/4 DEX
Jump	4	8	12	-	-	40% + 1/4 DEX
Fear	4	7	10	-	-1	25% + 1/2 LDR

Castings (continued)-

<i> Casting Power</i>	<i> Minimum Jedi Level</i>	<i> FPT Cost</i>	<i> Force Level Cost (+1/Level)</i>	<i> Lifeforce (+1/Level)</i>	<i> Honor Cost</i>	<i> (+5/Level above Minimum)</i>
Flamewind	4	13	18	1	-	20% + 1/2 INT
Conversion	4	12	16	3	(+3)*	25% + 1/2 LDR
Life Powers	5	9	8	5*	+2	32% + 1/4 STA
Power Drain	5	9	9	1	-	22% + 1/4 STR
Dry Powers	5	10	9	3	-1	20% + 1/4 STA
Light Powers	5	11	8	-	-	37% + INT/5
Wards	5	12	13	6	-	25% + 1/5 (STA+STR)
Transforce	5	15	17	10	-	18% + (STA - 1/2 STR)
Element Animation	5	15	16	6*	-	18% + 1/4 (STR + INT)
Electrical Powers	6	7	8	2	-	18% + 1/2 STR
Stellar Element Powers	6	-	-	-	-	-
1 - Asteroid	6	-	9	2	-1	23% + 1/2 STR
2 - Black hole	6	-	10	3	-2	20% + 1/2 INT
3 - Moon	6	-	9	2	-	22% + 1/2 LOG
4 - Nebula	6	-	9	2	+1	20% + 1/2 LDR
5 - Star	6	-	9	2	+2	24% + 1/2 STA
6 - Void	6	-	9	2	+2	22% + 1/2 PER
Death Powers	6	10	9	5*	-3	15% + LF/15 + Force Level /10
Anti-Powers	6	12	11	6	-	20% + INT/3 + RS/3
Crystal Divination	6	11	12	4	-	25% + 1/4 LOG
Cold Powers	6	12	11	2	-	20% + 1/2 INT
Agility	6	13	8	6	-	25% + 1/5 DEX
Abyss Powers	6	13	12	7	-3	20% + 1/4 STR
Gravity Powers	6	12	13	2	-	25% +1/4 STR
Displace	6	15	18	12*	-	STA/5 + STR/2 + (Level x 2)

*- See Casting description

Casting Descriptions -

If no range is listed, assume contact or personal, depending on the application. If no duration is listed, assume instant.

Some castings have sub-castings or sub-powers. These all can be used once the Casting is chosen, but the Force Level and LF Costs apply for each use.

Abyss Powers

6th Level Casting

Success Rate 20% + 1/4 STR^(rd) (+5% per Level above 6)

3 Sub-Powers

(a) Black Flame

This allows the Jedi to project a black flame similar to invisible flame.

Range: [(LF + Force Level)/20]^(rd) in meters

DMG: (LF/40)^(rd)d10 + (Level/2)^(rd)d6

Success: +2d10 Force Point

Failure: 1d10 Damage to Jedi, and +1d10 Force Level Cost

(b) Black Drown

This allows the Jedi to project a liquid flow of darkness at a target with intention of drowning. It engulfs the target and fills every opening one can breath through and strangles the target. If target uses Drown Resist, he takes only 1/4 damage each turn for the duration.

DMG: (Level)d10 + (Level/2)^(rd)d6 per turn

Range: Force Level/2^(rd) Meters (line of sight required)

Duration: Level/2^(rd) in turns

Success: +2d10 Force Point

Failure: 2d10 Damage to Jedi, and +1d10 Force Level Cost

(c) Black Bolt

This allows the Jedi to project a black bolt of energy at a target.

DMG: (Success Rate/10)^(rd)d10 + (Level/2)^(rd)d6 per turn

Range: LF/2^(rd) Meters (line of sight required)

Success: +1d10 Force Point

Failure: +1d10 Force Level Cost

Accuracy**4th Level Casting****Success Rate** 20% + 1/4 DEX^(rd) (+5% per Level above 4)**Range** Force Level in Meters**Duration** 1 turn

:

:

Description:

This effects anyone other than the Caster. It increases the Target's Percent Chance to hit in Ranged Combat. Bonus is equal to the following: +20% at 4th Level. + 5% for every level higher than 4th. If Jedi is not at 4th Level, +5% per level (no +20)

Success: (Force Level/10)^(rd) + (Success Rate/20)^(rd)*Failure:* -15 on Success Rate of Target. Caster receives 1d6 Damage. On a Critical Failure (95-00), Target cannot shoot that turn and the turn afterwards, and the damage is doubles to the caster

Agility**6th Level Casting****Success Rate** 25% + 1/5 DEX^(rd) (+5% per Level above 6)**Range** Personal**Duration** ((LifeForce/4) + DEX)/40 Turns

:

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Description:

This effects the Jedi personally and is only used in combat rounds. It temporarily increases the Jedi's DEX and % chance in Combat. It can not be used on other PCs.

Bonus:+ (LifeForce/4)^(ru) to Ranged Combat.

+1/2 DEX to DEX

Success: (DEX/10)^(ru) + 1d6 Force Points*Failure:* -20 to DEX. -10 to Ranged Combat

Anti-Powers

6th Level Casting

Success Rate $20\% + \text{INT}/3^{(\text{rd})} + \text{RS}/3^{(\text{rd})}$ (+5% per Level above 6)

5 Sub-Powers

(a) Fire Resist

Resists all types of natural heat and flame. Unnatural flame (Jedi Casting produced flame) has a [-5% X Casting Jedi's Level] to resist.

Duration: (Force Level X 1/2 STR)/(2 X STA) Turns

Success: +1d10 Force Point

Failure: 1d10 Damage additional damage

(b) Drown Resist

The ability to breath in normally "unbreathable" places for an extended period of time, including vacuum. Supernatural situations (Jedi powers that deprive a target of breathing_ have [-5% X Casting Jedi's Level] to resist. Natural Examples: Under-water, Air-tight chambers, strangle holds, poison gases.

Note: Open space does more damage to a person than just suffocation. The lack of pressure and the cold still takes its toll.

Duration: [(2 X (LF + Force Level)/ STA)]^(rd) Turns

Success: +1d10 Force Point

Failure: 1d10 Damage additional damage

(c) Damage Resist

The Ability to resist all normal types of damage. All damage from one attack (Caster's choice) per turn of the duration of Normal damage is absorbed with a successful roll. For supernatural attacks, it depends on the Level of the attacking Jedi. If the Damage Resisting Jedi is of a higher Level than the attacking Jedi, then the amount resisted is the following:

(Defending Jedi's Level - Attacking Jedi's Level) X 10%

They also have a (-5% X Casting Jedi's Level) penalty to resist. Damage from higher Level Jedi's is not absorbed.

Duration: [Force Level + STA/10]^(rd) Turns

Success: + (INT/10)^(rd) + 1d10 Force Points

Failure: +3D10 additional damage

(d) Freeze Resist

This enables the Jedi to resist extremely low temperatures from normal freeze attacks or Supernatural attacks. Jedi (supernatural) freeze attacks have a [-5% X Casting Jedi's Level] penalty to resist. This includes the cold of space.

Duration: [(STR + STA + Force Level) / 10]^(rd) Turns

Success: + 1d10 Force Points

Failure: +1D10 additional damage. A part of the Jedi's body is frozen temporarily

Anti-Powers (cont')

6th Level Casting

(e) Stellar Resist

This is a unique power, in that it must be bought (for the cost of Anti-powers), for each Stellar Element power. This enables the Jedi to resist that particular Stellar Element, and the powers that stem from it for the duration. Important Note: Once the Jedi buys Anti-Powers, he does get the Stellar Resistance for his own Stellar Element Free.

Stellar Elements List -

- Asteroid
- Nebula
- Star
- Black Hole
- Moon
- Void

Duration: $[(STR + LF) / 20]^{(rd)}$ Turns

Success: + 1d10 Force Points

Failure: +1D10 additional damage. Can not be used again for the duration

Bondage

2nd Level Casting

Success Rate 20% + 1/4 STR^(rd) (+5% per Level above 2)

Range Force Level/ 2^(rd) meters

Duration [Force Level x 2] turns

:

:

Description:

When Cast, this launches supernatural chains of Force that immobilizes a target, for the duration of the Casting. With an extra LF point, this also can send a Truth Casting into the target to interrogate.

Success: +1d10+1d6 Force Points

Failure: +20 to any of the Target's attacks for the duration

Cast Away

1st Level Casting

Success Rate 15% + INT/5^(rd) (+5% per Level above 1)

Range Personal

Duration Instant

:

:

Description:

This allows the Caster to cancel his own or any other Jedi's castings before it manifests. There is a penalty for higher level Casters.

-10 % per Level above the defending Caster's Level

Success: no bonus for Cast Away on own. Casting. +2d6 if Cast Away on other Jedi's Casting

Failure: +1d10 Damage

Clutch**2nd Level Casting****Success Rate** 15% + 1/2 STR^(rd) (+5% per Level above 2)**Range** LF/2^(rd) in Meters (Line of sight)**Duration** Until Jedi Releases

:

:

Description:

This uses Telekinesis and links it to the Lifeforce of organic beings. A Jedi can use this power to Clutch a organ or part of the body of a being very tightly. He can not move it, just hold and squeeze. The Target can not move it either (if it normally mobile). Commonly used on the neck or throat, and sometimes used on the heart. The Jedi must be able to see his target. It is not necessary that he has to see what he wants to clutch, just that he sees the being he wants to cast it on. GM may require a Medical roll to find an internal organ.

STR of Clutch: Jedi STR x Level**DMG:** Jedi's PS x Level per turn clutching*Success:* +1d6 FPTs*Failure:* +1d10 Damage

Cold Powers**6th Level Castings****Success Rate** 20% + 1/2 INT^(rd) (+5% per Level above 6)

5 Sub-Powers

(a) Icicles

When cast, a shower of sharp, explosive 5 cm icicles missiles project from the Jedi's finger tips. The roll is both for successful casting and the To Hit roll.

Range: LF/2^(rd) in Meters**DMG:** (LF/40)^(ru)d10*Success:* + STR/10^(rd) Force Points*Failure:* Fingers are frost bitten for d10 turns, and cannot be used. If another attempt is made, roll STA/2^(rd) or 1d10 fingers shatter.**(b) Snow Ball**

When successfully cast, out of the Jedi's palm projects fist-sized snow balls which explode in a blast of freezing gas. All with in 1 meter of the blast take the damage automatically. Victims within 15 meters, but not 1 meter, must roll STA/4^(rd) to resist the damage of freezing.

Range: Force Level + LF/ 4^(rd) in Meters**DMG:** ((LF + Force Level)/60)^(rd)D10*Success:* +1d10 FPTs*Failure:* As for icicle

(c) Blizzard

When Cast, a blinding wall of freezing wind and snow engulfs whatever area the Jedi targets. No damage is taken to any being in the area, but they must make a STA/2^(rd) Roll or be stunned for (Jedi Level)d10 turns. During this duration, they suffer -30 penalties to all non-combat actions and -45 to all combat actions.

Range: (Level X 5) + (Force Level/2)^(rd) in Meters

Success: +1d6 FPTs

Failure: +1d10 Damage and Jedi is stunned for 1d10 turns

Cold Powers (cont')

6th Level Castings

(d) Freeze

When cast, any target is frozen in an encasement of ice. The target must roll STA to avoid freeze damage. If the target survives, the it is in suspended animation until revived from the case of ice. However, if not removed from the case within (Jedi Level) Days, then damage begins to incur each day beyond the limit. If not removed from the ice in time, but still alive, the target must roll STA/2^(rd) to avoid suffering brain damage. If failed, the target suffer [Number of days beyond limit]d10 damage to his LOG.

Range: Force Level in Meters

DMG: (LF/50)^(ru) D10

Success: +1d110 FPTs + 1d6 LF

Failure: The Jedi is encased in Ice instead.

(e) Ice

This enables the Jedi to create strong sheets of ice. Anyone attempting to walk on it (except the Jedi) must roll DEX every time they attempt to move to avoid slipping. Person slips another 2d10 meters in the direction he was moving, with no control. Ice exists until it melts (GM discretion).

Max Area: LF/4^(rd) in meters

Thickness: [Level/2 + (LF/50)^(rd)] meters maximum - actual thickness is controlled by the Jedi.

Structural Points: (Force Level + LF)/2^(rd)

Success: +1d10 + 1d6 FPTs

Failure: 1d10 Damage and fall as if on ice.

Communication

1st Level Casting

Success Rate 20% + PER/5^(rd) (+5% per Level above 1)

Range Personal
:

Duration Until Jedi stops the communication
:

Description:

When cast, the Jedi must direct it at one communicative target. This enables both the Jedi and the target to understand each other until the Jedi shuts it off, regardless of language barriers. No one else can understand what either is saying, for they are speaking an unknown common subconscious language that the Force creates.

Success: +1d6 FPTs

Failure: Jedi must roll PER/2 or Target will attack for no reason at all.

Conversion

4th Level Casting

Success Rate 25% + 1/2 LDR^(rd) (+5% per Level above 4)

Range Contact

Duration N/A

:

:

Description:

This casting has many uses -

- 1) *It can be used to completely turn an enemy to a friend.* This is a simple cast with no penalties.
- 2) *Turn a loyal friend to an enemy.* This is a simple cast with no penalties.
- 3) Light side Jedis can try to turn Dark side back.

Penalties based on Honor Level of the Target-

Dragonstar -60% to success rate

Blackstar -45% to success rate

Dwarfstar -30% to success rate

Twilight -20 to success rate

- 4) Dark side Jedis can try to turn Light side to the Dark.

Penalties based on Honor Level of the Target-

Elder -60% to success rate

Stellar -45% to success rate

Astral -30% to success rate

Galactic -20 to success rate

Success: 2d10 FPTs + 2 points to LDR (+1d6 FPTs if successfully turn an opposite side Jedi to own Side.
Also +3 Honor)

Failure: The Target will have +20 to attack caster, if he chooses to attack.

Crystal Divination

6th Level Casting

Success Rate 25% + 1/4 LOG^(rd) (+5% per Level above 6)

Range Special

Duration Special

:

:

Description:

This special casting allows the Jedi to have a bond - a Lifeforce bond - with crystalline substances, such as diamond. The Jedi's of old discovered that some pure crystal act as foci of power that transcends time and space. Below is a list of common crystal examples, although it's not all the crystals available to the Jedi. There are rumors of powerful ancient artifact crystals that have greater power. The Jedi MUST buy the Casting for EACH type of Crystal. The cost is the same.

Quartz	Minor Crystal, sees truth and falsehoods
Stellar-Quartz	Minor crystal, sees the heart of a target
Diamond	Major crystal, sees the near future
Jade	Major crystal, sees the far future
Emerald	Major crystal, sees the unknown

This focus allows the Jedi to do several different things. The above list shows a short list of crystal abilities.

- *To see the truth and falsehoods* enables the Jedi to tell who is lying, who is loyal, who is plotting, and who are friends.
- *To see the heart of an individual* allows the Jedi to read ones aura, to understand the person, his fears, his likes, weaknesses and his motivations.
- *To see the near future* means to see with in the next few hours or next few weeks, but no further than 2 months. This is only a possible future. Things can change based on the actions of those that have the knowledge of the future.
- *To see the far future* allows the Jedi to see up to 5 years in the future. This is only a possible future. Things can change based on the actions of those that have the knowledge of the future.
- *To see the known* allows the Jedi to ask a question mentally and get an image of the answer.

The Jedi must have a crystal of some kind to cast this Power.

Success: +2d10 FPTs

Failure: Destruction of the crystal and Jedi loses double the Force Level.

Cure Diseases

3rd Level Casting

Success Rate 20% +1/4 STA^(rd) (+5% per Level above 3)

Range Contact

Duration Instant

:

:

Description:

This allows the Jedi to cure any ailment, plague, or infection on an individual or himself, that was caused by natural means. This includes poison or any space plagues. This does not cure internal bleeding or any other major injury. Any illness acquired by supernatural means doubles the Force Level Cost.

Jedi can use this power on himself with a -25 modifier.

Success: +2d10 FPTs

Failure: Victim gets worse - how worse is up to the GM.

Death Powers

6th Level Castings

Success Rate 15% + LF/15^(rd) + Force Level /10^(rd) (+5% per Level above 6)

4 Sub-Powers

(a) Touch of Death

For the duration for the casting, the Jedi can drain the life from anything living, with one touch. This life energy can be stored up and used as Force Level for another Casting used within the duration.

Duration: LF/2^(rd) + 1d10 turns

Range: Contact

DMG: (Level)d10

Success: Level + 1d10 FPTs

Failure: (Level/2)^(rd)d10 damage to the Jedi, and unconsciousness

(b) Decay

This, like Touch of Death, requires physical contact with the target. The target must be organic in some way. Upon touch, the target starts to organically decay for the duration of the Casting.

Duration: One target per casting

Range: Contact

DMG: (Level/2)d10

Success: (Level) + 2d6 FPTs

Failure: -2d6 Damage

(c) Undead

Several things separate this sub-power from the others.

(1) When Cast, it cost triple the Lifeforce cost.

(2) The Jedi is required to have an article that important to the deceased.

With a casting, the Jedi can summon an undead form of the deceased. The undead form will appear next to the Jedi and obey any commands. The undead has a Lifeforce equal to half the Jedi and loses points every turn it's active, depending on the activity.

Idle	1 point
Move	2 points
Attack	5 points

The undead disappears after reaching zero Lifeforce. During this time, the undead retains memories of the deceased and can communicate only with the summoning Jedi. The undead also retains all the statistics of the living being, and retains whatever equipment it had when it died.

Normal physical attacks cost 1 point of LF for every 5 points of damage. Jedi attacks do 1 point of LF per point of damage.

Success: 2 x (Level + 1d6) FPTs (If undead Jedi, +1d10 FPTs)

Failure: Jedi falls unconscious, takes 2d10 damage.

Death Powers (cont')

6th Level Castings

(d) Dead Stop

This casting allows the Jedi to stop all of his own bodily functions including cardiac and respiratory systems to appear as if dead for the duration of the casting. No one but another Jedi can tell the difference.

Duration: LF/2^(rd) in turns

Success: +1d10 FPTs

Failure: Jedi falls unconscious, takes 2d10 damage.

Direction

2nd Level Casting

Success Rate 40% + 1/2 INT^(rd) (+5% per Level above 2)

Range Personal
:

Duration LF/5^(rd) Days
:

Description:

This allows the Jedi to determine nautical direction on any given world, given that it has a magnetic field. It also gives the Jedi the ability to astrogate a ship anywhere it needs to go for the duration of the Casting.

Success: +1d10 FPTs

Failure: lose 1.5 x the Force Level Cost, and can not be used again for the Duration.

Displace

6th Level Casting

Success Rate STA/5^(rd) + STR/2^(rd) + (Level x 2) (+5% per Level above 6)

Range Up to LF + (Level x 5) in Light Years
: (minimum 1 lightyear)

Duration STA in Hours
:

Description:

This allows the Jedi to drain his entire Lifeforce and project it with in the range, appearing as a Ghostly image. Some Jedi have mastered this power in such a way that they have transferred it after Death, and exist as a body of Lifeforce until "their task at hand is done". Usually, the Force has tied these Jedis to a strong destiny and until that Destiny is met, they remain behind even after death.

Success: +1d6 FPTs

Failure: lose 1.5 x the Force Level Cost, and can not be used again for the Duration.

Dry Powers

5th Level Castings

Success Rate 20% + 1/4 STA^(rd) (+5% per Level above 5)

3 Sub-Powers

(a) Dehydration

When cast at a target, it drains the water from the target, and whatever is surrounding it. The target will not be able to speak, their skin shrivels, and has difficulty seeing as his eyes start to dry out.

The Jedi also has a choice as to what to do with the water:

-1- Let the water go up into steam, releasing it

-2- Collecting the water in a container and using it later (the water is drinkable). The GM estimates the amount.

This is especially useful when needed fresh water in a place that doesn't have it. A Jedi can Dry the water out of surrounding plants and animals.

Range: Force Level/10 meters

DMG: (Level/2)^(rd)d10 per turn until re-hydrated

Success: +1d10 + 2d6 FPTs

Failure: Double the Force Level Cost and can not be used again for a day.

(b) Heat

When Cast, the Jedi emits a strong heat wave in the range area. It is hot enough to evaporate water, and force any being to roll STA/2 or fall unconscious. Anything flammable does not ignite.

Range: Level x 10 meters radius

Success: + (LF/40) + (Force Level/40) FPTs

Failure: Jedi falls unconscious and suffers heat stroke.

(c) Disintegration

When successfully cast within given range, the Jedi throws a beam of near-invisible energy that disintegrates matter into a fine dust. Anything touched by this energy is turned to dust. If the character is not killed by the blast, he is definitely in an unpleasant state where body parts have turned to dust and he is unable to function from those parts. Success roll is also To Hit along with cast.

Range: Force Level/10 in meters

DMG: (Level +1)d10 instantaneous.

Success: 1d10 + Level FPTs

Failure: Jedi rolls STA/2 or take half the possible damage from the casting. Roll full damage then divide by 2.

Success Rate $25\% + (\text{STR} + \text{STA})/20^{(\text{rd})}$ (+5% per Level above 3)

4 Sub-Powers

(a) Sink hole

When using this power, the Jedi must be in contact with the surface of a planet, moon or asteroid. When cast, the Jedi can open up a sink hole any where he aims it at. Where he aims the Casting is where the middle of the sink hole will be. The walls are very difficult to climb, and any victims must have a -25 to Climbing to get out.

Range : $\text{LF}/3^{(\text{rd})}$ in meters

Depth: $\text{Force Level}/2^{(\text{rd})}$ in meters

Width: $(\text{Force Level} + \text{LF})/4^{(\text{rd})}$ in meters

Success: +1d10 FPTs

Failure: Hole opens up in a random place. GM's discretion

(b) Stones

When Cast, the Jedi launched a spray of stones that explode and fragment on impact.

Range: $\text{Force Level}/2^{(\text{rd})}$ in meters

DMG: $(\text{LF}/20)^{(\text{rd})}$ d10 + 1d10

Success: +1d6 FPTs

Failure: Stones launch in a random direction. GMs discretion

(c) Mountain Power

When using this power, the Jedi must be in contact with the surface of a planet, moon or asteroid. This casting gives the Jedi a large burst of Strength and Stamina for a short period of time.

Stamina is temporarily boosted. When damage is taken, the damage is taken from the boosted STA during the duration. After the duration, if there is any of the boost left, it is lost, otherwise, the STA remains where it is.

STA Boost = $+(\text{LF}/4)^{(\text{rd})}$

STR Boost = $+(\text{LF} + \text{Force Level})/5^{(\text{rd})}$

Duration: $(\text{STA}+\text{STR})/20^{(\text{rd})}$ turns

Success: +1d10 FPTs.

Failure: $(\text{Level}/2)^{(\text{rd})}$ d10 Damage

(d) Lava

When using this power, the Jedi must be in contact with the surface of a planet, moon or asteroid. With this power, the Jedi can summon a flow of Lava from the depths of the planet. The flow is the control of the Jedi and can only go within the Jedi's range. Once the duration is up, the Lava retracts back to where it came.

Range: $LF/2^{(rd)}$ in meters

DMG: 12d10 + (Level) burning damage

Movement: 10 meters per turn

Duration: $(Level/2)^{(rd)}$ d10 turns

Success: +1d10 FPTs

Failure: 1d10 Damage

Electrical Power

6th Level Casting

Success Rate 18% + 1/2 STR^(rd) (+5% per Level above 6)

3 Sub-Powers

(a) Bolts

From the tips of the fingers of the Jedi, bolts of deadly lightning leap out at his target.

Duration: Instant

Range: Force Level/5^(rd) meters

DMG: $(LF/40)^{(rd)}$ d10

Success: +1d10 FPTs

Failure: 2d10 Damage and can not act for 1d10 turns (shocked)

(b) Charge

The Jedi can charge any energy-based storage device with SEUs, by holding it for a period of time.

Charge: $(LF/40)^{(rd)}$ d10 SEUs per minute holding item

Success: +1d10 FPTs

Failure: 2d10 Damage and can not act for 1d10 turns (shocked)

(c) Shock

The Jedi can touch a target, and shock that target causing it to be thrown back several meters. This is effective only against man-size targets or smaller and they must be mobile.

Duration: Instant

Range: $LF/5^{(rd)}$ meters

DMG: $(Level/2)^{(rd)}$ d10 shock damage

Success: +1d10 FPTs

Failure: 2d10 Damage and can not act for 1d10 turns (shocked)

Element Animation

5th Level Casting

Success Rate 18% + 1/4 (STR + INT)^(rd) (+5% per Level above 5)

Range Contact

Duration LF/10^(rd) minutes

:

:

Description:

Each element in the universe has a connection with the Force. Just how strong depends on the element. A Jedi can transfer a portion of his Lifeforce temporarily to animate the element into an Elemental Golem. How powerful the Golem is depends on the Lifeforce transferred and the element being used. This Lifeforce transfer is after the initial cost of the Casting and is returned once the Golem expires. There is also a maximum to how much can be transferred - no more than half the Jedi's Lifeforce.

Elements have Lifeforce multipliers - numbers that represent the amount they amplify the Lifeforce transferred to them. Here are some examples, but there are not inclusive. The GM is left to create his own multipliers for any unlisted element:

Earth	2
Gold	3
Silver	2
Diamond	4
Other Valuable crystals	3
Other less valuable crystals	2
Water	2
Other Liquid Chemical	3
Fire	3
Air	2

Some elements are purer than others. Add 1 to the multiplier if the element is more pure than normal or even unnaturally pure. If the element has supernatural origins, add 2. Radioactivity or any other extreme impurity subtracts 1 from the multiplier. The Jedi must have at least (10 kg - Level) of the substance (minimum 1 kg) to use this casting.

These multipliers are applied to the amount of LF the Jedi put into the element to create the Golem. The LF represents the Golem's Ability Scores and Force ability.

The Golem is at the Jedi's command for the duration of the Casting.

Success: +1d10 + 1d6 FPTs

Failure: 2d10 Damage and can not act for 1d10 turns. Double the Force Level cost

Enchantment**1st Level Casting****Success Rate** 25% + LOG/10^(rd) (+5% per Level above 1)**Range** Contact**Duration** Special

:

:

Description:

Similar to Element Animation, it's a transfer of Lifeforce into an Talisman. They are usually made of the purest of elements, and must be to retain the Lifeforce transferred to them for a long time. Use the Element chart below to determine the multiplier. This Lifeforce transfer is after the initial cost of the Casting and is lost to the Talisman permanently.

Earth	2
Gold	3
Silver	2
Diamond	4
Water	2
Other Liquid Chemical	3
Fire	3
Air	2

Some elements are purer than others. Add 1 to the multiplier if the element is more pure than normal or even unnaturally pure. If the element has supernatural origins, add 2. Radioactivity or any other extreme impurity subtracts 1 from the multiplier. If the talisman is finely made, add 1. If the talisman is made by a Jedi, add 1.

Important statistics for the Enchanted object:

Enchantment Level = Enchanting Jedi's Level at the time of enchantment.

Enchantment Lifeforce = (Jedi's allocated LF * Multiplier)

Enchantment Force Level = (Enchantment LF x1.5) for purposes of casting duration, damage, etc.

of Charges: Enchantment LF/ Enchantment Cost

Enchantment Cost: Casting Force Level Cost + LF Cost

The multiplier is applied to the amount of Lifeforce the Jedi is enchanting into the Talisman. The Jedi should have a Casting in mind that he wants to enchant the Talisman with. He must know that Casting before enchanting it into the talisman. The amount of Lifeforce that is required to enchant the Talisman is the Force Level Cost plus the LF Cost of the Casting, minimum, called the Enchantment Cost. If the Jedi allocates that amount, the enchantment has one use. For every multiple of the Enchantment Cost, the Talisman has that many uses. This Lifeforce allocated into the enchantment is permanently lost.

For example, a Jedi with 58 LF, has a Talisman with a 5 multiplier and wants to enchant it with Cold Power: Snowballs. This is an Enchantment cost of 13. He allocates 6 Lifeforce, which made the LF of the Talisman 30. The Enchantment has 2 uses or charges of Snowball, if the Enchantment is successful.

Note: Level Abilities can not be enchanted into Talismans. Any extra LF enchanted into the Talisman is wasted after the last use. Only one casting can be enchanted into a Talisman.

Permanent Enchantment: The Jedi can choose to allocate ALL of his LF into the Talisman to create a permanent enchantment. However, the Talisman will have a Enchantment Level equal to the Jedi's current Level, and can only be enchanted with Castings of that Level or lower. Any casting can be enchanted into the Talisman, however only one at a time. It's important to keep record of the Level and the LF of the Enchantment, in this case. The Enchantment Cost still reduces the amount of charges in the Talisman, but the LF will regenerate at a rate equal to 10 points per day.

Note: The Substance making up the object being permanently enchanted must have no impurities, including radioactivity. Also it's important to note that the LF of the enchantment will be equal to the Jedi's CURRENT LF, regardless of Level.

Success: +1d10 FPTs

Failure: The Talisman explodes, with [Level]d10 Damage

Fear**4th Level Casting****Success Rate** 25% + 1/2 LDR^(rd) (+5% per Level above 4)**Range** Target must see Jedi clearly**Duration** [LF/10^(rd) + 1d6] Turns

:

:

Description:

This enables the Jedi to strike their target(s) with a strong attack of fear. What the target or target do depends on the roll. Subtract the roll from the success rate to determine result.

90-98	Frozen in fear
80-89	Cowers in Fear
50-79	Flees in fear
25-49	Does not act this turn or the next. Drops weapon or whatever is in hand
01-24	Does not act this turn.

Success: 1d10 FPTs*Failure:* The spell effects the caster, GM rolling d100 on table for effect. A result of 99-100 is no effect.

Flame Powers**3rd Level Castings****Success Rate** 25% + 1/4 STR^(rd) (+5% per Level above 3)

4 Sub-Powers

(a) Invisible Flame

When cast, a strong invisible wave of flame heat emanates from the Jedi's fingers, igniting anything flammable, exploding anything explosive.

Range: [(LF + Force Level)/10]^(rd) in meters**DMG:** (LF/20)^(rd) d10*Success:* +1d10 FPTs*Failure:* Double Force Level Cost**(b) Smokeless Flame**

This creates a smokeless flame, traditionally used to create smokeless camp fires, or the like. It can not be thrown or used as a weapon, directly. It will burn anything remotely flammable.

Success: +1d6 FPTs*Failure:* No effect

Flame Powers (cont')

3rd Level Castings

(c) Flame Within

This is a very special Flame power that is very deadly. For this reason, it costs twice the Force Level Cost and -3 Honor Level to use when used against a living being. It creates expanding explosive flame within a target and slowly burns it's way out. It exits whatever openings it finds, consuming the target in flame. If no opening, eventually will make one.

DMG: (LF/15)^(rd)d10 + (Level/2)^(rd)d10 per turn

Duration: (Level/2)^(rd) in turns

Range: LF in meters (Jedi must be able to see target)

Success: +2d10 FPTs

Failure: Double the Force Level cost. In a random place, a small fire breaks out.

(d) Flame Flash

This enables the Jedi to cast a blinding flash of flame in a general area. The flash emanates out in circle with a radius equal to the range of the Casting. Targets with their eyes closed or with flash protection on their eyes are not effected.

Blindness Duration: Target must roll STA/2 or blindness permanent. Else the Blindness duration LF/10 of Caster in Days.

Range Radius: LF/5^(rd) meters

Success: +2d6 FPTs

Failure: Double the Force Level Cost. Caster must roll STA/2^(rd) to avoid temporary Blindness for Level + (LF/10)^(rd) hours

Flamewind

4th Level Casting

Success Rate 20% + 1/2 INT^(rd) (+5% per Level above 4)

Range LF/15^(rd) meters

Duration Instant

:

:

Description:

This power is like Invisible Flame, except that it can be seen. It's a wall of flame that expands out from the Jedi's hand, +2 meters for ever meter away from the Jedi, after the first meter.

DMG: (LF/20 + Force Level/40)^(rd) d10

Success: +2d6 FPTs

Failure: +1d6 LF Cost

Gravity Powers

6th Level Castings

Success Rate 25% +1/4 STR^(rd) (+5% per Level above 6)

2 Sub-Powers

(a) Lightness

This allows the Jedi to reduce the weight of a specific item or person temporarily. Physical Contact with the target is required.

"Weight" Reduction of the Object (Apparent Mass Reduction): (1d10 x 5%) + (Level - 4)x 10% of Real Mass. This amount is subtracted from the real Mass to get the Apparent Mass for the duration.

Duration: (2 x LF + STR)/40^(rd) in hours

Success: +1d6 FPTs

Failure: Add the amount to the mass of the object. The effects are reversed. +1d6 Force Level Cost.

(b) Heaviness

This allows the Jedi to increase the weight of a specific item or person temporarily. Physical Contact with the target is required.

"Weight" Increase of the Object (Apparent Mass Increase): (1d10 x 5%) + (Level - 4)x 10% to the Real Mass. This amount is added from the real Mass to get the Apparent Mass for the duration.

Duration: (2 x LF + STR)/40^(rd) in hours

Success: +1d6 FPTs

Failure: Subtract the amount to the mass of the object. The effects are reversed. +1d6 Force Level Cost.

(c) Gravity Barrier

This allows the Jedi the ability to create an Gravity barrier or Force field. It is a barrier localized around the Jedi, in the given radius.

Duration: [LF/10]^(rd) + [Level X 1d6]

Radius: Level x 2 in meters

Barrier Strength: (LF) Structural Points

Success: +1d6 FPTs

Failure: Casting can not be used for 2 days

Guidance

1st Level Casting

Success Rate 25% + 1/5 INT (+5% per Level above 1)

Range Personal

Duration Instant

:

:

Description:

This casting gives the Jedi hints to the direction that he needs to go, on any given planet. If the Jedi has a destination, and doesn't know how to get there, he can use this casting to get a hint to where to go. Hints are at the GM's discretion. At higher Jedi Levels, the hints get more specific. The GM may want to roll for this Casting, because if failed, the Jedi gets a false hint.

Success: +2d6 + Level/2^(rd) FPTs

Failure: Jedi gets a false hint.

Healing Powers

2nd Level Casting

Success Rate 30%+1/4 STA^(rd) (+5% per Level above 2)

2 Sub-Powers

(a) Heal Others

This allows the Jedi to heal someone else. The Jedi uses a part of his own LF to heal an injured person. Physical contact required. This can not be used more than once on the same person, in one day. This gives the Jedi a +1 to **Honor Level**.

Range: Contact

Healing: +(Level)^(rd) d10 + 1d10 STA points

Usage: (Level) uses per Day.

Success: +(Level/2)^(rd)d10 FPTs

Failure: +1d10 Damage to healing target

(b) Heal Self

This allows the Jedi to heal himself. This has no Honor Level Bonus.

Range: Personal

Healing: +(Level/2)^(rd)d10 + 1d10 STA points

Usage: (Level/2)^(rd) uses per Day.

Success: +1d6 + Level/2^(rd) FPTs

Failure: +1d10 Damage

Identify

2nd Level Casting

Success Rate 30% + 1/2 INT^(rd) (+5% per Level above 2)

Range Special
:

Duration Instant
:

Description:

This allows the Jedi to identify a stir in the Force. Jedi feel a stir in the Force, when something major happens to the Force, or something major happens in relation to the Jedi's destiny (see *Stirs in the Force* above).

Success: +1d6 + Level/2^(rd) FPTs

Failure: If the Stir is from another Jedi, the Jedi is alerted to the Caster's presence. Otherwise, no effect.

Illusion Powers

3rd Level Castings

Success Rate 15% + INT (+5% per Level above 3)

4 Sub-Powers

(a) Minor Illusion

This is an illusion that is about the same size as the Caster or smaller. Any one will believe it's real until the Jedi makes it do something unrealistic, or unnatural. Then people's minds begin to question it and its existence falters. The illusion is immaterial and can not attack or be attacked. Weapons pass right through it

Duration: (LF + Force Level)/10 in minutes

Success: Level in FPTs

Failure: +1d6 to Force Level Cost

(b) Grand illusion

This enables the Jedi to create an illusion larger than himself (within reason - no planet sized illusions).

Duration: (LF + Force Level)/20 in minutes

Success: Level + 1d6 FPTs

Failure: +2d6 to Force Level Cost

(c) Personal Illusion

This enables the Jedi to cast an illusion on himself, changing the way people perceive him. This can be used as a way to camouflage or disguise the Jedi. He can not change his size, however.

Duration: (LF + Force Level)/5 in minutes

Success: +1d6 FPTs

Failure: +1d6 Lifeforce Cost

(d) Disbelieve

This ability allows the Jedi to see through other Jedi's Illusions. It enables the Jedi to cancel other Jedi's illusions so that it may not fool others. Once the Jedi senses that what he sees could be an Illusion (stirring the force or whatever), the Jedi roll success rate to cancel the illusion. Modifiers to the roll are:

-5% per Level the Jedi that cast the illusion has above the Disbelieving Jedi. If not higher than the Disbelieving Jedi get +5 % per Level below.

A non-Dark Side Jedi that Disbelieves a Dark Illusion gains +1 Honor points.

Note: GM should make this roll.

Success: +1d6 FPTs

Failure: Can not be disbelieved by this Jedi.

Inflict III**3rd Level Casting****Success Rate** 15% + 1/4^(rd) STR (+5% per Level above 3)**Range** Cotnact

:

Duration

:

Description:

When Cast, the Jedi must touch the Target. It enables the Jedi to give the victim an ailment of choice. It causes initial damage, then effects the victim four (4) times the normal effect for that disease.

Initial DMG: (Level/2)^(rd) d10

Effects of the Ailment is left up to the GM

Success: +1d6 FPTs*Failure:* Jedi roll STA or gets the disease at normal effects (not 4 times the normal effects)

Influence**2nd Level Casting****Success Rate** 25% + 1/2 PER^(rd) (+5% per Level above 2)**Range** Focus, Melee range

:

Duration Instant

:

Description:

This allows the Jedi to effect a target's mind and persuade it in a particular direction. The target must be intelligent and must be focused on the Jedi or his group. He must be within Melee combat range, and the target must be able to hear the Jedi. (NOTE: Telepathic Jedi can use Telepathy instead. In that case, the target does not have to hear the Jedi).

Success: +1d6 FPTs*Failure:* Jedi can not influence this target for another hour. -20 top all normal persuasion attempts from the Jedi.

Jump**4th Level Casting****Success Rate** 40% + 1/4 DEX^(rd) (+5% per Level above 4)**Range** Height - (LF + Force Level + STR)/5^(rd)
: meters**Duration** Instant

:

Description:

This enables the Jedi to jump at greater heights than normal beings, in any gravity.

Success: +1d6 FPTs*Failure:* Jedi can not another Jump for a day.

Knowing

3rd Level Casting

Success Rate 20% + LOG/5^(rd) (+5% per Level above 3)

Range Contact

Duration Instant

:

:

Description:

With Physical contact. The Jedi can learn things about a specific object or person. These things are physical facts, usage or knowledge the Jedi could have known through other means. Low rolls should be more specific, where as high successful rolls should be more vague.

Success: +1d6 FPTs

Failure: Jedi can not attempt Knowing for one day, on this object..

Life Powers

5th Level Castings

Success Rate 32% + 1/4 STA^(rd) (+5% per Level above 5)

5 Sub-Powers

(a) Preservation

This allows the Jedi to place a recently dead body in a state of preservation, so that a skilled physician may attempt to revive it later. It prevents decay and the ravages of time for a period. This also can be used to preserve food and other perishable items. Physical contact is required.

This also can be used on a near-dead and dying body, so that the ailment maybe cured or healed.

Duration: LF in Hours

Success: +1d10 FPTs

Failure: Jedi can not cast Preserve for one day, on the same body or object.

(b) Regeneration

This allows the Jedi to recreate missing limbs or organs of ANOTHER person. This can not be used on the Jedi himself. The only thing that can not be replaced is a head or brain. Physical contact is required.

Success: (Success Rate/20)^(ru) +1d6 FPTs

Failure: Jedi can not attempt on this victim again for a day.

(c) Painlessness

This is a long term anaesthetic and cost NO LIFEFORCE. This can be applied to the Jedi himself or someone else. It can be used as a resistance to the Pain casting. Physical contact is required, for targets other than the Jedi himself.

Duration: LF/5^(rd) in hours

Success: +1d6 FPTs

Failure: +1d10 damage to the person that he is attempting to use the casting on.

Life Powers (cont')

5th Level Castings

(d) Major Healing

This enables the Jedi to heal major medical injuries like internal bleeding or broken bones. This does what Cure Diseases does not do.

Healing: (Level)d10 + LF/50^(ru) in STA points

Success: +2d10 FPTs

Failure: Can not be attempted on this victim for Level/2^(rd) in days

(e) Resurrection

This allows the Jedi to raise the recent dead back to life. The resurrection attempt must happen within a certain amount of time after the person has died to be successful or the person has been too long dead to be resurrected. The person is then brought to life at minimal STA points and must be hospitalized to regain the rest.

Limit: Level + LF/20^(rd) Days

Success: +2d10 FPTs

Failure: 1d10 DMG, and the Casting can not be used for Level + (Force Level/5)^(rd) days.

Light Powers

5th Level Castings

Success Rate 37% + INT/5^(rd) (+5% per Level above 5)

3 Sub-Powers

(a) Produce Light

Ability to produce light from any object. Contact is required.

Duration: Until the Jedi releases the object.

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost and can't be used for a full day.

(b) Light Flash

Ability to create a blinding flash.

Duration of Blindness: ((LF/15)^(rd) x Level) in Turns.

Success: +1d6 FPTs

Failure: +1d6 Force Level Cost and Jedi must roll STA or Blind for duration

(c) Finger Lasers

The ability to create brief blasts of high intensity Laser Light Energy from the fingers.

Range: [Force Level/10]^(rd) meters.

DMG: (LF/20)^(rd)d6

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

Might**3rd Level Casting****Success Rate** 20% + 1/4 STR^(rd) (+5% per Level above 3)**Range** Contact

:

Duration (STA+STR)/20^(rd) turns

:

Description:

This is like Earth Power: Mountain Powers. It gives a boost in STR and STA, but only effects others, and not the Jedi.

STR/STA Bonus: (LF/10)^(rd) + (Force Level/10)^(rd) + (Level x 2) Points**Punching Score Bonus:** (Level/2)^(rd)d10 + Level*Success:* +1d6 FPTs*Failure:* +1d6 Force Level Cost. Apply Bonuses as negatives to the Jedi

Open Prison**2nd Level Casting****Success Rate** 35% + 1/4 DEX^(rd) (+5% per Level above 2)**Range** Contact

:

Duration Instant

:

Description:

This is, for one, a defense again Bondage. A successful use breaks the old of the Bandage Casting. The roll is modified by the Level of the Caster of Bondage: -5% per level above the bound Jedi, if above, else +5% for every level below.

This also is used to break through any normal binding or unlock any normal lock. This includes hi-tech locks. Physical contact must be made.

Success: +1d6 FPTs*Failure:* Can not be attempted for Level/2^(rd) in hours

Pain**1st Level Casting****Success Rate** 22% + 1/5 STR^(rd) (+5% per Level above 1)**Range** Contact

:

Duration Victim's STA/5 turns

:

Description:

This gives the Jedi the power to cause severe pain to a victim, on contact. Physical Contact is required. The pain is raging, and is through out the target's body, rendering him immobile or the duration. The Jedi does not have to keep contact with the target for the duration. The Victim must roll STA/2 each turn in the duration or fall unconscious.

Success: +1d6 FPTs*Failure:* 1d10 DMG (on a roll of 98-00, Jedi is effected by the Casting.)

Peacefulness

2nd Level Casting

Success Rate 20% + 1/4 INT^(rd) (+5% per Level above 2)

Range Contact or Personal

Duration Force Level/5 turns

:

:

Description:

This enables the Jedi to create total peace within himself, or someone else he wants to cast it on. The effect is total relaxation, and negates any tense moment modifiers to skill checks. During the duration, the subject can also heal, if doing no other action. The subject must roll current STA as a healing roll, to gain the Healing Bonus (below).

Healing Bonus: (Jedi's LF/15)^(rd)d10

Success: +1d6 FPTs

Failure: Casting can not be used for (Level)d6 hours

Power Drain

5th Level Casting

Success Rate 22% + 1/4 STR^(rd) (+5% per Level above 5)

Range Contact

Duration Instant

:

:

Description:

This allows the Jedi to drain energy from any energy source - from SEU Clips to Batteries.

Maximum Amount Drained: (LF) in SEUs

Success: +1d6 FPTs

Failure: Energy overloads Jedi's system. 2d10. Object still has original charge.

Read Intent

1st Level Casting

Success Rate PER (+5% per Level above 1)

Range Line of Sight. Must be able to see
: Target's eyes.

Duration Instant

:

Description:

This enabled to read a target's intentions. It can be used on organic beings to read target's feelings, motivations, or needs. It can be used as a lie detector.

This also can be used to read a robot's programming. The Jedi can learn the basic function of a robot.

Note: GM should make the roll for this Casting.

Success: +1d6 FPTs

Failure: Wrong reading (GM discretion). +1d6 Force Level.

Restoration

4th Level Casting

Success Rate 35% + 1/2 INT^(rd) (+5% per Level above 4)

Range Level² + LF/5 in Meter Radius

Duration Permanent

:

:

Description:

With this Casting, a Jedi can restore an natural area that has been destroyed by artificial means. The area is restored to it's natural state. This applies to natural areas only – forests, jungle, grasslands, and the like. The Jedi controls how natural and how much it restored.

Success: +2d6 FPTs

Failure: The area can not be restored for (Level) in days. Jedi takes 1d10 damage

Shape Change

4th Level Casting

Success Rate 35% + 1/3 DEX^(rd) (+5% per Level above 4)

Range Personal

Duration (Force Level x Level)/50^(ru) in minutes

:

:

Description:

This Casting allows the Jedi to transform his body into a living creature. Upon acquiring this Casting, the Jedi chooses a form from the creatures he familiar with. For each Level above 4 the Jedi has, he can be one additional creature. The GM needs to monitor this choice of creatures. These creatures can not be changed once chosen. They can not be any larger than the Limitation below.

Limitation: Creature's STA <= (Jedi's STA x Level/2)

Success: +1d6 FPTs

Failure: Jedi can not Shape Change for 1d10 days. 2d6 additional Force Level Cost and 1d6 additional LF Cost.

Smoke Powers

3rd Level Castings

Success Rate 25% + 1/4 STA^(rd) (+5% per Level above 3)

3 Sub-Powers

(a) Choke Steam

A choking mist emanates from the Jedi's palm, under the Jedi's guidance. Gas masks, and other normal breathing apparatuses are ineffective. The Casting is ineffective underwater. It chokes its victims to unconsciousness or death.

Victim must roll STA/(Jedi's Level) or go unconscious immediately. If successful, mst make same attempt for every turn in the duration.

Duration: Level + 1d6 in turns

Range: Force Level/4 + LF/4^(rd) Meters (line of sight required)

DMG: (Level/2)^(rd) d10 per turn

Success: +1d6 FPTs

Failure: Jedi must roll STA/2 or unconsciousness. +1d6 Force Level Cost

(b) Vapor Sleep

With this Casting, the Jedi throws a cloud of vapor that renders its victims asleep. Anyone with in the area of effect will fall asleep.

Sleep Duration: (LF + Success Rate)/10 minutes

Range: (Force Level + LF)/4^(rd) meters (line of sight required)

Area of effect: Force Level/2 in meters

Success: +1d6 FPTs

Failure: Jedi must roll STA or fall asleep for half the duration.

(c) Stay Smoke

With this casting, the Jedi can create a cloud of burning black smoke, that burns the eyes and irritate the skin. People caught in the area of effect loose all sense of direction and will attempt to exit the smoke in any way they can (Random direction determined by the GM). No breathing apparatus will work in the cloud, and it interferes with all types of scanners, visors, and goggles.

Duration: (Force Level) in turns

Area of Effect: LF/2 in meters

Success: +1d6 FPTs

Failure: -1d10 Damage, 1d6 addition Force Level Cost.

Sound Powers

1st Level Castings

Success Rate $45\% + \lceil (\text{LOG} + \text{INT}) / 20 \rceil^{(\text{rd})}$ (+5% per Level above 1)

4 Sub-Powers

(a) Thunder

With this power, the Jedi can create a thunderous blast of sound, with a clap of his hands. It shatters glass, and rumbles walls.

Success: +1d6 FPTs

Failure: 1d10 additional Force Level Cost

(b) Silence

This Casting is targeted towards an individual, and physical contact is required. The Jedi then renders the target completely silent for the duration. He can not talk, and can not make a sound in anyway with his body. This is very advantageous in stealth situations, where not even a foot step can be heard.

Duration: $(\text{LF} + \text{Force Level}) / 5 + \text{Level}$ in minutes

Success: +1d6 FPTs

Failure: Target's sounds are amplified for half the duration. 1d6 additional Force Level Cost to Jedi.

(c) Voice

This power allows the Jedi to do the following:

- I) Enables the Jedi to change his voice to any voice he has heard.
- II) Enables the Jedi to project or throw his voice from any direction he wants.

In this Casting, the Jedi must state how he plans on using the power before he uses it.

Duration: Level x 3 Phrases

Success: +1d6 FPTs

Failure: The Jedi can not talk for $(\text{Force Level}) / 2$ minutes

(d) Screech

This enables the Jedi to create a high intensity sonic screech that does sonic damage. It only harms those that want harm to the Jedi. The Jedi can cancel the Casting at any time during the duration.

Duration: $(\text{Force Level} + \text{LF}) / 20$ in turns

DMG: $(\text{Level} / 2) d10^{(\text{rd})} + \text{LF} / 10$ per turn in duration

Success: +1d10 FPTs

Failure: 1d10 DMG to Jedi

Speed**2nd Level Casting****Success Rate** 20% + 1/4 STA^(rd) (+5% per Level above 2)**Range** Personal**Duration** Level² +(Force Level)/5 in turns

:

:

Description:

This enables the Jedi to increase his movement rating.

Movement Bonus: (Level x Movement Rating)*Success:* +1d6 FPTs*Failure:* Jedi has half movement for duration

Statistics**1st Level Casting****Success Rate** 43% (+5% per Level above 1)**Range** Personal**Duration** Instant

:

:

Description:

This casting allows the Jedi to get a sense of how powerful his enemy is (out of game, it allows the Jedi to know his enemies statistics.)

Success: +1 FPT*Failure:* Casting can not be used for LF in hours

Stellar Element Powers

6th Level Castings

At 1st Level, a Jedi must choose a Stellar Element to tie his Destiny and Lifeforce to. These Stellar Elements represents focuses of the Universal Force. Power can be drawn from them. Once the Jedi chooses the Stellar Element, he automatically gains the powers once he reaches 6th Level.

- Void
- Star
- Nebula
- Black Hole
- Moon
- Asteroid

Choosing a Stellar Element ties the Jedi's Lifeforce to that Element. These Elements are relatively immortal, immortalizing that Lifeforce once the Jedi reaches 6th level. Each Element gives the Jedi unique powers and bonuses.

Stellar elements create subdivisions within Jedi society. All Jedi of the same Element division are of the same Stellar Order. They are bound by a stronger honor that stems from the Element's existence itself. When two Jedi's meet, they can tell what Stellar Order they are each aligned with just by sensing them.

(A) Asteroid

When a Jedi ties his Lifeforce to the gallant and majestic asteroids, he's bound to the silent masses of stellar debris that have seen the creation of the universe. They represent ancient wisdom, gravitational strength, and quiet grace; coldness of space and the silence of eternity. Certain bonuses apply –

- When the Jedi is in the vicinity of an asteroid field or on an asteroid (Asteroid base for example), +15% to all Castings and Level Abilities
- Asteroid Jedi's get a bonus to astrogate through an Asteroid Field of +20
- +10% to Earth Powers, Gravity Powers and Cold Powers anytime

Stellar Castings

Success Rate: 23% + 1/2 STR

Comet Fire

The enables the Jedi to project a icy fire blast at a target. It causes damage and instant unconsciousness.

Range: (Force Level/2) x Level meter

DMG: (Level)d10 + (Level/2)^(rd)d6

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

(B) Black hole

Tying ones own Lifeforce to the majestic Black Hole is traditionally done by Dark side Jedis, because the temptation to use it's power for evil is great. However, some brave and strong Light Side have been known to harness the power of the Black Hole and use it for good. But there weren't many. This brings a Jedi closer to the chaotic forces of the universe, but in chaos there is always order, and in this order, Light Side Jedi's are able to use Black Hole as their Stellar Element without falling to the Dark side.

Black Hole gives the following bonuses -

- *Gravitational Sensitivity* - The Jedi has a sensitivity to gravitational forces of the universe. This allows him to sense when things are entering and exiting the Void and to Navigate the Void without a nav-computer (LOG roll to navigate).
- +20% to Anti-Powers
- +15% to Abyss Powers
- -15% resistance against Gravity Powers

Stellar Castings

Success Rate: 20% + 1/2 INT

Black Hole Grip

With this power, the Jedi can create a void in the palm of his hand, similar to a black hole, to draw something close to him. It pulls with incredible strength. The Jedi can also choose to damage as it's pulling it near him, with fluctuating gravitational forces.

Range: LF/5 in meters

DMG: Maximum - (Level)d10 - damage can vary from 1d10 to the maximum based on how much damage the Jedi wants to do

STR of Grip: Jedi's STR x Level. Non-Jedi victim must roll (STR/Jedi's Level)% to get free. Jedi's must roll (STR/Casting Jedi's Level) + (LF/Casting Jedi's Level) % to escape.

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

(C) Moon

The secrets of the moon are hidden in the night. Dark side Jedis more commonly choose Moon, however, some Light Side Jedis see goodness in the Moon Stellar Element. Moons are majestic bodies caught by the pull of larger bodies, worshipped by those that see them from the surface of these larger bodies, and sometimes feared. They represent the night, light in a sea of darkness, and mystery.

- Jedi receives +10 bonus to all Castings on planets with moons, at night.
- Jedi's receive a +20 to all Castings bonus while on a moon of a world (even Gas Giant moons)
- +15% on Light Powers
- +10% on Illusion Powers
- -15% resistance against Abyss Powers

—

Stellar Castings

**Success
Rate:**

22% + 1/2 LOG

Moon Craze

Some say moons cause insanity. In this case, the Jedi can make that happen. With a stare, a Jedi can cause temporary insanity in a person. The person has no control over his action and act irrational for the duration. It's at the GMs discretion exactly how this turns out, but the target does not act normally and does things he wouldn't normally do.

Range: Jedi must be able to see the person's eyes, and stare into them

Duration: (Force Level)/10 turns

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

(D) Nebula

Nebulas are things of beauty and grace, magnificent swirls of primordial gas. Some see their existence as pure chaotic, while others see their beauty as order in the universe. They represent beauty and majesty, strength in subtlety, and timelessness.

- Jedi receive a +10 to all Castings while in the vicinity of a Nebula.
- Jedi receive a +15 bonus to astrogate through a Nebula
- +15% to Smoke Powers
- Immune to poisonous gases

–

Stellar Castings

**Success
Rate:**

20% + 1/2 LDR

Gas Wraith

The Jedi can change his form into a cloud of poisonous gas.

Duration: (Force Level)/10^(rd) in turns

DMG: (Force Level/40)d10 per turn in the cloud.

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

(E) Star

The heart of all life on some world, or the source of all destruction in others. Stars are the heart of solar systems, massive balls of destructive nuclear plasma churning eternally. They symbolize might, and strength of will, power and life.

- +5% to all Castings while in Daylight on a planet
- +10% to Light Powers, and Flame Powers
- +15% to Life Powers
- Can survive great heat twice as long as normal.
- -15% resistance against Dehydration

Stellar Castings

**Success
Rate:**

24% + 1/2 STA

Flare

The enables the Jedi to through a super-heated blast of radiation all around him, within the radius. The target immediately in front of the Jedi takes severe damage, while surrounding targets take a dose of radiation. (Radiation Poisoning is up to the GM)

Range: (Force Level/10) meters

DMG: (LF/30)d10

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

(F) Void

The Void, hyperspace or warp - all the same term. The Void element is mysterious and unpredictable and not totally understood. At one time, the Void Stellar Order was thought lost, but only recently have Jedi of this Order resurfaced. They exemplify the mysterious power of the Void, fading in and out of situations with ease and stealth. They symbolize the heart of the void - fast transit. Must is not known of the powers and the strengths of the Void Stellar Order, but all know not to question it.

- +15% to all castings while in the Void.
- +10% to Enchantment, Wards, Element Animation, Displace & Transforce

Stellar Castings

Success Rate: 22% + 1/2 PER

Void-port

This allows the Jedi to teleport an object to a place of the Jedi's choosing. The Jedi must have been to that place before. There is no limit to the range, but there is penalties based on distance.

Distance measured in Meters: no penalty

Distance measured in kilometers: -5%

Distance measured in hundred of km: -10%

Distance measured in thousands of km: -20%

Distance measured in Light Years: -30%

Object Mass Limit: Jedi's STR X Level

Success: +1d6 FPTs

Failure: +1d10 Force Level Cost

Swamp Powers

2nd Level Castings

Success Rate 20% + 1/4 STR^(rd) (+5% per Level above 2)

4 Sub-Powers

(a) Slime

The Jedi can launch an acidic ball of green slime at a target.

Range: (Force Level/3)^(rd) meters

DMG: (Level)d6 per turn in contact with the slime

Success: (Level +1d6)/2 FPTs

Failure: Additional 1d6 to Force Level Cost

(b) Quicksand

This enables the Jedi to create a pool of Quicksand under a target. If the target is a being, the being must roll STR - (5% x Jedi's Level) to escape the quicksand and for every failure it's an additional - 10%.

Range: Must have Line of sight, LF/5^(rd) in meters

Success: +1d6 FPTs

Failure: 1d10 additional Force Level Cost

Swamp Powers (cont')

2nd Level Castings

(c) Snake Vines

This allows the Jedi to create a mass of vines that snake their way around a target, by the Jedi's guidance. They originate beneath the target and entangle the victim in strong grips, that are difficult to break. The vines can be cut but have 45 Structural points each. There are usually (Level)d10 vines, and more than half have to cut before the victim can be set free. In 10 - Level (minimum 1) turns, the Vines begin to regenerate at a rate of one per turn.

Penalty to Break Free: -10 per attempt. Every failure makes the vines stronger. At some point, they will cause strangle damage. When the penalty is more than half the victim's Strength, they start taking damage.

Strangle Damage: (Jedi's Level/2)d10 per turn entangled

Success: +1d6 FPTs

Failure: Jedi must roll (LOG/2) or the vines entangle him.

Telepathic Powers

4th Level Castings

Success Rate 25% + 1/2 LOG^(rd) (+5% per Level above 4)

5 Sub-Powers

(a) Mind Control

This allows the Jedi to control another intelligent beings mind for the duration. This is more powerful than Influence. The target will not do life-threatening things, but will do just about anything the Jedi says (GM's discretion).

If the target is a Jedi, -10% to success rate. The target's Jedi Level is also a factor - : (-10% per Level above the Mind Controlling Jedi's Level) or (+5% per Level Below the Mind Controlling Jedi's Level)

Duration: (LF/10) + Level in turns

Success: +2d6 FPTs

Failure: -Level x10% on any attempts on that person. +1d6 additional Force Level Cost

(b) Mind Read

Casting this allows the Jedi to find and read information from an intelligent being's mind. The target is unaware of the attempt, unless the target is a Jedi. The GM may limit the amount of information based on the roll. The Jedi must state the information he is seeking before the casting.

Success: +1d6 FPTs

Failure: -15% on any attempt afterwards. Target rolls his LOG/Jedi's Level to sense the attempt and any attempt afterwards.

(c) Mind Shield

This is used as a defense against other Jedi's attempts at Telepathic or related powers. There is not Force Level or LF cost for this Casting. The Jedi will know automatically if someone is intruding on his mind, and he can use this to stop it. Successful roll means he has stopped the attempt. The roll is modified by the Level of the Jedi attempting Telepathy: (-10% per Level above the Mind Shielding Jedi's Level) or (+5% per Level Below the Mind Shielding Jedi's Level) - which ever is applicable.

Success: +1d6 FPTs

Failure: Telepathic Jedi automatically succeeds at a second attempt if he so chooses, as well as this attempt.

Telepathic Powers (cont')

4th Level Castings

(d) Short Range Telepathy

This allows the Jedi to send thoughts and messages to any given intelligent target, through the mind. The Jedi must state what he is going to say ahead of time. If the Target is a willing target, the Jedi receives a +15% bonus. But if he is resisting, -15% penalty.

Range: Jedi must be able to see the target's eyes. Level X 5 in meters

Duration: (Level) thoughts or messages +1 Force Level Cost for every message or thought after that, if the Jedi wants to extend it.

Success: +1d6 FPTs

Failure: Can not be attempted for 1d10 hours with this target

(e) Long Range Telepathy

This is like Short Range Telepathy but at longer distances, and the Jedi does not have to be able to see the target. However, the Jedi must know the target and have made a previous Short Range Telepathy connection with that target before.

Range limitations

Distance measured in kilometers: No penalty

Distance measured in hundreds of km: -10%

Distance measured in thousands of km: -20%

Distance measured in Light Years: -30%

Success: +1d6 FPTs

Failure: Can not be attempted for 1d10 hours with this target

Tracking

1st Level Casting

Success Rate $[\text{LOG} + \text{LDR}]/2^{(\text{rd})}$ (+5% per Level above 1)

Range Personal
:

Duration $(\text{STR} + \text{LOG} + (\text{Level} \times 5))/5^{(\text{rd})}$ in hours
:

Description:

This allows the Jedi track a person he needs to find. However, the Jedi must have seen the target in person before he can successfully track him. For the duration, the Jedi will know exactly where the target went.

Success: +1d10 FPTs

Failure: Casting can not be used for 1d10 days, on this target.

Transforce**5th Level Casting****Success Rate** 18% + (STA - 1/2 STR)^(rd) (+5% per Level above 5)**Range** Up to LF + (Level x 5) in kilometers
:
Duration Force Level in minutes
:**Description:**

This is like Displace, but at shorter ranges. It allows the Jedi to drain his entire Lifeforce and transport it to a place the Jedi's has already been to. During this time, the Jedi appears as a ghostly figure, and can communicate with anyone that he wishes. He can also control who sees him and who doesn't. The Jedi's physical body will remain in a trance state until the Lifeforce returns or the duration expires.

Success: 1d6 FPTs*Failure:* Additional 1d10 Force Level Cost, and can not be used again 2d10 days

Truth**1st Level Casting****Success Rate** 35% (+5% per Level above 1)**Range** Contact
:
Duration Level x 1d10 questions
:**Description:**

This enables the Jedi to force a victim to tell the truth for the duration. The duration is a number of questions, so the Jedi has to phrase them all very carefully. The victim will always tell the truth.

If the victim is a Jedi, -10% to success rate. The Jedi Level is also a factor - : (-10% per Level above the target Jedi's Level) or (+5% per Level Below the target Jedi's Level)

Success: +1d10 FPTs*Failure:* Casting can not be used on the target again for 2d10 hours

Wards**5th Level Casting****Success Rate** 25% + 1/5 (STA+STR)^(rd) (+5% per Level above 5)**Range** Contact
:
Duration Special
:

Description:

This is a special casting. A ward is a supernatural booby trap, triggered by whom it was set for. Each different type of ward causes different problems, damage and effects.

- (a) Physical Ward - This includes the usual spikes, nets, rolling boulders, etc. The objects are set to go off magically when a specific target reaches a designated spot (all set by the Jedi when the Ward is set).

DMG: (Damage of the physical trap) + (Level/2)^(rd)d10

- (b) Casting Wards - This allows the Jedi to set a casting to go off at a specific time. The Jedi must place the casting in a focus, if the Jedi is normally required to be there for the casting. This focus can be a crystal or a talisman - something with Lifeforce capabilities - see Enchantment, and Crystal Divination for examples. The Casting ward is set off based on what the Jedi specifies.

Success: +1d10 FPTs

Failure: Casting can not be used for 1d10 hours

Water Powers**3rd Level Castings**

Success Rate 25% + 1/4 STR^(rd) (+5% per Level above 3)

4 Sub-Powers

(a) Produce Water

This allows the Jedi to create water out of any source. He create an unlimited supply for one day (20 hours). It will flow from where the Jedi touches

Success: +2d6 FPTs

Failure: The Casting can not be used for 2d10 days

(b) Water Dart

With this castin, the Jedi is capable of throwing a high-pressure water stream at a target.

DMG: (LF/20)^(ru)d10 + (Level/2)^(rd)d6

Range: (Force Level)/2 meters

Success: +1d6 FTPs

Failure: 1d10 additional Force Level Cost

Wind Powers**2nd Level Castings**

Success Rate 20% +1/2 LDR^(rd) (+5% per Level above 2)

(a) Dust Devil

With this Casting, the Jedi is able to create a man-sized whirlwind of blowing dust and debris. It can be used to surround a target and disrupt all forms of sight and sensors. While surrounding the target, the Dust Devil attacks its victim. The victim must roll DEX/2 to escape. The Dust Devil can re-engulf the victim or engulf another victim if the Jedi spends another Force Level point, one turn later.

DMG: (Force Level/20)^(ru)d6 per turn

Duration: (LF/5) turns

Success: +1d6 FTPs

Failure: 1d10 additional Force Level Cost

(b) Wind Blast

This allows the Jedi to throw an intense blast of air at a target. The Wind has a STR equal to (Level X Jedi's STR). It causes most normal beings to fall prone. Targets within the area of effect must roll STR - (Jedi's Level x 10%) to avoid being thrown back.

Throw back Distance: Force Level/3 in meters

DMG from Throw back: 1d6 per 5 meters thrown

Success: +1d6 FTPs

Failure: 1d10 additional Force Level Cost

Wrath Powers

4th Level Castings

Success Rate 25% + 1/4 (LDR+INT)^(rd) (+5% per Level above 4)

3 Sub-Powers

(a) Quarrel

This effects only a group of 2 or more beings. When cast against a group of two or more, the group will forget everything else they were doing and start verbally attacking each other. The group must be intelligent. Jedi must be able to see the group.

Duration: ((LDR + LOG)/ 4)^(rd) + Level in turns

Maximum Number of People: Level x 2

Success: (Success Rate/20)^(rd) + Level/2^(rd) FPTs

Failure: Force Level Cost +1d6

(b) Death Curse

This is similar to Quarrel, in that it must be cast onto a group that the Jedi can see. Instead of just quarreling, however, they are determined to kill or otherwise render their opponents immobile.

Duration: (LDR + PER)/5 + Level in turns

Maximum Number of People: Level + 2d10

Success: (Level +1d6)/2^(ru)

Failure: The group will turn in the Jedi.

(c) Beserkerang

This is cast at an individual. It sends the target into a battle rage, similar to the Yazirian's Rage. The target of the casting will not stop until his enemies are dead or fleeing.

Bonus: +20 to hit (melee), +15 to hit (ranged), +1d6 PS, -10 to DEX

Success: (Level + 1d10)/2^(ru) FPTs

Failure: The target falls unconscious. Normal Force Level Cost + 1d6