

Golden Force

Legend

Long ago before the formation of the Frontier, during the peak of the Jedi's popularity, the masters of the light side stumbled upon a strong source of power in the far reaches of a small galaxy in what is now the J'Vaarian Dominion. The strong source emanated from a planet yet unnamed and on this planet lived a race of golden skinned humanoids who called themselves the **Garrel**. Some feel that these were the first Jedi while others think they were just ancient force users. The Garrel's strength in the Force was unmatched. They seemed to have tapped the ultimate power.

Their discovery drew the attention of the dark side and soon they converged onto the world of the Garrel. The light side and the dark side clashed and in the system, the first Golden War started. This waged for over a century, with the dark side never able to gain any ground on the golden world. With the power of the Garrel behind them, the light side was able to repel every dark side assault. Eventually, the dark side seemed to concede defeat and the war ended.

Claiming victory, the light side felt they earned the right to have access to the Golden power the Garrel possessed. However, the Garrel felt differently and guarded their secret even stronger. The Golden Force, as it became to be known, was rightfully a Garrel power and no one else would learn its secrets. The high priest of the Garrel, Drooma Larrod, proclaimed Garrel independent from either the light side or the dark side, ending any diplomatic relations with the Jedi and asking them to leave.

A small faction of ambitious young Jedi on the light side felt that it was wrong for the Garrel to be the sole holders of this power. Creating a complex plot that gave them plausible deniability while at the same time dangerously tempting the dark side, these Jedi arranged for several freelance mercenary factions to attack the Garrel. Thus began the Second Golden War. It only lasted a few years. The ambitious Jedi died in the war, denounced by their light side masters.

However, in this war the Garrel high priests revealed the source of the Golden Force – a large chunk of a meteorite that was apparently made of some kind of gold mineral. This ancient meteorite crashed into their world many millennia ago and through the many generations, it was worshiped by the Garrel. At the time of the Golden Wars, the Golden Source hung in a huge temple on their main continent, by huge golden chains.

At the end of the second and final Golden War, Larrod was enraged and knew that this assault from either side would never stop. The power was too great. Using his immense power, he melted the Source down and forged five artifacts and seven rings. The five artifacts were

1. Golden Chain of Equilibrium
2. Scale of Ultimate Balance
3. Helmet of Larrod
4. Gauntlet of Everstrength
5. Soulstrike Staff

The rings were distributed in the most unconventional way. The Garrel captured a few of the mercenaries and “converted” them to the Golden Way. They were chosen to be the Golden Guardians, granting them exceptional powers. They were sworn to protect the artifacts and the secrets of the Golden Source. They were seven Guardians with exceptional power and knowledge.

With the rings in the hands of his new Guardians, he charged them with their first mission – to hide four of the five artifacts. While the Guardians were gone, High Priest Larrod took the fifth artifact and channeled his power into it. His goal was to tie it to something he called the balance of time. The colossal build up of energy released in a catastrophic explosion that killed Larrod, lost the Scale and destroyed the world of the Garrel. Many Garrel died but a few escaped, saved by light side Jedi missions that sensed the apocalyptic build up.

Some say the Scale was destroyed. Others believe it was lost in time. With the locations of the other four items secret, the secrets were Golden Source were lost.

The Golden Guardian and the Order of the Golden Source

The Golden Guardians are a mysteriously powerful order of Force using warriors. No Guardians knows the other six and if they were all to be in one place, the power would almost be unbeatable by modern means.

The power of the Guardians is contained within one of the seven rings. They also contain the knowledge and secrets of the Golden Source. Each rings is similar in design – two ringlets connected by small golden chains, and a demonic head. Stored with each Ring is a dagger that appears to be a normal dagger acting as a way to mount the ring. However the dagger has value and must accompany the ring at all times (see the Sword Dagger at 8th level).

Once donned, the ring bonds with the wearer and that being enters into a process to become a Golden Guardian. There are three phases to this process:

1. Incubation – In the first phase, the ring draws from the Chosen’s soul, drawing out the pieces it needs to establish the building blocks of a Golden Guardian and his Golden Strength. GAME

TERMS: At the GMs discretion, the player re-allocates some of his ability score points to a new ability score called Golden Strength.

2. Learning Control – The second stage is learning to control the Guardians Golden Force. The Guardian has access to a great power and must learn how to appreciate and recognize it as a separate entity working with the Guardian. During this phase, it is not uncommon that a Garrel would appear to the Chosen and train him in the Golden Way.
3. Understand Purpose – The third stage is comprehending the Guardian's purpose and become one of honor. The final stage is where the Guardian masters his power and learns when, where, and why he can use it.

Golden Strength (GS)

The largest difference between the Jedi and the Golden Guardian is they have one number that evaluates their level of power (as opposed to Life-force and Force Level. See Jedi rules). They also have complete access to the Jedi casting list without having to purchase the power.

The Guardians Golden Strength is the number representing the part of his soul that is tied to and focused on the Golden Force. The Golden Force draws from this strength to form powers. This number is simply determined by taking the total number subtracted from the Chosen PCs ability score added to his INT score, and that entire quantity divided by a second quantity – 100 minus PC's LOG score divided by 10.

Q1 = Total Ability Score Allocation + INT

Q2 = (100 – LOG)/10) assuming LOG < 100

Starting **Golden Strength (GS)** = (**Q1**) / (**Q2**)

The Starting Golden Strength must be above 20 for the Chosen one to become a Golden Guardian. If it is not, there is no way this PC can become one and the ring will fall off.

Current and Static Golden Strength

Some castings and powers, especially Jedi Casitngs, require a GS to cast. These points are subtracted from the Guardian's Current GS. The Static or maximum GS only changes when the Current GS has reached the next level in GS.

GS is regenerated through the Ring. Once per day, the Guardians can concentrate on the ring to regenerate his GS.

%Chance to Regenerate: (current GS)/6%

Amount Regenerated: +2d6

Golden Guardian Levels

Levels mark the points in Guardians progress in growing his Golden Strength. The Golden Strength grows gaining reward from powers. Each power has its own reward, measure in Goldmarks. These Goldmarks are added to the Guardians Golden Strength.

Each Level gains the Guardian power through the Garrelian Armor Ability. All powers from previous levels are accessible to the Guardian but only one power can be used at any given time. Powers cannot be combined until 8th level. Some powers have duration but all can be cancelled at anytime by the Guardian.

Levels	GS	Garrelian Armor Ability
1	30	<p>The Gauntlet</p> <p>This allows the Guardian to call upon the first component of his Garrelian Armor. When successfully summoned, the gold translucent gauntlet forms around the Guardian's hand. The Guardian can punch someone at long range, causing damage.</p> <p>Range: GS/6-level in meters.</p> <p>Damage: PS* X (Level +1)</p> <p>* - No modern equipment modifiers.</p> <p>This attack bypasses armor.</p> <p>% Chance: GS/GL</p>
2	85	<p>The Shield</p> <p>This allows the Guardian to summon a strong golden translucent shield to absorbs modern and Force attacks.</p> <p>%Chance: RS/4 + GS/5. This is for summoning the shield. Use RS or Shield Skill to determine deflection of an attack.</p> <p>Protection: All damage from any modern attack. ½ damage of any Force user attack.</p> <p>Duration: GS/4 in minutes</p>
3	190	<p>The Mace</p> <p>The mace is a shining and translucent weapon that is summoned by the Guardian. When used, it throws a powerful blast of energy.</p> <p>Damage: [GS/4]d10</p> <p>Range: [GS/9-Level] meters</p> <p>%Chance: [GS/Range] This is to summon, must role ranged attack role to hit.</p> <p>Duration: One attack</p>

4	280	<p>The Throwing Blade</p> <p>The Golden Blades appears in the Guardians hands and appear like curved boomerang-like weapons. They can be throw and automatically return to the Guardian.</p> <p>Duration: Level throws or GS/10 in turns</p> <p>Damage: [Level]d10 + GS/25</p> <p>Range: [GS/2] meters</p> <p>%Chance: GS/(11-level)</p> <p>Note: %Chance is for summoning, not for successfully throwing or to hit. Use Melee skill for attack roll.</p>
5	390	<p>The Net</p> <p>Forming in the Guardians hand, a shimmering golden net. He has complete control of this net. He throws it as a target and the net will not stop until the target is completely entangled. The Guardian then has control over three powers the net can release on the entangled target:</p> <ol style="list-style-type: none"> 1. Truth – the target, if sentient, can be interrogated and compelled to tell the truth for the duration of the entanglement. 2. Shock – Used to torture or slow death or knock unconscious, the net sends a powerful charge throughout the target, causing great pain. <p>Damage: 4d6 + level per surge</p> <p>Targets STA - [Level] x 5% the target is rendered unconscious.</p> 3. Disintegrate: This causes more severe damage to the target entangled, starting a painful process of disintegration. This can only be used 1/day. A medium sized target will completely disintegrate in {Level} hours. <p>Damage: 5d10 per turn while entangled.</p> <p>Duration: The Net will dissipate after Level in days if left.</p> <p>Limit: The net is limited to 1 size category larger than the Guardian.</p> <p>%Chance: GS/(100-LOG). If LOG is greater than or equal to 100, treat it as 100-LOG=1.</p>

6	460	<p>The Boots</p> <p>Forming around the Guardians feet, they have several different powers:</p> <ol style="list-style-type: none"> 1. Dodge – It gives any attacker a -3 CS or -30 to hit because they make the Guardian appear as a blur. 2. Speed – When summoned, this power doubles the Guardians normal movement rating for the duration. 3. Flight – This allows the Guardian limited flying ability. Range: GS/2 meters Top Flight Speed: GS/20 meters per turn Duration: GS/30 turns <p>Before summoning these powers, the Guardian must state which power he is going to use and he cannot use more than one at a time.</p> <p>%Chance: GS/(100-LOG). If LOG is greater than or equal to 100, treat it as 100-LOG=1.</p>
7	530	<p>The Spear/The Lance</p> <p>Also appearing in the Guardians hand when summoned, the Guardian has a choice of powers.</p> <ol style="list-style-type: none"> 1. Touch Shock – The spear is charged with a strong electric charge, penetrating all armor and screens. Damage: 4d6 + Levelx3 2. Touch Flame - The spear becomes a fiery blazing lance, penetrating all armor and screens. Damage: {Level}d10 Duration: Level in Throws or GS/25 in turns <p>After the spear is thrown, a new one appears in the Guardians hand.</p> <p>Range: GS in meters</p> <p>%Chance: GS/(100-LOG). If LOG is greater than or equal to 100, treat it as 100-LOG=1. Melee skill must be rolled to hit.</p>

8	600	<p>The Sword Dagger</p> <p>The Sword Dagger marks the pinnacle of the Guardian's growth in the Golden Way. He is considered a Master. The dagger that accompanies the ring comes to life and empowered with the Golden Force.</p> <p>Dagger Mode: The Sword Dagger can be used as a dagger for Normal Dagger damage + Level.</p> <p>Sword Mode: It also can be extended to a Sword at the Guardians will for normal sword damage + levelx2.</p> <p>Additional 8th Level Power: Multi-Power – At 8th Level, the Guardian also learns how to balance more than one power. The Guardian can summon LOG/10 powers at one given time. However, any power past the first two must be accompanied with a STA check.</p>
---	-----	--

Success and Failures

Once the Guardian succeeds at a Garrel Armor Power (that requires a %Chance power check), the Guardian gains +1d6 Golden Marks. If he fails, the Power cannot be used again for {20-Level} hours.

Jedi Castings

The Guardian has complete access to the Jedi Casting list (See Jedi Rules) The higher level the Jedi Casting, the harder it is to cast. Base %Chance to cast is determined by the following formula:

$$\%Chance = GS / \text{Jedi Casting Level} \{ \text{Casting Modifier} \} - \{ \text{Level Modifier} \}$$

Once the Guardian %Chance reaches or exceeds 100%, it stays at 100% where 98-00 is still considered a failure. The Guardian can only cast Level/3 castings per day. See table below for Casting Modifiers.

%Chance: $GS / (100 - LOG)$. If LOG is greater than or equal to 100, treat it as $100 - LOG = 1$. If the Guardian Level is less than the Jedi Casting level, -5% per level difference.

Golden Strength Cost

Each Jedi Casting has either a Force Level cost or Life Force cost or both. Because the Golden Guardian has one number, the cost to cast is determined by the following formula:

$$TJ1 = \text{Total Jedi Cost} = \text{Force Level cost} + \text{Lifeforce Cost.}$$

$$N = \text{GG Level} - \text{Jedi Casting Level}$$

$$GS \text{ cost} = TJ1 / N.$$

If the Casting level is less than or equal to the Golden Guardian Level (GG Level), the N is 1. If there is now Lifeforce cost to the power, +2d6 to the Force Level cost.

These points are subtracted from the Golden Guardians current GS.

Golden Marks & Jedi Castings

Golden Marks are the benefit that the Guardian received from successfully casting a Guardian power.

Where the Jedi is rewarded 1 Force Point for a success castings, the Guardian is rewarded $\frac{1}{2}$ a Golden Mark.

1 Golden Mark = 2 Force Points

Anywhere else where a reward is not noted, the Guardian is rewarded +1d6 Golden Marks. Failure for Jedi Casting are applicable in equivalent Golden Strength.

Level 1	Casting Modifier
Read Intent	-5
Tracking	-10
Communicate	-5
Pain	-15
Truth	-10
Statistics	-25
Guidance	-20
Enchantment	-35
Cast Away	-15
Sound Powers	-15
Level 2	
Identity	-15
Influence	-10
Open Prison	-10
Bondage	-15
Clutch	-15
Peacefulness	-15
Wind Powers	-25
Direction	-10
Heal Powers	-30
Swamp Powers	-20
Speed	-25
Level 3	
Might	-15
Cure Diseases	-20
Earth Powers	-25
Inflict Ill	-15
Smoke Powers	-20
Illusion Powers	-35
Water Powers	-30

Flame Powers	-30
Knowing	-10
Level 4	
Shape Change	-15
Wrath Power	-20
Restoration	-20
Telepathic Powers	-10
Accuracy	-5
Jump	-10
Fear	-15
Flamewind	-30
Conversion	-10
Level 5	
Life Powers	-25
Power Drain	-15
Dry Powers	-15
Light Powers	-10
Wards	-20
Transforce	-20
Element Animation	*
Level 6	
Electrical Powers	-15
Stellar Element Powers	*
Death Powers	-35
Anti-Powers	-25
Crystal Divination	-15
Cold Powers	-20
Agility	-20
Abyss Powers	-25
Gravity Powers	-20
Displace	-25

Final Notes

Slowly, the Guardian is brought through the ranks of the Golden Way. He learns to trust the Golden Force while the Golden Force learns to trust the new Guardian. If the Golden Guardian sways away from the path, ignore the call of the Golden Way or makes a fatal mistake, at any time the ring and dagger can reject the Guardian, revoking all their power. Only at 8th level has the Guardian reached a level where the Ring, the Dagger and the Golden Force completely trusts him.

Appendix: The Motherload

There is a legend that the Golden Comet came from a much larger source, perhaps an asteroid or whole planet. Those that know of the Golden Force are in search of what they call the Motherload – a concentration of enough Golden Force to make one a god.