R evised Force Powers

This addendum replaces pages 71-80 in the Star Wars Roleplaying Game. This revision simplifies using Force powers and Force skills. Using this revision, there are only the 12 Force powers as seen in the movies. Additionally, each of these Force powers use only one Force skill.

Control Powers

Absorb/Dissipate Energy

Difficulty Number: 15; Blaster Bolt or Force Lighting: 15 + the damage roll.

Effect: Absorbs or dissipates energy to which the character is subjected. "Energy" includes blaster bolts and Force Lightning.

A successful control roll means the energy is dissipated and does not injure the character.

Burst of Speed

Difficulty Number: Double movement: 10. Triple Movement: 15.

Effect: The movement rate of the character is doubled or tripled for 1 round.

A successful control roll means the character may run 20 meters or 30 meters per turn.

Force Leap

Difficulty Number: 5.

Effect: The character adds his control dice to his jump skill, and may jump up to 10 meters up, laterally, or down, without taking falling damage.

Jumping more than 2 meters has a difficulty of 30 (see SWRPG, page 42).

Sense Powers

Life Sense

Difficulty Number: The base difficulty is 5, but is modified by target proximity and relationship.

Effect: The user can sense the presence and identity of the person for whom he searches. The user can also sense how badly wounded, diseased, or otherwise physically disturbed the target is. If the user keeps the power "up", he can use it to track a target.

Sense Force

Difficulty: 5 for an area; 15 for sensing details or specific objects within the area, modified by proximity.

Effect: This power is used to sense the ambient Force within a place. It cannot be used to detect sentient beings.

Sense Force will tell a character the rough magnitude of the Force in an area or object, and whether the area or object tends towards the Dark Side or the Light.

Telepathy

Difficulty Number: 5, as modified by the proximity and relationship. +5 if the user cannot verbalize the thoughts he is transmitting (e.g., if gagged or does not wish to make a sound). If the target resists, make a perception (or control) roll for the target, and add the modifiers for proximity and relationship.

Effect: If the user's skill roll is equal to or greater than the difficulty number, he can read the targets thoughts as well as emotions. The user "hears" what the target is thinking, but cannot probe for deeper information. Normally, the skill is used one round at a time, but a character can keep it "up" in order to continue monitoring someone's thoughts.

If the skill roll is at least double the difficulty, he can probe for deeper information — basically, rifle through the targets mind and memories for the information he wants.

Additionally, the user may allow the target to "hear" his thoughts and "feel" his emotions. This power is *not* used to control minds, but to communicate.

A character can read the minds or transmit thoughts to more than one person — but each person counts as a power use, and the normal rules for multiple skill use apply (see page 12).

Some aliens experience emotions of which humans are incapable, and vice versa, so when used with aliens, the sensations may be difficult to interpret. Telepathy may not be used with Droids.

Farseeing

Difficulty Number: 5, as modified by proximity and relationship. If the user wishes to see the past, add 5; to see the future, add 10.

Effect: The user sees the place or person he wishes to see in his mind, as it appears now. He also sees the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened on his home planet in his absence, etc.

The power can also be used to see the past or future. A cautionary note about the future is in order: the future rapidly becomes unclear, Intelligent beings have free will, and individual choices may alter it. So any vision of "the future" is of a possible future only — and the character's own actions can alter things.

Alter

Force Choke

Warning: A character who uses this skill immediately gains a Dark Side point.

Difficulty: 5; modify with a perception or control roll for the target. +10 for a wound, +20 for incapacitation, +30 for a mortal wound. *Subtract* the targets relationship modifier (see Force Difficulty Chart), so killing a complete stranger is *easier* than killing a close relative.

Effect: The user uses his telekinetic ability to injure or kill the target by collapsing trachea.

Force Lightning

Warning: A character who uses this skill immediately gains a Dark Side point.

Difficulty Number: 5; modified by proximity and control or perception, limited to line of sight;

Effect: The target is struck by Force Lightning from the outstretched arms of the user and experiences great agony. The target takes 1D damage for every 2D of alter skill the user has and the target is stunned for as long as the user keeps the power "up", and two rounds thereafter.

Force Push

Difficulty Number: Targets control or Strength roll, modified by proximity, line of sight only.

Effect: The user uses the Force to push one or several targets backwards, knocking them prone or banging them against a wall. Each target after the first incurs a -1D penalty to the alter skill.

Each target makes either a control or strength roll to resist, and the user's alter roll is compared to each result in turn to determine success.

An affected target is knocked back 5 meters, and either falls prone or takes 4D damage by striking a wall or other obstacle.

Jedi Mind Trick

Difficulty Number: 5 for perceptions; 10 for memories; 15 for conclusions; as modified by proximity; **+5** for slight momentary misperceptions ("What was that noise?"), minor changes to distant memories ("The dress your mother wore on the day you graduated was red, not blue"), or if the character doesn't really care one way or the other ("OK, you can go in"). **+10** for brief, visible phenomena ("I saw a flash"), or memories less than a year old, or if the character feels some emotion about the conclusion he's reaching. **+15** for short hallucinations ("Everything is turning blue!"), for memories less than a day old, or if the target has strict orders about the conclusion. **+20** for slight disguises to facial features or hallucinations that can be sensed by two senses (can both be seen and heard), or for memories less than a minute old, or if the matter involved the conclusion is extremely important to the target. **+30** for hallucinations which can be sensed by all senses, if the memory change is a major one (misremembering your own name), or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Effect: This skill is used to:

• Alter a character's perceptions, so that he senses an illusion, or fails to see what the user of the power does not want him to see, etc. **Example:** "What was that noise?" "Probably nothing."

• Alter a character's memories permanently, so that he remembers things incorrectly, or fails to remember.

• Alter a character's conclusions, so that he comes to an incorrect decision. "These aren't the Droids we're looking for."

Before making his skill roll, the user must describe exactly the effect he's looking for; the difficulty depends on the effect (see above).

The power is normally used on only one target. Two or more targets can only be affected if the power is used two or more times.

A target who is subject to a "hallucination which can be sensed by all senses" *would* feel a blow if the hallucination struck him. Although he would *feel* it, he would suffer no damage.

This cannot fool Droids or recording devices.

Telekinesis

Difficulty Number: 5 for objects of 1 kilogram or less; 10 for 1-10 kg; 15 for 11-100 kg; 20 for 101 kg to 1 metric ton; +5 for each additional factor of 10. Modify for proximity.

Effect: This power is used to levitate and move objects with the naked mind. If used successfully, the target object moves as the user desires. The user can continue moving the object if he keeps the power "up".

Using levitated objects to injure or attack other characters is possible — but anyone who does so gains a Dark Side point ("A Jedi uses his powers for knowledge and defense — never for attack.")

Telekinesis can be used to levitate oneself or other characters. It can even be used as a primitive space drive in emergencies. When used to levitate someone against their will, the target may resist, adding his perception or control roll to the difficulty number.

FORCE DIFFICULTY CHART

PROXIMITY
User and Target are:

in physical contact	—
in line of sight but not touching	+2
not in line of sight, 1-100 meters	+5
101m-10km away	+7
11-1000km away	+10
same planet but more than 1000km away	+15
same star system but not on the same planet	+20*
not in the same star system	+30*

RELATIONSHIP
User and Target are:

close relatives (married, siblings, parent and child, etc.)	—
close friends	+2
friends	+5
acquaintances	+7
slight acquaintances	+10
met once	+12
never met, but know each other by reputation	+15
complete strangers	+20
complete strangers and not of the same species	+30

*Applies only to Farseeing; other powers may not be used at these distances.