

*Star Wars*  
*Roleplaying Game*

**The Force Compendium**  
**10<sup>th</sup> Edition**

**A Compilation of Non-Standard Force Powers  
and Powers Used by the Jedi, the Sith, and  
Other Force Traditions**

**Joseph Erich Jay**

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# *Foreword*

The Force is an energy field that is created by all living things. It binds them. It penetrates them. It binds the universe together. For millennia, numerous individuals have sensed, manipulated, and studied the Force. The various practitioners and scholars of the Force met on Tython thirty-five thousand years before the famed Battle of Yavin and formed the predecessors of the Jedi Order.

However, a myriad collection of Force traditions existed at the time. Some chose to send representatives to Tython, while others chose not to participate at all. Furthermore, additional Force traditions came to be after the formation of the Jedi Order. In addition, the Jedi Order, both old and new, have learned a good number of powers and abilities that have yet to be seen by the public or have been seen very rarely.

This manuscript details all these rare powers as well as the numerous powers exhibited by other Force traditions, as well as explain the role-playing mechanics necessary to play these powers in the game. The mechanics are based on the D6 mechanics used by West End Game's Star Wars Roleplaying Game. The manuscript also gives suggestions on which skills and stats a member from one of these other Force traditions should have, should learn, or should be able or permitted to learn.

I wish to acknowledge that a good number of these powers have previously been published by others. Powers and spells that have been published in other works by West End Games belong to said company. Many powers have been converted to D6 stats from various works published by Wizards of the Coast for their Star Wars d20 Roleplaying Game. A few have appeared on now defunct websites, such as the Star Wars Saga Edition RPG Databank and SWRPGNetwork. I have copied the powers for my personal use and just in case these websites were to go down or the servers that host said websites were to go down. Both sites have gone down, and though SWRPGNetwork has come back in a limited fashion, many of the stats that had previously been on the site are still absent. The RPGGamer.org website also have several Force powers listed on the site and stats on several items that are in this work. I came across this site after creating many of my homebrew powers. Some of these powers have been described in previous works from either West End Games or conversions from Wizard of the Coast. Some I have unknowingly incorporated into powers of my own creation. I have also incorporated two previously works into this and have acknowledged them in their respective sections. Finally, a few have either been created by others, or I have converted them from original powers created by others. In most of these cases, I openly acknowledge that these powers were created by others. In the last case, I have talked with the people who created or converted these powers, and I have gained their permission to list their powers or my conversion of those powers in this document. The one exception is two powers that originally appeared on the Star Wars Saga Edition RPG Databank. I do not wish to infringe on any copyright issues, so if the person who created these powers is reading this and wants me to remove them from this work, please make a post or send me a private message, and I will do so immediately.

I also wish to acknowledge BioWare, Obsidian Entertainment, Respawn Entertainment, and Fantasy Flight Games for the games and roleplaying books they have produced. While some of the powers in this work came from these sources, they contributed more greatly in providing information about the lightsabers and the holocrons. I also wish to acknowledge the Screenrant website, as two of the Star Wars articles on that site were the source or inspiration for two Force powers listed in this work.

Finally, except for those powers that have been created in or converted from other works, all the powers listed here are my creations and are therefore fan-made. The gamemasters have the option to incorporate the powers listed in this work into their games, to modify them to suit their needs, or to reject them completely.

# Jedi Powers

## Control Powers

### Advanced Force Stealth

**Status:** Legends

**Control Difficulty:** Difficult

**Required Powers:** *Concentration, Force stealth*

**Effect:** A more advanced version of the traditional *Force stealth* power, while this will allow a Jedi to meditate and lose himself in the Force, the Jedi will not hide his presence from detection. Instead, the Jedi will be able to blend his presence into the “background noise” of the Force that is generated by the multitude of life forms in the galaxy, becoming indistinguishable from the masses. This will not only prevent the Jedi from being detected by other Force-users, but it will also allow a Jedi to conceal their own emotions from being detected as well.

If successful, the user masks their presence in the Force, evading other Force-users trying to sense the user’s presence with *life detection, life sense, or sense Force*. The Force-user also evades any attempts by other Force-users using *receptive telepathy* to sense the user’s emotions or state of mind.

If another Force-user is trying to sense the user’s presence, emotions, or state of mind, the user can oppose the Force-user’s *sense* roll with a *control* roll. If the user’s *control* roll is greater than the opponent’s *sense* roll, the user successfully evades detection. If the user’s *control* roll is less than the Force-user’s *sense* roll, the opponent detects the user’s presence.

If several Force-users are trying to detect the user, the user makes a *control* roll against the opponent with the highest *sense* roll.

This power lasts for ten minutes, at which time the user can reroll to reactivate it. Should the user use any other Force power during the ten-minute time limit, the user automatically reestablishes their connection to the Force, cancelling out this power.

This power also has an additional advantage over *Force stealth*. Having encountered the Yuuzhan Vong, their creations, or having fought in the Yuuzhan Vong war, Jedi have learned to detect the emptiness in the Force generated by the Yuuzhan Vong and their creations. This emptiness is like the emptiness in the Force a Jedi using *Force stealth* creates, allowing Jedi from the time of the Yuuzhan Vong war onward a better chance of detecting someone using *Force stealth*. *Advanced Force stealth*, however, allows a Jedi to blend his presence into the ambient Force energy generated by all living things, thus neutralizing this trick.

**Note:** To date, there are only six known, and two suspected practitioners of this power. Kreia Fallea, also known as Darth Traya, might have used this to evade detection by several Jedi Masters. Alema Rar either developed this power on her own or learned this power from Lomi Plo. There is no official explanation on this matter. Jacen Solo somehow developed this power or learned it from one of the various Force traditions he encountered and studied under during his five-year journey. He taught this power to his cousin Ben Skywalker, who then taught his mother Mara Jade Skywalker and later his father Luke Skywalker. Jaina Solo Fel apparently also learned this power and used it to hide her presence from Ben Skywalker. With the deaths of Alema Rar, Lomi Plo, Jacen Solo and Mara Jade Skywalker, the only ones left who knows how to use this power are Ben Skywalker, Luke Skywalker, and Jaina Solo Fel. Whether or not they will teach others this power is yet unclear.

**Appeared where:** Bloodlines, Inferno

### Art of the Small (control)

**Status:** Legends

**Control Difficulty:** Difficult

**Required Powers:** *Concentration, emptiness, force of will, Force stealth, hibernation trance*

**Effect:** This radical power might be the pinnacle of employing the Force for stealth purposes and the key to unlocking the ability to manipulate matter at the molecular level. With this power, a Jedi can meditate and meld oneself with the Force in such a way that the Jedi’s presence in the Force shrinks down to a microscopic size. The reduction is to such a degree that even the most powerful Jedi Masters will have great difficulty in finding a Jedi in this state when trying to sense the Jedi’s presence with *life detection, life sense, receptive telepathy, or sense Force*.

Because of the results of this power, a Force-user trying to sense the user of this power must first have at least 10D in their *sense* roll, and then make a successful Heroic roll.

**Restricted:** The origins of this power are unknown, though it is possible that the fallen Jedi Kreia Fallea, also known as Darth Traya, might have known this power, as it would explain how she was able to evade detection by several Jedi Masters during the Dark Wars. Despite this exception, this power should not be generally available for Jedi of that time to learn.

The enigmatic Vergere might have learned this power on her own, or had it taught to her by someone. In any event, she taught this power to Jacen Solo and Cilghal. Cilghal, in turn, taught it to her apprentice Tekli. Upon Vergere’s death, Jacen Solo, Cilghal, and Tekli are the only ones in Luke Skywalker’s order who know this power. While it is highly unlikely Jacen Solo has taught others this power, Cilghal and Tekli might have been more forthcoming towards students who wish to become Jedi healers. As a result, while this power has greater availability to the Jedi of Luke Skywalker’s

order, it is still not a widely used power. GMs must keep this in mind when using this power.

**Appeared where:** [Star by Star](#), [Destiny's Way](#), [The Unifying Force](#)

## Biocombustion

**Status:** Legends

**Control Difficulty:** Difficult

**Required Powers:** *Absorb/dissipate energy, control pain*  
*This power may be kept up.*

**Effect:** When the power is activated, the Jedi selects a part of their body in which to increase the temperature, such as hands, feet, shoulders, etc. If the difficulty roll is successful, that portion of her body becomes sizzling hot to the point where any contact with that portion of her body does 1D of heat damage. This can be used to add damage to a *brawling* roll, or to cause damage while defending. Those who are resistant to fire and/or heat, or those who are wearing appropriate protective clothing do not suffer this additional damage.

**Source:** SWRPGNetwork website, Force power *convection* from [Jedi Academy Training Manual](#) page 24

**Appeared where:** [Rogue Planet](#)

**Example:** Anakin Skywalker used this power while he fought against Ke Daiv.

## Breath Control

**Status:** Canon

**Control Difficulty:** Moderate if at ease or rest, Difficult if in motion, Very Difficult if performing strenuous activities.

**Required Powers:** *Concentration, hibernation trance*

**Effect:** The Jedi can numb their body's instinct to shut down from oxygen deprivation, allowing them to hold their breath for prolonged periods of time by using the Force to reserve the air that is in the lungs. The Jedi can also use this to survive while underwater, where the air is thin, or in a room of poisonous gas. This power can also allow a Jedi to survive in the vacuum of space for a very brief time.

Upon a successful *control* roll, the Jedi can hold their breath for several rounds that is determined by the *control* roll before the Jedi needs to make a *stamina* roll to continue holding their breath.

Roll $\geq$ difficulty by:	Duration
0-5	1 round
6-10	2 rounds
11-15	3 rounds
16-20	4 rounds
21-25	5 rounds
26+	6 rounds

**Note:** This power is for Jedi who require oxygen to breathe, but there is nothing to say that different versions of this power do not exist. For example, there might be a version that would allow Plo Koon and Kel Dor Jedi to survive for a while should

they lose their anti-oxygen masks, while another exists that is tailored for Drackmarian and methane-breathing Jedi.

**Source:** [Knights of the Old Republic Campaign Guide](#)

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game, [Episode I: The Phantom Menace](#), [Specter of the Past](#), [Survivor's Quest](#)

**Example:** Meetra Surik learned this from Kreia Fallea and used it in the Jekk'Jekk Tarr bar. Qui-Gon Jinn and Obi-Wan Kenobi used this to escape being poisoned by gas in [Episode I: The Phantom Menace](#). I think Luke Skywalker used this to escape the pirates' trap in [Specter of the Past](#). Luke Skywalker and Mara Jade Skywalker used this while helping to put out the fire on the *Chaf Envoy* in [Survivor's Quest](#).

## Calculate Path

**Status:** Canon

**Control Difficulty:** Very Difficult

**Required Powers:** *instinctive astrogation control, instinctive astrogation, sense Force*

**Time to use:** Five minutes.

**Effect:** This power is unique to Mari San Tekka. Becoming known as a hyperspace savant, she used this power to calculate the Paths – routes in hyperspace that conventional navigation systems deem impossible to exist. The Ro family kidnapped her, and both Asgar Ro and his son Marchion used her ability to find these paths and use them to lead the Nihil in their surprise attack on the Republic two centuries before the rise of the Empire. The Nihil constructed Path engines to translate the Paths into navigational data which allowed them to use these Paths without Mari San Tekka's ability.

The Paths she calculated cannot be found by any other means. Navigational computers, astromechs, *instinctive astrogation*, and *instinctive astrogation control* will not reveal these Paths, and any attempt to use these means to navigate, yet alone calculate these Paths, automatically fails. Only ships equipped with Path engines can navigate these paths.

**Appeared where:** [The High Republic: Light of the Jedi](#), [The High Republic: The Rising Storm](#), [The High Republic: Out of the Shadows](#)

## Channel Energy

**Status:** Legends

**Control Difficulty:** Very Easy for sunburn; Easy for intense sun; Moderate for solar wind; Difficult for a radiation storm. Characters may use this power for energy attacks such as blaster bolts and *Force lightning* – the difficulty is Moderate plus the damage roll of the attack.

**Required Powers:** *Absorb/dissipate energy*

*This power may be kept up so long as the source of the energy is constant.*

**Effect:** Building on the *absorb/dissipate energy* power, a Jedi using this power cannot only absorb the energy from light, heat, radiation, blaster bolts, and *Force lightning*, but the Jedi can use the energy to bolster their Force abilities.



In GM terms, if the *control* roll is successful, the Jedi takes the damage they should have received and applies it as a bonus to their Force skill roll in the next round. The bonus can be placed entirely in one skill or split amongst the three.

If the roll fails by up to 5, then while the Jedi suffers no damage from the attack, they are unable to bolster their Force skills with the absorbed energy. If the roll fails by more than 5, then the Jedi suffers damage as if they failed to absorb the energy in the first place.

This power is exceedingly rare amongst Jedi. To date, only Anakin Solo and members of the Halcyon/Horn bloodline have exhibited this power.

**Author's Note:** This was a feat in the [New Jedi Order Sourcebook](#) which had been converted into a d6 power on the SWRPGNetwork website. Unfortunately, this website has fallen to disuse and disrepair, and the entry for this power on this website has been lost. I do not remember who made the conversion, and given the current state of the website, any attempt to recover this entry will almost certainly end in failure. What I have written here is my vague recollection of the conversion of this power augmented with the original description of the feat from the [New Jedi Order Sourcebook](#). This may or may not be what was on the site, but since the site was where this power was first presented, I indicated this site as the source for completeness and to adhere to copyright laws.

**Source:** SWRPGNetwork website

**Appeared where:** [I, Jedi](#), [Dark Tide I: Onslaught](#), [Edge of Victory I: Conquest](#).

**Example:** Corran Horn learned this power and used it frequently in [I, Jedi](#). He used it again to absorb the energy from Ganner Rhysode's lightsaber in [Dark Tide I: Onslaught](#). Anakin Solo used this to absorb the heat from the jungle fire in [Edge of Victory I: Conquest](#).

## Crucitorn

**Status:** Legends

**Control Difficulty:** Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters.

**Required Powers:** *Concentration, control pain*  
*This power may be kept up.*

**Effect:** This power is almost identical to *control pain*. The difference between them is that with this power, the user does not need to make a new roll whenever the user is injured again.

**Source:** Force power *endure* from [Knights of Fate](#) pages 36-7

## Deflect Energy

**Status:** Legends

**Control Difficulty:** Moderate plus the damage roll of the attack.

**Required Powers:** *Absorb/dissipate energy*

**Effect:** Rather than absorbing or dissipating the energy from a blaster bolt, the Jedi can attempt to deflect the blaster bolt with their bare hand. With this power, which is a part of the *tutaminis* family of Force powers, the Jedi can do barehanded what the Jedi would normally be able to do with a lightsaber – deflect and possibly redirect blaster fire. A successful roll means the Jedi suffers no damage from the blaster bolt. If the Jedi wishes to redirect the blaster bolt back to the source, they must make a *control* roll against a difficulty that is established by the target's *dodge* or the distance to the target.

The Jedi can also use this power to catch the energy blade of an opponent's lightsaber as a reflex reaction. Again, a successful roll means no damage to the user.

**Author's Note:** Consider this the *redirected energy* Force power designed for blaster bolts rather than *Force lightning* or *bolt of hatred*.

**Appeared where:** [Freedon Nadd Uprising](#), [The Old Republic: Hope](#) cinematic trailer, [Dark Nest I: The Joiner King](#)

**Example:** Nomi Sunrider used this to deflect a blaster bolt barehanded in [The Freedon Nadd Uprising](#). Various Jedi have performed this as well. Satele Shan used this to catch Darth Malgus' lightsaber with her bare hand in [The Old Republic: Hope](#) cinematic trailer. Jacen Solo used this to deflect the blaster bolts fired by the Hapan guards in [Dark Nest I: The Joiner King](#).

## Force Affinity

**Status:** Legends

**Control Difficulty:** Moderate if the Jedi is relaxed and at peace; Very Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Heroic if the Jedi is acting on the negative emotions.

**Required Powers:** *Concentration*

**Effect:** One of the few meditative battle stances taught amongst the Jedi, this form allows the Jedi to maintain a steady focus on the Force, even during the fiercest of fights.

The individual Jedi focuses on the task at hand, and should the Jedi succeed in making the required roll, the Jedi may add +6D to one specific action in that round. The Jedi can only use this form and that one specific skill for a single action, which includes dodges and parries. If the Jedi attempts anything else in that round, any additional action will not receive a bonus.

This power may be used in conjunction with Force Points and Character Points. But this power is in effect for only one round, and it cannot be kept up.

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

## Force Body

**Status:** Legends

**Control Difficulty:** Difficult

**Required Powers:** *Concentration, control pain, reduce injury, remain conscious*

**Effect:** This power allows the Jedi to push their body's endurance beyond a safe limit to maintain their connection to the Force, but in doing so places the user's health and well-being in jeopardy.

When activating this power, the Jedi must make a *stamina* roll to determine if their body can handle the strain. If successful, the Jedi will receive a temporary bonus to all Force skills. Otherwise, the power backfires on the Jedi, resulting in the Jedi being injured to some degree. The GM must consult the following tables to determine the effect of this power, the *stamina* difficulty, and the *wound* status.

Roll $\geq$ difficulty by:	Bonus	Duration	Stamina check
0-7	+1 pip	4 rounds	Moderate
8-13	+2 pips	3 rounds	Difficult
14-20	+1D	2 rounds	Very Difficult
21+	+1D+1	1 round	Heroic

Stamina check $\geq$ roll by:	Wound level
1-5	Wounded
6-10	Wounded twice
11-15	Incapacitated
16-20	Mortally wounded
21+	Dead

For each round the power is active, the Jedi must make the required *stamina* check. Should the Jedi fail to make the required roll, the power ends immediately, and the Jedi suffers the damage listed.

Regardless of the *stamina* check, once the power ends, the Jedi automatically gains the *wounded* status.

Though the power is not required, since *crucitorn* is more powerful than *control pain*, should the Jedi know *crucitorn*, the Jedi receives a +5 bonus to the *control* roll.

**Author's Note:** Considering how potentially damaging this power can be, very few Jedi know this power.

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

## Force Comprehension

**Status:** Legends

**Control Difficulty:** Moderate

**Required Powers:** *Concentration*

**Time to Use:** Five minutes

**Effect:** This power allows a Jedi to assimilate, process, and interpret a great quantity of information in a rapidly short period of time by speeding up the neural processes. A Jedi cannot simply use this power to learn a new subject; the Jedi in question must first possess a basic knowledge and understanding of the topic he is attempting to comprehend.

Before using this power, the player and the GM must first determine if the player's Jedi character possessed the required basic knowledge. If the player has pips associated with a skill associated with the knowledge, the Jedi already possesses a

basic knowledge. For instance, if the Jedi has pips assigned to his *lightsaber* or *scholar: lightsaber forms* skill, the Jedi has the prerequisite knowledge to use this power to learn a new lightsaber form. If the Jedi does not have pips assigned to an associated skill, the player must make a Moderate difficulty roll with the attribute associated with the skill. If the roll succeeds, then the character possesses the prerequisite knowledge. If the roll fails, it is advisable that the character halts any attempt of using this power; otherwise, the Jedi will exhaust themselves unnecessarily.

A Force-sensitive who has already received training can use this power to learn new powers and/or improve their Force skills. However, an untrained Force-sensitive must first receive training before using this power.

In GM terms, if the Jedi succeeds in making the required difficulty roll, the Jedi only needs to spend a fraction of the required Character Points necessary to absorb the knowledge and either gain a new skill or increase a skill by one pip. This applies to regular skills, skill specializations, and advanced skills. Consult the table below to determine the fraction, rounded up; however, one Character Point is the absolute minimum number that must be spent. Equivalently, the minimum number of days necessary to absorb the new knowledge is one day.

Roll $\geq$ difficulty by:	Fraction of Character Points required:
0-5	$\frac{1}{2}$
6-10	$\frac{1}{3}$
11-15	$\frac{1}{4}$
16-20	$\frac{1}{5}$
21+	$\frac{1}{6}$

The Jedi must exercise care in using this power, as it has been recorded that acquiring knowledge at an accelerated rate can elicit strong emotions. When a Jedi uses this power, the GM must roll a wild die. On a result be a 1, the Jedi experiences strong emotions. The Jedi must make a *control* or *willpower* roll to gain control over the emotions. If the Jedi fails, the GM must assess the situation to determine whether the Jedi should receive a Dark Side Point.

There is a chance a Jedi might unconsciously use this power when learning new knowledge. At the time of creation, the GM must roll two wild dice. If **both** dice yield a one, then the Jedi unconsciously uses this power, and thus instantly gains the benefits of this power without making any rolls.

**Appeared where:** [Knights of the Old Republic](#) video game, [Knights of the Old Republic II: The Sith Lords](#) video game

**Example:** Revan might have used this to regain his Force skills while training on Dantooine after having his memory wiped by the Jedi Council. Meetra Surik used this power to reconnect and relearn Force and lightsaber techniques rapidly.

## Force Dodge

**Status:** Legends

**Control Difficulty:** Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Very Difficult if the Jedi is acting on the negative emotions.

**Required Powers:** *Concentration*

**Effect:** When a Jedi is piloting a starfighter, the Jedi can use this power to become more adept at avoiding attacks.

In GM terms, when a Jedi makes a successful *control* roll, the Jedi receives a +2 bonus to their “reaction skill” for the purpose of avoiding enemy fire.

**Source:** Force Dodge feat from Starships of the Galaxy, Star Wars Revised Core Rulebook, and Power of the Jedi Sourcebook, Starfighter evasion class feature for the Jedi Ace prestige from Star Wars Revised Core Rulebook page 273.

## Force Stealth

**Status:** Legends

**Control Difficulty:** Moderate

**Effect:** This power allows a Jedi to meditate and lose himself in the Force to avoid being detected by other Force-users.

If successful, the user masks their presence in the Force, evading other Force-users trying to sense the user’s presence with *life detection*, *life sense*, or *sense Force*.

If another Force-user is trying to sense the user’s presence, the user can oppose the Force-user’s *sense* roll with a *control* roll. If the user’s *control* roll is greater than the opponent’s *sense* roll, the user successfully evades detection. If the user’s *control* roll is less than the Force-user’s *sense* roll, the opponent detects the user’s presence.

If several Force-users are trying to detect the user, the user makes a *control* roll against the opponent with the highest *sense* roll.

This power lasts for ten minutes, at which time the user can reroll to reactivate it. If the user should use any other Force power during the ten-minute time limit, the user automatically reestablishes their connection to the Force, cancelling out this power.

However, there is a side-effect from using this power. A Jedi who uses this power creates an emptiness in the Force not unlike the void created by the Yuuzhan Vong and their creatures. As such, it is possible for Force-users to detect a Jedi using this power by searching for this emptiness, provided they know what they are looking for. Therefore, Jedi who have participated in the Yuuzhan Vong war, or have otherwise encountered the Yuuzhan Vong or their creations can make an Easy *sense* roll to detect those using *Force stealth*, rather than a Moderate one.

## Force Veil

**Status:** Legends

**Control Difficulty:** Difficult

**Required Powers:** *Force stealth*

**Effect:** Some Jedi become skilled at concealing their presence from other Force-users. With this power, a Jedi becomes

harder to be detected by other Force-users. The power limits the range in which other Force-users can detect the Jedi using *Force veil* down to 10 kilometers. Any distance greater than that distance, and the Force-user’s attempt to detect the Jedi using *Force veil* automatically fails.

The Jedi should treat *Force veil* as *Force stealth* otherwise.

**Source:** Jedi Refugee Talent Force Veil from Legacy Era Campaign Guide page 41

## Indomitable Will

**Status:** Legends

**Control Difficulty:** Difficult

**Required Powers:** *Force of will*

**Effect:** If the Jedi succeeds in making the required difficulty roll and spends a Force point, they is immune to all mind-altering effects for one minute.

**Source:** Control Talent Indomitable Will from The Force Unleashed Campaign Guide page 88

## Long-Term Memory Enhancement

**Status:** Homebrew

**Control Difficulty:** Very Difficult

**Required Powers:** *Hibernation trance*, *short-term memory enhancement*

**Effect:** When a Jedi uses this power, they can replay events that had occurred at some point in the past to examine images and peripheral occurrences more carefully. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can remember depends on the success of his *control* roll.

Skill roll > Difficulty by	Memory extends back
1-5	1-3 months
6-10	3-6 months
11-15	6 months – 1 year
16-20	1-2 years old
21+	2+ years old

If the Jedi were to receive some form of recall of the memory before activating this power – rereading a mission report, recalling a memory or an event that is somehow connected to the one he wants to recall with this power – the Jedi receives a +5 circumstantial bonus.



**Author's Note:** I came up with this power long ago, but quickly discarded it. Having seen a version of this power on the RPGGamer.org website, I decided to bring it back. However, while the version on the RPGGamer.org website is a *control* and *sense* power, I consider this power a *control* power, just like *short-term memory enhancement*.

## Reduce Injury

**Status:** Canon

**Update:** A Dark Jedi and a Sith will do whatever they can to avoid death. Upon suffering an injury that would leave the individual *mortally wounded* or *dead*, the dark Jedi or Sith can call upon the dark side and their rage to survive the injury. The rules state that a character that has been mortally wounded must roll 2D at the end of each round. If the roll is less than the number of rounds the character has been mortally wounded, the character dies. If the Dark Jedi or Sith makes a successful roll to use *reduce injury* to survive being mortally wounded or dead, the character takes the difference between his roll and the *control* difficulty and adds it to the result of the 2D roll to stave off death. This bonus is added each round until the character receives the necessary medical treatment.

If the character uses *hibernation trance* after successfully using *reduce injury* in this way, the character will begin making the roll and adding the bonus after emerging from the hibernation trance.

Because the dark Jedi or Sith is drawing upon their rage to survive the injury, the dark Jedi or Sith gains a Dark Side Point.

**Appeared where:** The Sith Hunters, Obi-Wan TV series

**Example:** Darth Maul used this to survive being bisected by Obi-Wan until he managed to heal his injuries on Lotho Minor. The Grand Inquisitor used this to survive being stabbed by Third Sister Reva.

## Repel Force Lightning

**Status:** Legends

**Control Difficulty:** *Alter* roll of person using *Force lightning*.

**Required Powers:** *Absorb/dissipate energy*

**Effect:** Having once used *Force lightning* in the past, Kyp Durrone has found a way of repelling and even dissipating *Force lightning* that is aimed at him.

In GM terms, if the *control* roll is successful, the Jedi will repel the *Force lightning* that is heading towards them. The *Force lightning* will course around the Jedi, but never strike the Jedi.

If the *control* roll succeeds by more than 10, then the *Force lightning* will dissipate and come to an end, even if the attacker made a successful roll.

Kyp Durrone is the only one who exhibited this power, so he most likely created this power, drawing on his experience of having used *Force lightning* in the past while under Exar Kun's influence. He has yet to teach this power to anyone else.

It is possible to use this power to repel similar Force powers. Kyp Durrone was able to repel the *black Force lightning* Jaina Solo attacked him with in Dark Journey. Given the potential connection between *black Force lightning*, *dark side web*, and *Force net*, this power might be used to repel *dark side web* and *Force net*, but this has not been confirmed. It is unknown if it can be used against other similar Force lightning powers like *electric judgment*, *green lightning*, *red Force lightning*, and *orange/yellow Force lightning*.

**Author's Note:** This only appeared in Dark Journey. This power was created by Moridin, I believe, on the SWRPGNetwork website. Unfortunately, this website has fallen to disuse and disrepair, and the entry for this power on this website has been lost. Given the current state of the website, any attempt to recover this entry will most certainly end in failure. What I have written here is my vague recollection of this power. This may or may not be what was on the site, but since the site was where this power was first presented, I indicated this site as the source for completeness and to adhere to copyright laws.

**Source:** SWRPGNetwork website

**Appeared where:** Dark Journey

**Example:** Kyp Durrone used this to repel Jaina's *black Force lightning* and eventually dissipate it completely in Dark Journey.

## Resist Aging

**Status:** Legends

**Control Difficulty:** Difficult or Very Difficult

**Effect:** This power allows a Jedi to negate the effects of aging and retain their youth.

All life in the universe proceeds through various stages over the course of their existence. As sentient beings age, they gain knowledge and wisdom at the expense of their health, strength, and speed. With this power, a Jedi can stave off the physical deterioration caused by aging while gaining the benefits of increased knowledge and wisdom.

The earliest time the Jedi can use this power is when the Jedi reaches the age of adulthood according to their species. Once a year, the Jedi can attempt to use this power to retain his physical age. By making a successful roll and spending a Force point, the Jedi can retain their physical age. The earliest a Jedi can use this power is when they reach the adult age, at which point they can roll to retain the young adult age category for their physical stats.

The difficulty is not static. When the Jedi's true age reaches a new stage during their life, the difficulty increases. A middle-aged Jedi who wishes to retain the physical age of adulthood must add +5 to the difficulty. It is +10 for an old Jedi and +15 for a venerable Jedi. An old Jedi wishing to maintain the physical age of a middle-aged individual only adds +5, and so forth.

Should the Jedi fail to make the required roll, the Jedi automatically ages one age range closer to their true age.

Should a Jedi fail to make the roll by more than 5, the Jedi automatically ages to their true age. It is impossible to reverse the effects of aging, whether naturally or by failing to make the required roll, so any attempt of using this power for that reason automatically fails.

This power is generally reserved for the Jedi who serve the light. However, it is possible for Dark Jedi and Sith to use this power, but it would be far more difficult. As Palpatine/Darth Sidious once said, “flesh cannot easily contain the power of the dark side,” and a Dark Jedi or Sith would be using this power to force their body to remain young. In GM terms, the initial difficulty is Very Difficult. In addition, for every Dark Side Point the Dark Jedi or Sith has over five, the GM adds +10 to the difficulty. But once the number of Dark Side Points reaches 10, it becomes impossible for the Dark Jedi or the Sith to use this power.

**Appeared where:** Blast Radius

**Example:** Jedi Master Fay used this to maintain a youthful appearance even though she was centuries old.

## Retain Consciousness

**Status:** Legends

**Control Difficulty:** Heroic

**Required Powers:** *Accelerate healing, concentration, control disease, control pain, force of will, remain conscious*  
*This power may be kept up.*

**Time to Use:** Ten minutes

**Effect:** Though this power has only been witnessed once in galactic history, the circumstances surrounding its appearance warranted its entry within the Jedi Archives. During the Sictis Wars, a Jedi was infected with Technobeast virus. Somehow, the infected Jedi, whose original name has been lost to history, was able to use the Force to prevent the nanovirus from lobotomizing the frontal lobes of his brain. This allowed him to retain his sense of self-identity. He went on to fight against the Sith in the New Sith Wars and served the galaxy for many decades. He has since been known as the Technobeast Jedi.

After successfully utilizing this power, the Technobeast Jedi was able to describe how he used the Force to combat the nanovirus and retain his identity. Since the nanovirus responsible for the creation of the Technobeasts has not been seen since the end of the New Sith Wars, this power has been stored within the archives and holocrons of the Jedi Order and has not been used since.

**Restricted:** Because of the unique nature of this power and the circumstances behind its creation, the GM should treat this as a lost power. Lost powers are powers that are very rarely seen amongst Force-users regardless of affiliation and/or tradition. The only way for a character to learn these lost powers, yet alone learn of their existence, would be to find a lost Holocron or some other teaching device containing information about these powers and/or instructions on how to perform them.

**Source:** The New Essential Guide to Droids

## Wall Run

**Status:** Canon

**Control Difficulty:** Difficult

**Required Powers:** *Burst of speed, enhance attribute, up the walls*

**Effect:** A Jedi can use this power to run on a wall from one platform to another. The Jedi can jump onto the wall, run six steps, then jump off the wall onto another platform. The Jedi must use this power in conjunction with their *running* skill, which means the penalty for multiple actions applies. If no platform is available, the Jedi can choose to jump onto a different wall that is near the wall they is currently on and use this power to run across the new wall. If there are no platforms or other walls nearby, the Jedi falls prone to the ground, suffering the appropriate amount of damage.

The Jedi can only run left or right along the wall while using this power. The Jedi cannot use this power to run up a wall. To do that, the Jedi needs to use the *up the walls* power.

**Sources:** Force power *inertia* from Jedi Academy Training Manual page 28

**Appeared where:** Jedi: Fallen Order, Jedi: Survivor

**Example:** Cal Kestis used this repeatedly to run across the walls to cross pitfalls and chasms to reach the planned destination or a new area.

## Sense Powers

### Botanical Telepathy

**Status:** Legends

**Sense Difficulty:** Easy for ordinary plants, Very Easy for Force-sensitive plants, Moderate for semi-sentient or sentient plant.

**Required Powers:** *Sense Force*

**Effect:** An exceedingly rare power exhibited by only a few Jedi, this power allows the user to sense the internal hum of vegetative life forces, thereby discerning the general emotional state of the plant in question.

This power also has another application that is even rarer. This power allows the user to communicate telepathically with plant life; however, for this to be possible, the plant life must be Force-sensitive as well. The Force-sensitivity possessed by the plant life enables the user to establish a bond with the plant in question, which decreases the Difficulty roll in this case. One of the most Force-sensitive plants in the galaxy is the Murakami orchid.

The user can also use this power to communicate telepathically with sentient plant races like the Neti and semi-sentient plants in lieu of *perfect telepathy*, *projective telepathy*, and *receptive telepathy*. However, when using this power in this capacity, the user can hold a normal conversation with the recipient, rather than being limited to conveying feelings, emotions, or brief sentences.

**Appeared where:** Hestizo Trace used this to talk to the Murakami orchid in [Red Harvest](#).

## Danger Sense Towards Another

**Status:** Canon, Legends, or Homebrew

**Sense Difficulty:** Moderate or attacker's *control* roll.

Modified by proximity and relationship.

**Required Powers:** *Danger sense, life detection, magnify senses, shift sense, sense surroundings*

*This power may be kept up.*

**Effect:** This power works exactly like *danger sense*, but is aimed towards sensing danger towards someone who is near to the Jedi. The Jedi extends their senses around himself to a greater degree – out to 10 meters – encompassing the other individual, creating an early warning system for the other individual for as long as the power remains in effect.

When this power is used, the Jedi detects any attack towards the other individual the round before they are made. This allows the Jedi a round to decide how to react to the danger towards the other individual.

In game terms, if a character plans to attack the other individual on the next round, she must declare her action the round before. Attacking characters with Force skills may roll their control skill to increase the difficulty of using this power.

A Jedi can use this power to protect more than one target, provided the targets are within 10 meters of the Jedi. For each additional target after the first, the GM must add +5 to the *sense* difficulty.

**Source:** garkhal from The Rancor Pit.

## Darkvision

**Status:** Homebrew

**Sense Difficulty:** Easy

*This power may be kept up.*

**Required Powers:** *Low-light vision, magnify senses*

**Effect:** This grants the Jedi the darkvision special ability, allowing the Jedi to see up to 20 meters in total darkness. This power is redundant for Jedi from species who have the darkvision special ability, like the Arkanians.

## Echolocation

**Status:** Homebrew

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Required Powers:** *Magnify senses, sense Force, sense surroundings*

**Effect:** Echolocation is the ability bat-like creatures use to navigate while flying by listening to sounds being reflected from objects. With this power, a Jedi can heighten their sense of hearing to hear all the sounds within a 100-meter radius, including the faint sounds of echoes. This will allow the Jedi to know the location of every individual, creature, droid, and vehicle within that area in the dark. Any opponent within that

area attempting to use *sneak* to remain hidden will automatically fail.

## Feel the Force

**Status:** Legends

**Sense Difficulty:** Difficult

**Required Powers:** *Magnify senses, sense Force, sense surroundings*

**Effect:** If the Jedi succeeds in making the required difficulty roll and spends a Force point, they can ignore all concealment for one minute. All opponents trying to use concealment to boost their *sneak* rolls will lose the bonus offered by the concealment.

**Source:** Sense Talent Feel the Force from [The Force Unleashed Campaign Guide](#) page 88

## Force Perception

**Status:** Legends

**Sense Difficulty:** Easy

**Effect:** When making *Perception* checks you can use your *sense* skill instead.

**Source:** [Star Wars: The Roleplaying Game Saga Edition](#) page 101

## Force Track



**Status:** Legends

**Sense Difficulty:** Moderate; modified by relationship

**Required Powers:** *Life detection, life sense*

*This power may be kept up*

**Effect:** Every living being leaves a trail in the Force as they move across a planet from one location to another. Using the Force, a Jedi can sense this trail and track it to his quarry's current location.

However, as any tracker would tell you, factors can make tracking more difficult. First, there is the time factor. Even though someone leaves a trail or current in the Force that can be tracked, the trail can dissipate over the passage of time.

### When did target pass through area Modifier

Last minute	0
Last ten minutes	+5
Last hour	+10
Last day	+15

The other factor is the trail of other beings crossing and intertwining with the trail of the creature currently being tracked. The Jedi runs the risk of losing the trail because of the congestion or worse following the wrong trail out of a congestion by mistake.

### Degree of traffic through an area Modifier

Sparse traffic	0
Light traffic	+5
Moderate traffic	+10
Heavy traffic	+15

If while tracking the target with this power the Jedi learns some specific information about the target – when last seen, where last heading, last known direction – the Jedi immediately rerolls the difficulty, applies the appropriate modifiers, then adds a +5 circumstantial bonus for each piece of information he receives about the time, direction, and destination of the target.

This power cannot be used to track someone who has left the planet. Any attempt to do so will immediately fail.

**Author's Note:** This power was created on the SWRPGNetwork website. Unfortunately, this website has fallen to disuse and disrepair, and the entry for this power on this website has been lost. I do not remember who made the conversion, and given the current state of the website, any attempt to recover this entry will almost certainly end in failure. What I have written here is my vague recollection of the conversion of this power combined with the power from the [Jedi Academy Training Manual](#). This may or may not be what was on the site, but since the site was where this power was first presented, I indicated this site as the source for completeness and to adhere to copyright laws.

**Sources:** SWRPGNetwork website, Force power *Force track* from [Jedi Academy Training Manual](#) page 26

**Appeared where:** [Darth Maul: Shadow Hunter](#), [The Courtship of Princess Leia](#).

**Example:** Darth Maul used this to track Darsha Assant and Lorn Pavan in [Darth Maul: Shadow Hunter](#). Luke used this to track where Han went on Coruscant in [The Courtship of Princess Leia](#).

### Force Tunneling

**Status:** Legends

**Sense Difficulty:** Easy; modified by proximity and relationship

**Required Powers:** *Concentration, life detection, life sense*

**Time to Use:** Three rounds

**Effect:** A power Jax Pavan found in Darth Ramage's holocron, it allows a Jedi to concentrate and focus on locating their target so tightly that the individual touches nothing but the target of this power.

In GM, this power should be treated almost the same way as one would treat *life detection* and *life sense*. Because of how focused the user is when using this power, the target automatically receives a -5 penalty to all *control* and *Perception* rolls made to oppose this power.

However, the focus serves as a double-edged sword for the user as well. First, the user cannot use any additional Force powers while using this one. Second, the normal penalty for

performing multiple actions in one round is doubled while this power is active.

**Author's Note:** Jax Pavan learned this power from Darth Ramage's holocron. However, once he rescued Thi Xon Yimmon from Kantaros Station, he returned to Dathomir and asked Augwynne Djo to erase from his mind all the knowledge he gained from Darth Ramage's holocron. As a result, he was incapable of teaching this power to anyone else. He entrusted Darth Ramage's holocron to Augwynne Djo's safekeeping. Whether or not Augwynne Djo later gave Luke Skywalker custody of this holocron is unclear. Since this power is not tainted with the dark side, despite it being recorded in a Sith holocron, the GM has a little leeway with this power in that it is possible for a Jedi to come across a Jedi holocron which contains this power or for a Jedi to create this power via experimentation.

**Appeared where:** [Coruscant Nights: The Last Jedi](#)

**Example:** Jax Pavan used this to locate Thi Xon Yimmon on Kantaros Station.

### Infrared Vision

**Status:** Homebrew

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Required Powers:** *Magnify senses, shift sense*

**Effect:** This grants the Jedi the infravision or infrared vision special ability, allowing the Jedi to see in total darkness if there are sufficient heat sources. This power is redundant for Jedi from species who have the infravision or infrared vision special ability, like the Chadra-Fan, the Gran, and the Keshian.

### Insight

**Status:** Canon

**Sense Difficulty:** Easy; modified by proximity and relationship

**Required Powers:** *Danger sense, farseeing, life detection, life sense, magnify senses, sense Force, sense surroundings*

**Time to Use:** One round

**Effect:** This power allows a Jedi a moment to deeply sense their surroundings, revealing and highlighting any potential threats to them.

In GM terms, this power grants the one of the following, depending on the circumstances. *Insight* alerts the user to any attacks a round before they are made, granting the Jedi a round to decide how to react to the danger. Or, *insight* grants the user a +5 bonus to their *Perception* roll to notice any dangerous terrain in their immediate area, allowing the Jedi a chance to avoid the danger completely or be better prepared in crossing it.

**Appeared where:** [Battlefront II](#) video game

**Example:** Rey was a notable user of this technique.



## Low-light Vision

**Status:** Homebrew

**Sense Difficulty:** Easy

*This power may be kept up.*

**Required Powers:** *Magnify senses*

**Effect:** This grants the Jedi the low-light special ability, allowing the Jedi to see twice as far as a normal human in poor lighting conditions. This power is redundant for Jedi from species who have the low-light special ability naturally, like the Chagrians.

## Merge Senses (Plants)

**Status:** Legends

**Sense Difficulty:** Moderate

**Required Powers:** *Magnify senses, sense Force*

*This power may be kept up.*

**Time to Use:** Three rounds

**Effect:** Another exceedingly rare power exhibited by only a few Jedi; this power is considered a plant-based counterpart to the traditional *merge senses* power. This power allows the user to perceive things through the senses of another plant; however, the plant in question must be a specimen of organic surveillance. A perfect example of such a plant is the panopticon willow. Various Yuuzhan Vong plants, such as the villip, would also qualify as plant-based organic surveillance, but given the unique nature of the Yuuzhan Vong and anything associated with them, any attempts to use this power on them automatically generally fails. Only those individuals who have been altered by the Yuuzhan Vong, like Tahiri Veila and Jacen Solo, will be able to use this power successfully on Yuuzhan Vong plant life. The specific details about this will be discussed in a later section.

The user can use this power to link with a plant to find something, so long as the plant in question has something that can serve as an eye. A successful roll gives the user a +2D bonus to any *search* rolls for as long as this power is active.

While the user's senses are merged with the plant, the user's body is motionless. The user's senses are unable to function until the meld is broken. Releasing the target plant requires a Moderate roll. The link with the plant can also be broken upon the death of either the user or the plant. If the plant suffers damage or dies during the meld, the user suffers half the amount of damage.

**Appeared where:** Red Harvest.

**Example:** Hestizo Trace used this power to meld with the panopticon willow and see through its senses Red Harvest.

## Pathfinding

**Status:** Canon

**Sense Difficulty:** Very Difficult

**Required Powers:** *Concentration, direction sense, instinctive astrogation, sense Force*

*This power may be kept up.*

**Effect:** Also called kinesthesia, this is a power that is unique to the Talortai. The Talortai are strong in the Force, and as stated in the book The High Republic: The Rising Storm, all Talortai have an innate sense of direction, feeling the vibrations of the cosmos in their bones. Their perception of the Force allows them to sense vibrations in the Force. A few, like Udi Dis, have learned to take this ability to an extreme degree. With this power, a Talortai can tell the movement of things in motion in an open environment, like the surface or atmosphere of a planet, space, or even hyperspace.

In GM terms, a successful use of this power grants the user a bonus to all airborne and spaceborne flying skills. Specifically, *astrogation, capital ship piloting, repulsorlift operation, space transports, and starfighter piloting*. Hover vehicles are unable to get high enough off the ground to benefit from this power. Ground vehicles do not receive the benefits from this power. This power is useless underground, even in a large cavern system as the area is enclosed rather than open. This power remains untested in an aquatic environment.

### **Sense roll ≥ Difficulty Modifier**

0-10	+1D
11-20	+2D
21+	+3D

When the roll is made, the benefit lasts while the power is active. If one wishes to try and increase the benefit, one must first deactivate this power and then reroll.

There are no overt military applications for this power beyond increasing the piloting skill of the individual. Being able to track the precise location of every starfighter in a dogfight would have immeasurable benefits for a commander. It is possible that the bonus granted by this power can be applied to *command, tactics, and Force skills rolls* when using *battle meditation, enhanced coordination, and inspire*. But these have yet to be confirmed.

**Restricted:** This power is unique to the Talortai. While it might be possible for a Jedi to learn this power through experimentation, unless a Jedi befriends a Talortai and learns the power from the Talortai, non-Talortai are forbidden to learn this power.

**Appeared where:** The High Republic: The Rising Storm

**Example:** Udi Dis used this power while flying his ship.

## Sense Force Ripples

**Status:** Legends

**Sense Difficulty:** Moderate or opposed *control, Perception, or willpower* roll; modified by proximity; penalty may be applied as well

**Required Powers:** *Concentration, danger sense, life detection, receptive telepathy, sense Force*

*This power may be kept up.*

**Time to Use:** One round

**Effect:** After having trouble in sensing the presence of the Dark Nest with the Force, Luke Skywalker and Jacen Solo developed this technique to overcome this difficulty. While the Gorog could hide themselves from detection in the Force, they could not mask their intention to do harm to their enemies. Their intentions created “ripples” in the Force, which Luke Skywalker and Jacen Solo learned to detect and use to locate the Dark Nest. When they tracked the “ripples” to their source, they would first detect an emptiness, then a vague uneasiness from the emptiness, and then an empty hole from the vague uneasiness. It is likely that Luke Skywalker and Jacen Solo drew inspiration from how the Jedi detected the Yuuzhan Vong with the Force – rather than directly searching for the Yuuzhan Vong with the Force, the Jedi searched for the voids in the Force that indicated the presence of the Yuuzhan Vongs or their creatures.

In GM terms, on the surface, using this power would be no different than from using *life detection* or *receptive telepathy*; however, *sense Force ripples* was designed to detect those who could hide their presences in the Force by utilizing an indirect means of locating these individuals. Because of this, the GM must apply a penalty to the target’s opposed difficulty roll.

**Is target Force-sensitive Penalty**

Yes	-1D
No	-2D

If the target is not Force-sensitive, the penalty is automatically applied. If the target is Force-sensitive though, the penalty might or might not be applied. Whether or not the penalty is applied to Force-sensitive targets depends on the Force power the target is using to hide their presence in the Force. The GM applies the penalty when the following powers are used: *Force scattering*, *Force stealth*, and *Force stealth on another*. The penalty is not applied when the following powers are used: *advanced Force stealth*, *art of the small (control)*, *block Force sense*, *cloak of doubt*, *immerse*, and *immerse another*.

There are several other powers that can hide an individual’s presence in the Force; specifically, *false light side aura*, *pall of the dark side*, *spell of concealment*, and *spirit mist*. Luke Skywalker and Jacen Solo have yet to encounter these powers, so the effectiveness of sense Force ripples against these powers is uncertain. It is likely, though, that *sense Force ripples* will work against *false light side aura* and *spell of concealment*, while failing against *pall of the dark side* and *spirit mist*.

**Author’s Note:** This power was created by Luke Skywalker and Jacen Solo shortly before the Swarm War. As such, this power is available for Jedi from Luke Skywalker’s order to learn, but only from shortly before the Swarm War onward. It is not available for Jedi of Luke Skywalker’s order during the New Republic era or the Yuuzhan Vong War. It is up to the GM’s discretion to make this power is available to Jedi in

earlier time periods, though the likelihood of this happening are rather low.

**Appeared where:** Dark Nest II: The Unseen Queen

**Example:** Luke used this to detect the Dark Nest on one of the Killik capital ships in Dark Nest II: The Unseen Queen.

**Sense Time Stream**

**Status:** Legends

**Sense Difficulty:** Moderate

**Required Powers:** *Farseeing*, *life detection*, *life sense*, *sense Force*

**Time to Use:** One round

**Effect:** A power Jax Pavan found in Darth Ramage’s holocron, it allows a Jedi to sense the flow of time and sense when a juncture of possible futures is approaching, allowing the Jedi to make a choice they would not otherwise.

In GM terms, when a Jedi succeeds in activating this power, the Jedi can add a +1D bonus to all rolls for several rounds depending on the result to the roll.

**Roll ≥ difficulty by: Duration of bonus**

0-10	1 round
11-20	2 rounds
21+	3 rounds

In addition, every time the Jedi applies the +1D bonus, the Jedi must spend a Force Point. Should the Jedi run out of Force points before the duration of the bonus ends, the power automatically ends, and the Jedi loses the +1D bonus. If the Jedi runs out of Force Points, the Jedi will be unable to use this power again until they acquire Force Points. Should the Jedi have no Force Points at all, this power automatically fails.

**Author’s Note:** This power is potentially unbalancing; however, I saw that there was a similarity between this power and *reduce injury*. In both cases, the Jedi can use the power to avoid receiving an otherwise fatal injury. Thus, I decided to add in the expenditure of Force Points. In doing this, I have imposed a limit to how many actions can be affected by this power.

Jax Pavan learned this power by accessing Darth Ramage’s holocron. However, once he rescued Thi Xon Yimmon from Kantaros Station, he returned to Dathomir and asked Augqynne Djo to erase from his mind all the knowledge he gained from Darth Ramage’s holocron. As a result, he was incapable of teaching this power to anyone else. He entrusted Darth Ramage’s holocron to Augwynne Djo’s safekeeping. Whether or not Augwynne Djo later gave Luke Skywalker custody of this holocron is unclear. While this power is not tainted with the dark side, it is controversial considering the potential implications associated with this power. In addition, it was derived from the experiments Darth Ramage conducted on the Cephalons to understand their ability to perceive time. The GM should keep this in mind if he wishes to have this power available for a Jedi to learn. Should the Jedi begin to

abuse this power, the GM should start giving the Jedi Dark Side Points for the abuse.

Apart from the Cephalons, the Aing-Tii are the only species in the galaxy that are capable of manipulating time and space. This, plus the existence of the Aing-Tii power *fighting-sight*, suggest that the Aing-Tii can use this power without risk of penalty for possible abuse.

**Appeared where:** Coruscant Nights: The Last Jedi

**Example:** Jax Pavan used this while facing Darth Vader on Kantaros Station.

## Stonepower

**Status:** Canon

**Sense Difficulty:** Moderate

**Required Powers:** *Life detection, sense Force*

**Time to Use:** One round

**Effect:** The inhabitants of the Vagadarr system refers to the Force as “Stonepower.” By being in the presence of the glowing blue stones found on that world, which were in fact fragments of the giant living mountains imbued with the Living Force that were on the planet, anyone, even those who are not Force-sensitive, can perform feats like *telekinesis*.

Jedi Master Yoda came upon this world after tracking down a disturbance in the Force. During his time there, he learned their ways, learned the truth about the stones and the mountains, and managed to end the war that was plaguing the planet.

When one uses *stonepower*, one can sense the Living Force within rocks and stones that are alive, like the living mountains of the Vagadarr system. When one uses this power first, one can then use *telekinesis* on the stone fragments with greater ease. One can also use the Force to heal these living stones and bring them out of their slumber – *accelerate another’s healing* and *return another to consciousness* respectively.

In GM terms, when a Jedi succeeds in activating this power, the power grants the Jedi add a +1D bonus to all Force skills rolls on creatures made of stone or crystal for several rounds depending on the result to the roll.

**Roll ≥ difficulty by: Duration of bonus**

0-10	1 round
11-20	2 rounds
21+	3 rounds

This bonus can only be applied when the Jedi is using the Force on the living stones and mountains of the Vagadarr system. Whether it can be used on other creatures made of stone or crystal, like the Shards, is unknown. However, given the unique nature of these mountains in the Vagadarr system, it is highly unlikely. If the Jedi diverts their attention away from these creatures, the bonus ends immediately.

As the individual must have this power active while using the Force to affect the living stones and mountains of the Vagadarr system, the penalty for multiple actions applies.

**Restricted:** This power is not considered to be available for Jedi to learn, as it requires specialized training from one who has learned this power. It is more than likely that one can only learn this power by interacting with the living mountains of the Vagadarr system.

The Vagadarr system is in an isolated area of the galaxy, so the chances of finding it are remote. While Yoda was able to find the planet and learn this power, it is unknown if he had taught others this power. But this seems highly unlikely. While Luke Skywalker was able to find the planet thanks to Obi-Wan Kenobi’s journal, it is unknown if he has learned this power, or if he has taught it to others. Again, this seems highly unlikely. Thus, the GM is strongly encouraged not to allow any Force-sensitive individual not native to the Vagadarr system to learn this power.

**Author’s Note:** I read the comic, and at first, I thought it was just another way people perceived and called the Force. When I saw the entry in the Wookieepedia and read the comic again, I realized it was something more than that. Something along the lines of Jacen Solo’s Vongsense, but not quite. So, I decided to create this power as a means of explaining this.

**Appeared where:** Yoda’s Secret War

**Example:** Garro and the Skyscreamers used this. Yoda learned this from Garro.

## Time Awareness

**Status:** Legends

**Sense Difficulty:** Moderate

**Required Powers:** *Magnify senses, sense Force*

**Time to Use:** One round

**Effect:** A rarely used power, a Jedi can sense how much time has passed since a previous incident or event. This allows a Jedi to synchronize his sense of timing so that they will be able to perform a specific task at the right moment.

In GM terms, if the Jedi succeeds in making the required roll, they receive a bonus to a specific action in the next round. This bonus can only be applied to one specific action. The bonus depends on the results of the roll.

**Roll ≥ difficulty by: Bonus**

0-10	+1D
11-20	+2D
21+	+3D

**Author’s Note:** This power could be associated with the *sense Force* power, but there is nothing in the description of *sense Force* that suggests a Jedi can use it to sense the passage of time. While a Jedi can learn this power from a teacher or a holocron, it is possible that with experience, a Jedi might discover this power on their own. It is up to the GM to determine how a Jedi learns this power.

**Appeared where:** The Old Republic: Annihilation

**Example:** Gnost-Dural reached into the Force and knew exactly when it was time to send the anonymous tip in The Old Republic: Annihilation.

## Tremor Sense

**Status:** Homebrew

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Required Powers:** *Magnify senses, sense Force, sense surroundings*

**Effect:** Any object walking on the ground causes vibrations that ripple through the ground. With this power, a Jedi can sense these vibrations and use them to locate any individual, creature, droid, and vehicle within a 100-meter area in the dark. This also allows the Jedi to locate any targets that might be traveling underground.

To use this power effectively, the Jedi **must** be able to feel the ground physically. Thus, a part of the Jedi's body, typically a hand or foot must be in contact with the ground. The Jedi must be barehanded or barefooted, or be wearing very thin articles of clothing over their hands or feet. If the Jedi is wearing regular clothing over their hands or feet, such as a standard boot or flight gloves, the Jedi will not be able to feel the vibrations traveling in the ground, and this power automatically fails.

The ground must be packed, like ordinary earth. If the ground consists of loose sediments, like sand, the Jedi's range is reduced to a 50-meter area. The Jedi will not be able to use this power on a solid, rocky surface, within a structure, in the water, or on a snowy or icy terrain.

## Truth-sense

**Status:** Legends

**Sense Difficulty:** Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

**Required Powers:** *Life detection, life sense, receptive telepathy*

*This power may be kept up.*

**Effect:** This power allows a Jedi to sense if another person was telling the truth. While a trained Jedi could quickly assess if individual was being truthful, this technique did have limitations. If a person being investigated truly believes what they is saying is the truth and knew of no other knowledge that could contradict it, a Jedi using *truth-sense* would often conclude that the individual was being truthful.

**Appeared where:** Darth Maul: Shadow Hunter, Abyss

**Example:** Darth Sidious used this to sense Nute Gunray was lying about the whereabouts of the traitor Hath Monchar.

## Ultraviolet Vision

**Status:** Homebrew

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Required Powers:** *Magnify senses, shift sense*

**Effect:** This grants the Jedi the ultraviolet vision special ability, allowing the Jedi to see in the ultraviolet spectrum. This power is redundant for Jedi from species who have the ultraviolet vision special ability, like the Chadra-Fan, the Gand, and the Keshian.

## Wayfinding

**Status:** Canon

**Sense Difficulty:** Easy; modified by proximity.

**Required Powers:** *Life detection, life sense, sense Force*  
*This power may be kept up.*

**Effect:** This power was used by Jedi explorers to find new, inhabitable planets. Using the Force, a Jedi is guided towards a concentration of life. They cannot sense the species or evolutionary intelligence of the life detected, only its concentration.

There may be a connection between this power and the Wayfinders used by Jedi and Sith to lock on to Force vergences like Exegol, but the connection is unclear at this time.

**Source:** The High Republic: A Test of Courage. Mechanics by +Oliver Queen.

**Appeared where:** The High Republic: A Test of Courage

**Example:** Imri Cantaros used this to locate the jungle moon Wevo after the attack on the *Steady Wing*.

## Alter Powers

### Beam of Light

**Status:** Legends

**Alter Difficulty:** Easy

**Required Powers:** *Force harmony, Force light, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** Upon the moment of death, a Neti Jedi can channel the Force energy of the planet on which they were rooted and release it in a beam of incredible energy. The strength of the beam is such that it will destroy anything within a hundred-meter radius of the Neti Jedi, and fire upwards a hundred kilometers into space. Anyone or anything caught within the beam – characters, vehicles, even starships – suffer capital-scale damage equal to the Jedi's *alter* die, rounded down.

Despite the destructive energy released by this power, the Neti Jedi choose to use this upon dying as an act of sacrifice to kill Dark Jedi and/or to save others. Thus, use of this power does not constitute a Dark Side Point.



**Restricted:** Considering the mechanics behind this power, Neti Jedi serving the light side of the Force are the only ones who can learn and use this power. The only exception to date was Jedi Master Nat Skywalker, who combined his power with Jedi Master T'ra Saa moments before their deaths. Thus, the GM is strongly encouraged not to allow non-Neti Jedi to learn this power.

**Appeared where:** Dark Empire II, Legacy – War 4

**Example:** Ood Bnar used this against Sedriss. Nat Skywalker and T'ra Saa used this at the moment of their deaths.

## Blind

**Status:** Legends

**Alter Difficulty:** Very Easy

**Required Powers:** *Telekinesis*

**Effect:** This allows a Jedi to hurl dust, dirt, and debris at an opponent within 20 meters of their location, affecting its perception. The cloud of dust, dirt, and debris is enough to obscure the opponent's vision to the point that any target the opponent is tracking is considered concealed and have a chance of escaping or taking other actions against the opponent.

While useful against most characters and creatures, this power is ineffective against targets that are blind or use other means than eyesight to perceive their surroundings.

**Source:** Force power *blind* from Jedi Academy Training Manual page 24

## Control Water Pressure

**Status:** Homebrew

**Alter Difficulty:** Moderate

**Required Powers:** *Telekinesis*

**Effect:** This allows a Jedi to alter the water pressure around the target, either doubling it or decreasing it by half by compressing or reducing the concentration of water molecules around the target respectively. This power will only work if the target is completely submerged in water; otherwise, it will automatically fail.

Decreasing the pressure around an object will have no effect on the target. However, increasing the pressure could result in inflicting damage on the object. The GM must make a *Strength* roll to determine if the object suffers damage from the sudden increase in water pressure.

When used against living targets, the change in pressure could do one of two things. If the change is an increase in pressure, it could inflict crushing damage. If the change is a decrease, then the target could suffer sudden decompression and the bends. The GM must first determine what range of water pressure the target can tolerate. If the increase or decrease falls within this range, then the target suffers no damage. If the change goes beyond this range, then the target must make an opposed *Strength* or *stamina* roll to resist damage. Failure results in the target sustaining *alter die*

damage, and the Jedi using this power receives a Dark Side Point.

The change in water pressure also affects the trajectory of a missile or a swing. In GM terms, if this power is successful, the Jedi receives a +5 circumstantial bonus to his *dodge*, *melee parry*, *submersible operation*, or *swimming* roll. The Jedi must decide which one he wishes to use before using this power.

The area of affect is two meters, and the Jedi can choose any location as the center. The Jedi can choose to extend the area of effect, but the difficulty increases accordingly.

Area of effect	Difficulty
10-meter radius	Difficult
100-meter radius	Very Difficult
1-km radius	Heroic

The Jedi can choose to double the affected area by spending a Force Point. This power will affect everyone and everything in the affected area.

## Crush Object

**Status:** Legends

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, projected fighting, telekinesis*

**Effect:** This power allows a Jedi to reach out in the Force and deliver precise blows upon an object, crushing it as though he were crushing a paper cup or tin can. This cannot be used against living beings, though it can be used against cybernetics. If the Jedi chooses to use this power on a cybernetic that is essential to the survival of the individual, the Jedi receives a Dark Side Point.

After successfully using the power, the Jedi makes a *brawling* skill roll. If attacking a Force-sensitive equipped with a cybernetic, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot deflect the Jedi's blows. If the *brawling* roll is successful, the Jedi rolls their full *Strength* versus the target's *Strength* while considering any armor bonuses that the target may have.

**Appeared where:** Clone Wars Cartoon Chapters 13 and 25

**Example:** Mace Windu used this against the super battle droids on Dantooine and against General Grievous.

## Disciplined Strike

**Status:** Legends

**Alter Difficulty:** Moderate if individuals are concentrated in one location, Difficult if individuals are spread out across the area.

**Effect:** When using a Force power that has an area of effect, like *Force push* or *repulse*, the Jedi can choose to exclude a certain number of individuals from the effect of that power. The Jedi can exclude several individual up to the number of his *alter die*, rounded down. Excluding any additional

individual adds +5 to the difficulty for each additional individual.

**Source:** Alter Talent Disciplined Strike from Star Wars: The Roleplaying Game Saga Edition page 100

## Focus Force

**Status:** Legends

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration*

**Effect:** Jedi consulars can learn to focus their use of the Force on any Force power that they use, making it harder for their opponents to resist.

When a Jedi consular uses a Force power that allows their target to make an opposed roll to resist being affected by that power, the Jedi consular can use *focus Force* to concentrate and focus the Force energy on the other power, making it more difficult for the target to resist. If the Jedi consular succeeds in making the alter roll, the other Force power receives a bonus to all Force skills used to activate the power.

Roll > Alter difficulty by	Bonus to Force skills
1-10	+1
11-20	+2
21+	+5

As previously stated, *focus Force* only works on Force powers where the target is allowed to make an opposed roll to resist being affected by this power. For example, *projective telepathy*, *dim another's senses*, *affect mind*, and *Force lightning* can be affected by *focus Force* because each of these powers has at least one Force skill where the difficulty is determined by the target's *control*, *Perception*, or *willpower*. Thus, these powers will receive a bonus to all Force skills needed to use them. On the other hand, *battle meditation*, *Force bolt*, *dark side web*, and *Force wind* cannot be affected by *focus Force* because the target is not given the chance to resist the effects of the Force power. *Control* powers and powers affecting the Jedi consular only are not affected by *focus Force* either.

As the Jedi is using *focus Force* to affect another Force power, the penalty for multiple actions applies.

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

## Force Bomb

**Status:** Legends

**Alter Difficulty:** Very Difficult or opposed *dodge* roll

**Required Powers:** *Combustion*

**Effect:** By using this offensive power, a Jedi can agitate the molecules in the air until it results in an explosion.

When using this power, a Jedi agitates the air molecules in a four-square meter area. The focal point of this power can be up to twenty meters away, but it must be within the line of sight of the user. Any opponent that happens to be within the

affected area may make a *dodge* roll to escape from the affected area. Anyone caught within the explosion suffers 3D damage from the fire for the first round. The victim will also suffer an additional 2D worth of damage every round until the fire is extinguished.

In addition, the resulting explosion generates a shockwave that can knock back any individual or any creature that happens to be within ten meters of the point of explosion. All characters and creatures within this range may make an opposed *Strength* or *control* roll. If the opposed roll succeeds, then the opponent resists the shockwave and remains unmoved. Failure results in the opponent being knocked back two meters. For every 5 the roll fails, the opponent is knocked back another meter. If the opponent collides with an object while being flung back, the opponent suffers 2D damage from the impact. Any Jedi who uses this power against a living being will receive a Dark Side Point. In addition, should a living being die because of this power, the Jedi receives an additional Dark Side Point.

**Author's Note:** Considering what results from the detonation of a bomb, I decided to create the description of this power by combining the descriptions of *combustion*, *Force push*, and *repulse*.

**Appeared where:** The Old Republic video game

## Force Burst

**Status:** Legends

**Alter Difficulty:** Varies

**Required Powers:** *Concentration*, *Force blast*, *Force push*, *projected fighting*, *repulse*, *telekinesis*

**Time to Use:** One to three rounds

**Effect:** This power allows a Jedi to gather the Force into a sphere of energy of varying sizes and hurl it at a target. Once thrown, the sphere seeks out the target with great speed and accuracy.

The table below determines the time to gather the Force, the maximum strength of the burst, the diameter of the burst, and associated difficulty

Time	Size	Damage	Difficulty
One round	.25 meters	2D-4D	Difficult
One round	.5 meters	2D-3D	Moderate
One round	1 meter	2D	Easy
Two rounds	.25 meters	5D-6D	Very Difficult
Two rounds	.5 meters	4D-5D	Difficult
Two rounds	1 meter	3D-4D	Moderate
Three rounds	.25 meters	7D	Heroic
Three rounds	.5 meters	6D-7D	Very Difficult
Three rounds	1 meter	5D-7D	Difficult

The Jedi can choose the extent of the damage they wishes the *Force burst* to inflict.

The Jedi can alternatively unleash this concentration into the ground, creating a shockwave that can knock opponents

off their feet. The shockwave has a range of ten meters and inflicts 2D *stun* damage on each target. This requires a Moderate difficulty roll.

When a Jedi performs this, the *Force burst* is semitransparent with a blue or green hue. When a Dark Jedi or a Sith performs this, the hue is red.

The Jedi can protect himself or herself from this power by using *absorb/dissipate energy*, *greater Force shield*, or *lesser Force shield*. The Jedi can also use *Force push* or *grenade deflect* to deflect this power. The Jedi can even counter it with a *Force burst* of their own.

**Appeared where:** [Jedi Power Battles](#), [The Old Republic: Hope](#) cinematic trailer, [The Old Republic: Deceived](#) cinematic trailer, [The Old Republic: Deceived](#)

**Example:** Satele Shan used this against Darth Malgus in the [The Old Republic: Hope](#) cinematic trailer. Lord Adrass unleashed a *Force burst* to knock away the soldiers after landing in the [The Old Republic: Deceived](#) cinematic trailer and in [The Old Republic: Deceived](#).

## Force Eruption

**Status:** Legends

**Alter Difficulty:** Moderate; modified by proximity

**Effect:** This power allows a Jedi to gather the Force into their body, channel into the ground, and cause it to erupt at a specific location. Any target caught in the area where the eruption is about to take place is allowed to make a *dodge* roll to evacuate the area before the eruption takes place. Success results in the target suffering no damage, while failure results in the target suffering 2D of damage from the eruption and 1D from the impact of landing on the ground.

**Author's Note:** As there has been only one occurrence of this power in recorded history, this might be a “wild” power and should therefore not be available for Jedi to learn under normal circumstances.

**Appeared where:** [The Old Republic](#) video game

**Example:** This was Nadia Grell's unique ability.

## Force Immunity

**Status:** Legends

**Alter Difficulty:** Heroic

**Required Powers:** *Concentration*, *force of will*, *resist Force*

**Effect:** Jedi sentinels can draw upon the Force to strengthen their willpower and not be affected by certain Force powers used against them.

Once per encounter, a Jedi sentinel can use this power to prepare themselves mentally and through the Force to resist the effects of certain Force powers that opposed Force-users might use against them. If the Jedi sentinel makes a successful roll, then certain Force powers used against them automatically fail. This lasts until the end of the encounter.

How the Jedi sentinel channels the Force and mentally prepares themselves varies depending on the attack. There are

three variants of this power, and the Jedi sentinel can choose to learn all three.

### Immunity Resists Force power

Fear *Fear* and similar Force powers

Stun *Force stun*

Paralysis *Paralysis, stasis*

A Jedi sentinel can learn this power up to three times, with each lesson applied to a different immunity. However, a Jedi can only use **one** variation of *Force immunity* per round. If a Jedi sentinel uses *Force immunity: stun* and is affected by *fear* instead of *stun*, the Jedi sentinel cannot switch to *Force immunity: fear* until the encounter is over. And if the roll fails, then the Jedi sentinel cannot switch to another Force power as a backup. For example, if a Jedi sentinel fails to make the roll to activate *Force immunity: fear*, the Jedi sentinel cannot use *force of will* to bolster their defense against *fear*.

While this power is active, any additional action the Jedi sentinel takes during the encounter incurs the multiple action penalty.

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

## Force Pilot

**Status:** Legends

**Alter Difficulty:** Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Very Difficult if the Jedi is acting on the negative emotions.

**Required Powers:** *Concentration*, *Force dodge*

**Effect:** For some Jedi, the Force helps them fly starships more than it helps them with anything else. By tapping into the Force while flying a starship, the Jedi can fly the starship far better than most ace pilots can.

In GM terms, when a Jedi spends a Force point while using this power, not only does the skill roll of their *space transport* or *starfighter piloting* skill check doubles, it receives an additional +2D bonus. This bonus can only be applied to either *space transport* or *starfighter piloting*, and it lasts only one round.

**Source:** Force Pilot feat from [Starships of the Galaxy](#), [Star Wars Revised Core Rulebook](#), and [Power of the Jedi Sourcebook](#), Starfighter focus class feature for the Jedi Ace prestige from [Star Wars Revised Core Rulebook](#) page 273.

## Force Potency

**Status:** Legends

**Alter Difficulty:** Very Difficult

**Required Powers:** *Empower Force*

**Effect:** One of the few meditative battle stances taught amongst the Jedi, this power channels the Force through the Jedi, increasing the Jedi's ability to strike others through the

Force. By using this form, a Jedi can attack their opponent more powerfully.

When this form is used, the damage inflicted by offensive Force powers, whether the damage is fixed or variable based on a die roll, is increased by one-half (multiply by 1.5, rounded down). This power must be activated in the same round as the related power. Multiple action penalties apply. This can only be used on one power at a time.

After the Jedi uses this form, the Jedi will feel drained and will be unable to do anything for four rounds. However, the Jedi can make a *stamina* roll against the roll he made to use this power. If the Jedi succeeds in making the *stamina* roll, the recovery time will be shorter

<b>Roll <math>\geq</math> difficulty by:</b>	<b>Recovery time</b>
0-10	3 rounds
11-20	2 rounds
21+	1 round

Considering how this form increases the damage to attacks, and its potential for abuse, many Jedi frown upon this power, seeing it as a temptation to the dark side. Therefore, should a Jedi use this form to enhance an attack that leads to the death of a target, the Jedi receives a Dark Side Point as a result.

**Author's Note:** Despite the inherent dangers, there are those who use this to decisively resolve a conflict should speed be an essential factor. Therefore, the GM should exercise caution and restraint in allowing a Jedi to learn this power.

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

**Source:** Knights of the Old Republic II: The Sith Lords video game

## Forcequake

**Status:** Legends

**Alter Difficulty:** Moderate or Difficult, modified by proximity, but must be within line of sight

**Required Powers:** *Force whirlwind, telekinesis*

**Effect:** The Force-user channels Force energy into the ground at a specific location, causing the ground to quake, tremble, and buckle as if an earthquake were occurring. The dust, dirt, and smoke churned up from the ground can also be channeled into whirlwinds capable of obscuring the vision of those caught within the affected area.

When activated, this power affects an area with a ten-meter radius. Those caught within the affected area can make an opposed *Dexterity* roll to remain upright despite the tremor. Failure results in the target being knocked to the ground and unable to do anything for one round.

Making the ground quake and tremble requires a Moderate roll. Channeling the kicked-up dust and dirt into obscuring whirlwinds requires a Difficult roll. If dusty whirlwinds are created by this power, opponents caught in the area can make

an opposed *Perception* roll to keep from being blinded. Failure renders the opponent blind for the round.

Regardless of how the user chooses to manifest this power, should the user's *alter* roll succeed by 10, the resulting tremor kicks up rocks that will inflict 2D damage to all opponents in the area.

This power also has the potential to knock over structurally weak structures. The GM determines if this happens, and the damage suffered by any target caught in the collapse.

This power can be effective in hindering *speeder*-scaled or smaller wheeled or treaded vehicles, and on small walkers like the AT-PT. This power has no effect on larger walkers or vehicles, or on repulsorlifts. While any rocks churned up by this power will not inflict any damage on the vehicle, the driver and passengers are at risk of being harmed unless they are enclosed within the vehicle.

**Appeared where:** The Old Republic video game

## Ground Pulse

**Status:** Canon

**Alter Difficulty:** Moderate

**Required Powers:** *Repulse, telekinesis*

**Effect:** The Jedi will gather Force energy into their hand. When enough energy is gathered, the Jedi will strike the ground, causing a wave to ripple through the ground from the point of impact just like a wave ripple through the water when one drops a pebble into a calm pool of water. The groundwave is enough to cause character-scale targets to stumble. If the terrain is particularly rocky, stone fragments will accompany the wave and pelt the target, inflicting 1D damage.

The target can see the approaching groundwave, so the target has several options available. The target can make a *Dexterity* roll against the Jedi's *alter* roll to avoid stumbling. The target can get behind a stone or heavy object that will bear the brunt of the groundwave. The target can simply jump or hover over the wave.

The groundwave travels out fifty meters from the Jedi before dissipating. If the terrain is very loose, like sand, the groundwave can travel twice as far, but lacks the strength necessary to cause the target to stumble.

This power is ineffective against targets that are speeder-scale or larger.

**Examples:** Cal Kestis, Trilla Suduri/Second Sister, and Masana Tide/Ninth Sister used this power.

**Appeared where:** Jedi: Fallen Order

## Intercept

**Status:** Legends

**Alter Difficulty:** Easy plus attacking *archaic guns, bows, firearms, grenade, missile weapons, or thrown weapons* roll.

**Required Powers:** *Combat sense, danger sense, life detection, telekinesis.*



**Effect:** The Jedi can fling a small object into the path of an incoming projectile, stopping the projectile from striking the Force-user. The object being flung must be smaller than the character and cannot weigh more than 10 kilograms.

The Jedi can use this to intercept a projectile flung towards them via *kinetic combat* or *telekinesis*, with the difficulty being the opposed *alter* throw. If the projectile is a lightsaber, the energy blade will cut through almost any object used by this power to deflect it. Only with precise aiming and timing can there be any chance of an object used by this power striking the hilt of the lightsaber and deflecting it. If a Jedi wishes to do this, the GM must add +10 to the difficulty.

The projectile will be deflected in a random direction. If the Jedi wishes to deflect the projectile in a specific direction, the GM must add +5 to the difficulty.

**Source:** Force power *intercept* from Jedi Academy Training Manual page 27

## Project Energy

**Status:** Legends

**Alter Difficulty:** Easy

**Required Powers:** *Absorb/dissipate energy*

*This power may be kept up.*

**Effect:** This power allows a Jedi to project an energy field onto an object or a specific area. The energy field is not strong enough to ignite combustible material or harm others. However, the field can disable simple devices or reveal hidden doors.

When activating this power, the user must declare what kind of energy they wishes to project. It can be thermal energy or an electromagnetic field with a positive, negative, or even neutral charge. The energy field cannot be radiation.

In GM terms, this power can be used in one of two ways. The first is to project an energy field on an item or an area to neutralize the target long enough to disable it. When used in this manner, a successful roll grants the user a bonus to all *security* rolls made to disable the device. The second way is to project the energy field on an area to find something. Used in this way, a successful roll grants the user a bonus to all *search* rolls. The table below determines the bonus:

**Roll  $\geq$  difficulty by: *Security/Search* skill bonus:**

0-5	+3D
6-14	+4D
15-24	+5D
25+	+6D

When projecting the energy field on an area to aid in the search, the affected area is 1 meter by 1 meter. The affected area can be increased to 2 meters by 2 meters but doing so adds to the difficulty.

**Affected area    Add to Difficulty**

1-m by 1-m	0
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1-m by 2-m	+5
2-m by 2-m	+10

**Appeared where:** Jedi Apprentice: The Dark Rival

**Example:** Qui-Gon Jinn used this to project neutral energy to the electrocollar on Obi-Wan Kenobi's neck, neutralizing it. Obi-Wan Kenobi, Qui-Gon Jinn, and Xanatos used this to project thermal energy on the hidden door, making it transparent so they could see it and open it.

## Purify Force

**Status:** Legends

**Alter Difficulty:** Difficult

**Required Powers:** *Force harmony, Force light, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** This power allows a Jedi to infuse any offensive power with the energy of the light side. This infusion of purifying energy makes it more difficult for those tainted by the dark side to defend themselves against attacks made against them.

If the target has at least one Dark Side Point, the target must make a *control* roll against the user's roll to activate this power. A successful roll will remove the penalty. The GM should consult the following table to determine the penalty the must take to all defensive rolls against the power that has been purified with this power.

**Difficulty  $\geq$  roll by:    Penalty to defensive rolls**

1-5	-2
6-10	-3
11-15	-4
16-20	-5

Dark side powers and Sith powers cannot be purified with *purify Force*. Light side powers, specifically *Force harmony, Force light, wall of light, beam of light, and orb of light*, are already infused with the power of the light side; hence using *purify Force* on these powers is redundant. The following powers can be purified with *purify Force*: *affect mind, blindness (Jedi), crush object, dampen Force, deafness (Jedi), Force bomb, Force burst, Force push, Force stun, Force whirlwind, Force whisper, Forcequake, friendship, generate wind, illusion, image, ion generation, malacia, mental block, morichro, paralysis, phantasm, plant surge, repulse, revelation, short-term memory permanency, sleep, stasis, and telekinesis* (lifting the target, not hurling an object at the target).

This power must be activated in the same round as the power it is attempting to purify. The penalty for multiple actions applies.

This is a power exclusive to the light side. Any Force-user who has even one Dark Side Point cannot learn this power unless they atone to remove all the Dark Side Points they might have.

**Author's Note:** This is a d6 conversion of the Saga Force Secret Pure Power.

**Source:** Force Secret Pure Power from The Force Unleashed Campaign Guide page 89

## Quick Force

**Status:** Legends

**Alter Difficulty:** Very Difficult

**Effect:** This allows a Force-user to use instantly any other Force power that can take some time to use. This is only effective up to five minutes. Powers that take effect immediately are not affected. Powers that take longer than five minutes to use cannot be hastened with this power; thus, any attempt to use *quick Force* with those powers automatically fail.

This power must be activated in the same round as the power it is attempting to affect. The penalty for multiple actions applies.

**Author's Note:** This is a d6 conversion of the Saga Force Secret Quicken Power.

**Source:** Force Secret Quicken Power from Star Wars: The Roleplaying Game Saga Edition page 103

## Remote Force

**Status:** Canon

**Alter Difficulty:** Very Difficult

**Effect:** With this power, a Force-user can have any Force power that encompasses an area centered on the Force-user to originate from a point other than the user himself or herself. The Force-user can also control the direction of the power originating from the new point of origin. To date, this power has been used successfully with the following powers: *adiabatic shield, aquatic Force, aura of uneasiness, beam of light, combustion, crushing darkness, cryokinesis, dark side tendrils, dark side web, darkness (Jedi), death field, Force blinding, Force bomb, Force burst, Force harmony, Force haze, Force light, Force lightning, Force net, Force push, Force spike, Force whirlwind, Forcequake, generate wind (Jedi), glowball, greater Force shield, hatred, illusion, image, imprint, lesser Force shield, light (Jedi), lightning burst, orb of light, phantasms, plant surge, projected fighting, pyrospray (Jedi), repulse, telekinesis, thought bomb, vortex shield, wall of light, waves of darkness, and web (Jedi).*

This power must be activated in the same round as the power it is attempting to affect. The penalty for multiple actions applies.

**Author's Note:** This is a d6 conversion of the Saga Force Secret Remote Power. This was originally considered Legends in continuity, but with the events of the Scourge of the Droids in the comics, I have changed its status to Canon.

**Source:** Force Secret Remote Power from The Force Unleashed Campaign Guide page 89

## Shape Force

**Status:** Legends

**Alter Difficulty:** Very Difficult

**Required Powers:** *Telekinesis*

**Effect:** By using this power, a Force-user can alter the area of effect of various Force powers. Powers that would encompass an area will instead affect anyone or anything within the Force-user's line of sight up to a distance that is five times the normal range of the affected Force power if it had been used normally. To date, this power has been used successfully with the following powers: *aura of uneasiness, combustion, crushing darkness, cryokinesis, dark side tendrils, dark side web, darkness (Jedi), death field, drain life energy, drain life essence, Force blinding, Force bomb, Force burst, Force harmony, Force haze, Force light, Force lightning, Force net, Force push, Force spike, Force whirlwind, Forcequake, generate wind (Jedi), glowball, greater Force shield, hatred, illusion, image, imprint, lesser Force shield, life detection, light (Jedi), lightning burst, nature affinity, orb of light, phantasms, plant surge, pyrospray (Jedi), repulse, sense Force, vortex shield, wall of light, waves of darkness, and web (Jedi).*

This power must be activated in the same round as the power it is attempting to affect. The penalty for multiple actions applies.

**Author's Note:** This is a d6 conversion of the Saga Force Secret Shaped Power.

**Source:** Force Secret Shaped Power from Star Wars: The Roleplaying Game Saga Edition page 103

## Shift Matter

**Status:** Canon

**Alter Difficulty:** Difficult

**Required Powers:** *Telekinesis*

**Effect:** This power allows a Jedi to control the manipulate matter to the point where the Jedi can change the phase of matter. A Jedi can control the temperature and concentration of a substance to the point where it can shift from a solid state to a liquid state, or a liquid state to a gaseous state, or a solid to a gaseous state. The fourth state of matter – plasma – exists only in the stars and is too dangerous to attempt with this power. Any attempt to convert any matter into a plasma state automatically fails.

This can be used on any known substance; however, the difficulty associated with this power is based on the standard that is used when this power was first created – water. Since water has been observed safely in all three states, it has served as the standard in determining the difficulty for changing the state of a substance. When converting a substance other than water, the GM determines the difficulty. A general rule of thumb to follow is that if the matter in question is harmful to life in any state, such as being poisonous to life in any state or is at a temperature that is harmful to life, the difficulty level is increased by at least one because the Jedi using this power



must concentrate in keeping the converted matter in a contained area. Should the Jedi purposely use this power to inflict harm to a target, then the Jedi receives a Dark Side Point.

This power only works in converting the state of matter. If Jedi uses this to consolidate suspended molecules, like the particulates in smoke, the power automatically fails.

The area of affect is two meters, and the Jedi can choose any location as the center. The Jedi can choose to extend the area of effect, but the difficulty increases accordingly.

Area of effect	Difficulty
10-meter radius	Very Difficult
100-meter radius	Heroic
1-km radius	Heroic +10

The Jedi can choose to double the affected area by spending a Force Point. This power will affect everyone and everything in the affected area.

If the Jedi has the *scholar: chemistry* skill or has training in a skill where chemistry is an integral factor, like chemical engineering, the Jedi receives a +5 bonus to his roll because the Jedi would know exactly what would be necessary to change the state of the matter.

**Appeared where:** Darth Maul: Restraint

**Example:** Mother Talzin changed the water into steam and fog, and then condensed the mist into a sphere of water.

## Control and Sense Powers

### Focused Sight

**Status:** Canon

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Combat sense, danger sense, enhance attribute, life detection*

**Effect:** *Combat sense* allows a Jedi to focus on the battle at hand. It allows the Jedi to choose when he wishes to act that round while granting a +2 bonus to the Jedi's attack and defense rolls. Dodging is also an essential part of combat. With this power, a Jedi can anticipate and evade incoming melee attacks.

In GM terms, the Jedi first makes a *sense* roll to sense the incoming attack. If successful, the Jedi then makes a *control* roll to determine the bonus to their *dodge* skill. This lasts for ten rounds.

Control roll > Difficulty by	Dodge bonus
0-13	+1D
14-25	+2D
26+	+3D

The bonus to *dodge* only applies to melee attacks. While it can increase the Jedi's *dodge* skill to counter an opponent's *melee combat* roll, it is ineffective against blaster rolls. While it might be effective against an opponent's lightsaber and brawling rolls, that has yet to be confirmed.

**Example:** Cal Kestis used this at times.

**Appeared where:** Jedi: Survivor

### Hyperspace Tripping

**Status:** Canon

**Control Difficulty:** Moderate; modified by proximity

**Sense Difficulty:** Moderate

**Required Powers:** *Farseeing, instinctive astrogation, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** This is a unique and unusual power that has been witnessed only once, perhaps twice, in recorded history. On the surface, it seems identical to the *farseeing* power in that the Jedi can see what is happening somewhere else at that moment.

Unlike *farseeing*, though, the Jedi is not having a vision through the Force. The Jedi's consciousness leaves the body and travels to the destination in question.

What makes this power unique is that a Jedi can only activate this power while traveling through hyperspace. Due to the rarity of this power, it is unknown as to why this power can only be used while traveling through hyperspace. There is speculation that there may be a connection between hyperspace and the Force, which may be a factor in explaining the unusual nature of this power. Currently, Jedi theorists are still investigating this.

There does not seem to be any inherent risks to this power, as the Jedi's consciousness returns to the body. But this power is not fully understood.

While the consciousness is away from the body, the Jedi can still communicate telepathically with other Force-users.

**Author's Note:** Vernestra Rwoh is the only Jedi known to have used this power, but she does not have control over it. Considering how unsettled she gets whenever she experiences this power, it is unlikely she'll endeavor to gain control of this power. It is even more unlikely that she'll teach this power to another, yet alone make the existence of this power known to the Jedi Council. Only her former master Stellan Gios and her Padawan Imri Cantaros know about the existence of this power.

After her brief contact with Mari San Tekka, Vernestra Rwoh believes Mari San Tekka also knew this power, which could have helped with the success of San Tekka's other unique power *calculate path*. But this is speculation on Vernestra Rwoh's part.

Considering the rarity of this power, and the lack of understanding of how this power works, the GM should not make this power available for Jedi to learn, but it can be used as a plot device.

**Appeared where:** The High Republic: Out of the Shadows

**Example:** This is a unique power used by Vernestra Rwoh, who speculated that Mari San Tekka also knew this power.

## Jedi Armed Combat

**Status:** Canon

**Control Difficulty:** Difficult

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Effect:** Jedi use this power to wield more mundane weapons while also sensing their opponent's actions through the Force. This power is often used by Jedi Masters who prefer to use a staff or walking stick rather than their lightsaber. The power allows them to defend themselves in both practice and real combat with great efficiency.

This power can be called upon during a battle and remains "up" until the Jedi is stunned, wounded, or worse. A Jedi who has been injured or stunned may attempt to bring the power back "up." The Jedi can activate either part of this power, or both as desired. Each requires an action; so, the Jedi can activate either part, and then activate the other later as she requires.

If the Jedi is successful in using this power, they add their *sense* dice to their *melee combat* roll when attacking and their *melee parry* roll when parrying. Because most mundane weapons will break if hit by a lightsaber or blaster bolt, the Jedi may add part or all of their *control* dice to the strength of their weapon for resisting damage. Players must decide how many *control* dice they are adding when the power is activated.

When used for parrying against lightsabers or blaster bolts, mundane weapons may take damage. To resist this, the Jedi rolls their damage modifier +2D against the damage of the weapon (e.g. a knife would roll 1D (it normally does STR+1D) +2D, against the damage of the attacking weapon (e.g. 5D for a heavy blaster pistol)).

A Jedi who fails when trying to activate *Jedi armed combat* may only use *melee combat* for the duration of combat.

The Jedi may also use *Jedi armed combat* to parry blaster bolts as a "reaction skill."

Some metals, like beskar and phrik, are highly resistant to lightsabers and blaster bolts. Thus, a Jedi who uses *Jedi armed combat* while wielding a weapon made from such material does not need to add part or all of their control dice to the strength of the weapon for resisting damage.

*Force weapon* allows a Jedi to imbue a non-powered melee weapon with the Force, which adds to the damage the Jedi can inflict with the weapon. A Jedi who uses *Force weapon* on a weapon not made from beskar or similar material while using *Jedi armed combat* can parry a lightsaber or a blaster bolt without risk of the weapon breaking. However, in addition to the penalty for multiple actions, the rules for using *Force weapon* still applies; thus, this will only last for five rounds

before the effects of Force weapon wears off, and the Jedi needs to activate it again the next round.

This power can be considered a modified and weaker version of *lightsaber combat* to be used with more mundane weapons. So, while it is not a prerequisite, a Jedi learns *lightsaber combat* before learning this power. The Jedi should also know how to fight with a mundane weapon before learning this power.

**Example:** Vodo Siosk-Baas used this power so he could use his staff while fighting against Exar Kun.

**Source:** RPGGamer.org website

**Appeared where:** Tales of the Jedi: Dark Lords of the Sith, Tales of the Jedi: The Sith War

## Prescience

**Status:** Legends

**Control Difficulty:** Variable.

**Sense Difficulty:** Target's *willpower*. Limited to line of sight

**Required Powers:** *Farseeing*, *life detection*, *life sense*

**Effect:** The Force can grant the Jedi insight into dealing with their enemies. Until the end of the next turn, the Jedi gains an insight bonus against attacks or effects originating from the target and gains an insight bonus on attack rolls made against the target.

### **Control difficulty**    **Insight bonus**

Moderate                    +1

Difficult                     +2

Very Difficult              +3

**Source:** Force power *prescience* from Legacy Era Campaign Guide page 54

## Projective Empathy (Jedi)

**Status:** Canon

**Control Difficulty:** Easy, if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult, if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic, if the animal is ferocious/predatory (such as a wild rancor)

**Sense Difficulty:** Opposed *Perception* or *orneriness* of target creature

**Required Powers:** *Life detection*, *life sense*, *sense Force*  
*This power may be kept up.*

**Effect:** This power is considered by some to be a precursor to the development of *projective telepathy*. With this power, a Jedi can connect with creatures on an instinctual, emotional level. If successful at using this power, the Jedi can sense a creature's emotional state and intentions, as well as project his own in a mutually understood way. The creature "feels" the projected emotions, with the understanding that what it is experiencing belongs to the user of the power. However, the creature may react according to the nature of the projection.

If the Force user's *sense* roll exceeds the creature's opposed roll by 5 or more, they gain a +1D modifier to any *Perception*-based rolls made against the target creature while the power is in effect. If the Force user's *sense* roll succeeds by 10 or more, they gain a +2D modifier. If the Force user is friendly, passive, or serene, he may also apply this modifier to *beast riding*. If the Force user is angry, aggressive, or hostile, their beast mount's *orneriness* increases by 2D. However, he may then apply an additional 2D bonus to *intimidation*, *beast riding*, *beast handling*, or a *Perception*-based roll (*command*, *con*, *persuasion*, etc.) that incites a creature to attack or otherwise take hostile action. Force users who utilize the darker manifestation of this power immediately gain a Dark Side Point.

**Source:** *Rebels Season 2 Sourcebook*

**Appeared where:** Star Wars Rebels Seasons 1-2

**Example:** Kanan Jarrus demonstrated this to Ezra Bridger by using it on a tooka cat. Ezra Bridger used this to make the frynocks attack the Imperials.

## Restful-sleep-in-danger

**Status:** Legends

**Control Difficulty:** Moderate, modified by relationship

**Sense Difficulty:** Difficult

**Required Powers:** *Danger sense*, *hibernation trance*, *life detection*, *sense Force*

**Effect:** This technique allows a Jedi to get much needed sleep while remaining aware of their surroundings. Through this, a Jedi could rest while dealing with a potentially dangerous situation.

The Jedi activates this power before going to sleep. If successful, the Jedi will be alerted to any danger that might come while asleep. Should that happen, the Jedi will awaken immediately. This negates any chance of an opponent launching a sneak attack on the Jedi and removes any penalty the Jedi might suffer from fatigue that anyone else might suffer from due to fatigue from not getting enough sleep.

**Appeared where:** *Jedi Apprentice: The Hidden Path*

**Example:** Obi-Wan Kenobi entered this state.

## Shon-Ju Unarmed Combat

**Status:** Canon

**Control Difficulty:** Difficult

**Sense Difficulty:** Moderate

*This power may be kept up.*

**Effect:** Jedi use this power to use their hands to deadly effect in combat while also sensing their opponent's actions through the Force.

This power can be called upon during a battle and remains "up" until the Jedi is stunned, wounded, or worse. A Jedi who has been injured or stunned may attempt to bring the power back "up." The Jedi can activate either part of this power, or both as desired. Each requires an action; so, the Jedi can

activate either part, and then activate the other later as she requires.

If the Jedi is successful in using this power, they add their *sense* dice to their *brawling* roll when attacking and their *brawling parry* roll when parrying. Because touching a lightsaber or a blaster bolt would burn a Jedi, the Jedi may add part or all of their *control* dice to their *Strength* for resisting damage (from the parried weapon only). Players must decide how many *control* dice they are adding when the power is activated. The remainder of the *control* dice may be added to their damage as per *lightsaber combat*.

When used for parrying against lightsabers or blaster bolts, the Jedi would take damage from the attack (as their hands are touching it), but they may resist damage normally, adding the allocated control dice.

A Jedi who fails when trying to activate *Shon-Ju unarmed combat* may only use *brawling* for the duration of combat.

The Jedi may also use *Shon-Ju unarmed combat* to parry blaster bolts as a "reaction skill."

A Jedi can use *absorb/dissipate energy*, *channel energy*, or *deflect energy* in combination with this power to parry lightsabers and blaster bolts without suffering any harm. Doing this incurs the penalty for multiple actions.

It may be possible to combine this power with the Matukai power *soft to solid* for additional damage. A Matukai may be more willing to do this than a Jedi, but the possibility of such a combination has yet to be established.

**Example:** Grand Jedi Master Pra-Tre Veter used this power.

**Source:** RPGGamer.org website

**Appeared where:** *The High Republic: Shadows of Starlight*

## Sword Combat

**Status:** Legends

**Control Difficulty:** Easy

**Sense Difficulty:** Easy

**Required Powers:** *Concentration*

*This power may be kept up.*

**Effect:** This power is the predecessor to the *lightsaber combat* and *Sith sword combat* powers. The Je'daii on Tython used this to wield their swords in the same manner Jedi use *lightsaber combat* to wield their lightsabers most effectively. As the sword is easier to wield than a lightsaber, the difficulty rolls in using this power are lower than those for *lightsaber combat*. The game mechanics for this power are identical to those for *lightsaber combat* with one exception. A Je'daii is unable to control where deflected laser and blaster bolts go.

**Restricted:** This power was once used by the Je'daii on Tython during the Force Wars. With the appearance of the Forcesaber and the later development of lightsabers, this power fell into disuse. In any event, unless the individual is living on Tython in the years leading up to and during the Force Wars, the GM is forbidden from allowing any Force-user to learn this power.

**Appeared where:** [Dawn of the Jedi: Into the Void](#), [Dawn of the Jedi: Force Storm](#), [Dawn of the Jedi: Prisoner of Bogan](#)

## Control and Alter Powers

### Accelerate Crystalline Growth

**Status:** Canon

**Control Difficulty:** Variable

**Alter Difficulty:** Variable

**Required Powers:** *Accelerate another's healing, control another's pain, control pain, telekinesis*

**Effect:** After studying *Chronicles of Brus-bu*, one of the sacred Jedi texts Luke Skywalker had collected, as well as his personal notes within the book, Rey was able to change the *accelerate another's healing* power enough to create this power and repair the damage done to the kyber crystal that was in Anakin Skywalker's lightsaber.

A Jedi can use this power to repair any damage that is inflicted upon a kyber crystal or any other Force-attuned crystal. To make the necessary repair, the Jedi must make a successful Easy *control* and *alter* roll for five consecutive rounds. If the Jedi fails to make a successful roll at any point, any temporary repairs are immediately undone, and the Jedi must start over.

A Jedi can use this power on other crystals and gemstones that are not Force-attuned, but the difficulty is Moderate.

A Jedi can even use this power to heal a Shard, a Gallinorean rainbow gem, or other silicon-based or similar lifeforms. When using this power on such targets, the Jedi should treat the power as if using *accelerate another's healing* on the target. Note – a Jedi trying to use *accelerate crystalline growth* on organic life or on a cybernetic individual automatically fails.

**Source:** [Star Wars Rise of the Skywalker – The Visual Dictionary with Exclusive Cross-Sections](#)

### Accelerate Plant Healing

**Status:** Homebrew

**Control Difficulty:** Easy for ordinary plants; Very Easy for Force-sensitive plants; Moderate for semi-sentient or sentient plant.

**Alter Difficulty:** Easy for ordinary plants; Very Easy for Force-sensitive plants; Moderate for semi-sentient or sentient plant.

**Required Powers:** *Concentration, control another's pain, control pain, plant surge, telekinesis*

**Time to use:** One minute

**Effect:** A very rare variant among the healing powers available, this allows a Jedi to heal any injuries a plant sustains. The injury to the plant can be caused by blasters, fire, or a bladed weapon. While this can be used on vegetable matter, it can be used on semi-sentient and sentient plants.

The plant can “make” an extra healing roll as outlined in *accelerate healing*.

Damage to the plant by other means will require a different form of treatment.

A sentient plant species like a Neti or a Revvien that can use the Force can use this power to heal vegetable matter and other sentient plant species with greater effect than *accelerate another's healing*. Instead of making one extra healing roll, the target makes two.

If the Jedi has knowledge of plants, they can use it to treat the plant more effectively. Specifically, if the Jedi has *agriculture, ecology, or scholar: botany*, they gain a +5 bonus to the control and alter rolls. The Jedi also receives a +5 circumstantial bonus under certain conditions. One condition would be if they have an *alien species* specialization for a sentient plant species. For instance, a Jedi with *alien species: Neti* would a +5 bonus to their rolls when treating a Neti but would not gain the bonus when treating a Revvien. Another condition would be if they have a *planetary systems* specialization. For example, a Jedi with *planetary systems: Myrkr* gains the circumstance bonus when treating plant life native to Myrkr, but not when treating plant life native to Alderaan.

The Jedi must be touching the plant or character whenever they attempt a healing roll.

### Armor Forging

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult for light armor, Very Difficult for medium armor, Heroic for heavy armor

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** This power is very rarely seen as most Jedi use their lightsabers and the Force to defend themselves. However, a few Jedi have been known to forge armor and make it capable of repelling lightsabers.

By using this power and spending a Force point, a Jedi can forge armor that is impervious to a lightsaber blade. Any attempt to stab or cleave through a piece of armor will end in failure. Being able to withstand lightsabers, the armor can also withstand blaster fire.

However, the Jedi is not channeling the Force through the armor like he would be using *Force weapon* on a quarterstaff to parry a lightsaber. While the armor withstands the lightsaber's attempt to cut through, it does take a hit, and hits will eventually accumulate and affect the overall protection of the armor. A piece of armor that sustains ten hits receives the status *lightly damaged*. Another ten, and it is *heavily damaged*. Another ten, and it is *severely damaged*. The GM can consult with the [Star Wars Roleplaying Game – REUP](#) for the effects on the armor and for repairing the armor.

When an opponent makes a critical hit with a blaster or a lightsaber against a damaged armor, the GM must roll a wild



die. Based on the roll of the wild die, there is a chance that the lightsaber will have struck at a damaged portion of the armor in a way that it would penetrate the armor despite the protection offered by this power. For a *lightly damaged* armor, the result is 1. For a *heavily damaged* armor, it is 1 or 2. For a *severely damaged* armor, it is 1, 2, or 3.

When repairing a damaged piece of armor that has been altered with this power, simply repairing the armor is not enough. The repaired sections must be treated with this power as well; otherwise, the repairs may bring the protection offered by the armor back to full strength, but the armor will still have vulnerable spots, just it did when it was damaged. The rules previously stated for a critical hit applies in this case as well since these untreated areas are as vulnerable to a critical strike as the previously damaged sections of the armor. The sensible alternatives are to discard the damaged armor for a new armor that has been altered with this power, or to melt the armor down, reforge it, and then use this power on the newly forged armor.

**Restriction:** This is an exceedingly rare power for any Jedi to know. The only one who might have known this was the Nazzar Jedi Knight Qrrrl Toq. Between this and Wookieepedia, this power and those who used it – Jedi armorers – were seen in the days of the Old Republic up to the Battle of Ruusan. Afterwards, as Jedi began to eschew armor, this power fell into disuse.

**Source:** Reference in Armorer specialization section of [Keeping the Peace](#) page 24

## Art of the Small (control and alter)

**Status:** Legends

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult to Heroic

**Required Powers:** *Art of the small (control), concentration, emptiness, force of will, Force stealth, hibernation trance, telekinesis*

**Effect:** This radical power may be the one ancient Jedi might have used to alter the nature of the universe long ago. Sometimes referred to as elemental manipulation, with this power, a Jedi can alter and manipulate matter at the molecular level, turning a substance into something completely different. Note that this is not *alchemy*, nor is this power associated with the dark side.

To date, this power has been used in two different ways. The first is for healing purposes. Vergere used this to give her tears healing properties strong enough for Mara Jade Skywalker to combat the coomb spores she had been infected with for several months. Jacen Solo also used this to convert his own tears and the tears of his family into an antidote for the amphistaff venom that was in his uncle, Jedi Master Luke Skywalker. Later, Tekli learned to alter her released pheromones so that they had properties that were therapeutic to other species.

In game terms, if the user succeeds in making the difficulty rolls, the user gains a bonus to all *first aid* rolls when treating the wounded with medicinal liquids, ointments, or vapors. The bonus depends on the *alter* difficulty, which is determined by the nature of the disease or poison the user is trying to treat. The GM determines this, but all diseases and poisons that are of Yuuzhan Vong origin have Heroic difficulties.

### Alter roll ≥ difficulty roll Bonus

0-10	+5
11-20	+10
21+	+15

The other displayed use of this power was the Shaper turned Shamed One, and hidden Supreme Overlord of the Yuuzhan Vong, Onimi's ability to create chemicals in his body which he released through nearly every aspect of his body. The chemicals can vary from deadly toxins to powerful mind-control drugs. In game terms, if the user succeeds in creating such chemicals, any individual coming into contact with these chemicals must make at least a Very Difficult *Strength, stamina, or willpower* roll to resist them. Treating these chemicals requires a Very Difficult or Heroic *first aid* roll.

It is mentioned in [Dawn of the Jedi: Into the Void](#) that Lanoree Brock was skilled in elemental manipulation as well as metallurgy and alchemy. Metallurgy could refer to *sword alchemy* and elemental manipulation could refer to *art of the small (control and alter)*. There is no clarification on this matter yet, so for the time being, if a Je'daii knows elemental manipulation, then the individual knows this power.

If one wishes to learn this power, they **must** learn *art of the small (control)* first. This prerequisite is mandatory.

**Restricted:** The origins of this power are unclear. There is circumstantial evidence that those Je'daii on Tython who dabbled in alchemy might have known and used this power, so for the time being, the GM should allow this power to be accessible to the Je'daii on Tython.

Since Vergere knew this power, and she was once a Jedi of the Old Jedi Order, it is possible that this power might have survived the passage of time, unlike other powers like *sword alchemy*, and was probably known by few Jedi towards the end of the Old Jedi Order. However, this power should not be generally available for a Jedi of that time period to learn.

Vergere had since taught this power to Jacen Solo and Cilghal. Cilghal, in turn, taught it to her apprentice Tekli. It is unknown if Jacen Solo had taught this power to others, but it is highly likely that Cilghal has done so to future Jedi healers, and Tekli will eventually do the same. Therefore, this power is mainly available to those of Luke Skywalker's order who are Jedi healers. GMs must keep this in mind when using this power.

**Author's Note:** In [The Jedi Path](#), there was a reference to Jedi in ancient times being able to alter the structure of the universe. In addition, there is the reference to Lanoree Brock

knowing elemental manipulation. Granted, this “elemental manipulation” could be a part of *sword alchemy* or *alchemy*; however, there were additional reference in Dawn of the Jedi: Into the Void to laboratories in the Temple of Anil Kesh where “chemicals are changed and transmuted”, and “solids have their structures reformed”. Since these references point to manipulating matter at the molecular and atomic levels, and since Vergere, Jacen Solo, and Tekli have used this power to change one substance into another, I chose to equate elemental manipulation with *art of the small (control and alter)*, rather than create a new power.

**Appeared where:** Dawn of the Jedi: Into the Void, Agents of Chaos I: Hero’s Trial, Traitor, Destiny’s Way, The Unifying Force

### Attune Robe (Jedi)

**Status:** Homebrew

**Control Difficulty:** Moderate to Very Difficult

**Alter Difficulty:** Moderate to Very Difficult

**Required Powers:** *Concentration, control another’s pain, control pain, transfer Force*

**Effect:** In general, members of the Jedi Order typically wore plain or unassuming garments. They do not wear body armor as it tends to hinder their motions; however, during KOTOR and KOTOR II, Jedi have come to appreciate the protection that armors can provide. Through studying various Jedi holocrons, Jedi have learned to imbue their robes with the Force. The imbue provided additional protection while enhancing their speed.

While the bonus to their speed was standard, the protection offered by the Jedi robes depended on the rank the Jedi has within the Jedi Order. While the robes worn by Jedi Padawan offered standard protection, the robes worn by Jedi Knights offered additional protection that was needed by Jedi Knights when influencing important events. Similarly, Jedi Masters knew the importance of more additional protection when surmounting great challenges.

The difficulty to the Force skills in using this power depended on the type of Jedi robes being imbued with the Force.

Robe	Jedi Padawan Robe	Jedi Knight Robe	Jedi Master Robe
<b>Force skill difficulty</b>	Moderate	Difficult	Very Difficult
<b>Bonus against physical/energy attacks</b>	1	2	3
<b>Dexterity attribute bonus</b>	+8	+8	+8
<b>Mechanical attribute bonus</b>	+4	+4	+4

As a Jedi advances in rank, the Jedi could choose to improve the protection offered by their Jedi robes. Increasing the protection from Jedi Padawan to Jedi Knight and from Jedi Knight to Jedi Master required making Moderate *control* and *alter* rolls.

Dark Jedi and Sith also used this power to increase the protection offered by their robes. Dark Jedi Padawans kept their simple robes modest not by a desire to appear humble, but to offer the greatest freedom of movement during battle. Dark Jedi Knight robes were designed for those who relished personal combat and knew that power came to those who took it. The robes offered good protection with no hindrance to movement. Dark Jedi Master robes offered superior protection while still allowing full freedom of movement. They were the robes of the true masters – those whose will and authority went unopposed. Thus, a Dark Jedi using this power to attune their own robes does not receive a Dark Side Point.

Both the Jedi Knight robes and the Jedi Master robes could be upgraded with a mesh underlay. Adding the mesh underlay requires an Easy *armor repair* roll and grants an additional +2 bonus to resist energy attacks. The Jedi can then use *attune robe (Jedi)* on the mesh underlay to attune it with the rest of the armor. If the Jedi makes a successful Heroic roll on both Force skills, the imbuing of the mesh underlay and the armor will grant the Jedi a +10 bonus to resist mind-affecting powers. Unless the Jedi armor is augmented with a mesh underlay **and** the mesh underlay has been imbued with the Force, the Jedi will not receive the bonus to resist mind-affecting powers.

Gray Jedi were those who, though having completed the teachings of the Jedi, chose to operate independently and outside of the Jedi Council. They were typically seen as misguided, though they had not necessarily succumbed to the dark side. A Gray Jedi could use *attune robe (Jedi)* to attune their robes, but the process and the results were slightly different. A Gray Jedi only needed to make Moderate rolls to use this power. If successful, the Gray Jedi’s robes granted a +1 bonus against physical and energy attacks and a +1 bonus to *Perception*.

Certain famous Jedi and Sith changed how the Force flowed while using this power on their own robes. The results created robes that were unique because they were considerably more powerful than the standard robes worn by the Jedi, Dark Jedi, and the Sith. These unique robes were named after the ones who created and worn them, and were usually sought after by other Jedi and Sith. These unique robes will be covered in the Jedi Artifacts and Sith Artifacts sections **Author’s Notes:** I saw how the various robes offered protection to the Jedi characters in the game, and I wanted to come up with a way to make that possible. So, I drew upon the various attune armor and attune robes powers used by other Force factions to create this power.



## Camouflage Presence

**Status:** Legends

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, dim another's senses, Force stealth, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** A power Jax Pavan found in Darth Ramage's holocron, this power allows a Jedi to disguise his presence as another's. By doing this, the Jedi can mislead whoever might be searching for them with the Force, making the searcher believe they have located someone else instead of the targeted Jedi.

The Jedi must first determine whose presence he wishes to use as a disguise. It cannot be a random individual. The Jedi must know the individual's presence in the Force; that is, the Jedi must have sensed the other individual's presence in the Force at some point before using this power. That way, the Jedi will be able to duplicate it when using this power.

When using this power, the Jedi must first make a successful *control* roll to hide their true presence from the opponent trying to detect them. If the Jedi fails this roll, the power automatically fails.

Should the Jedi succeed in making the *control* roll, the Jedi then makes the *alter* roll. A successful roll will cause the searcher to come to the wrong conclusion as to whom they detected and continue with their search. If the roll fails, the opponent will know that something is wrong. The opponent will know that they sensed someone but will not be sure as to whom they sensed and will choose to investigate it. Similarly, if the Jedi using this power chooses to masquerade their presence as someone whom the opponent would know would not be in the area or would have no logical reason for being in the area, the opponent would know that something was wrong. This would defeat the purpose of this power.

**Author's Note:** Jax Pavan learned this power by accessing Darth Ramage's holocron. However, once he rescued Thi Xon Yimmon from Kantaros Station, he returned to Dathomir and asked Augwynne Djo to erase from his mind all the knowledge he gained from Darth Ramage's holocron. As a result, he was incapable of teaching this power to anyone else. He entrusted Darth Ramage's holocron to Augwynne Djo's safekeeping. Whether or not Augwynne Djo later gave Luke Skywalker custody of this holocron is unclear. Since this power is not tainted with the dark side, despite it being recorded in a Sith holocron, the GM has a little leeway with this power in that it is possible for a Jedi to come across a Jedi holocron which contains this power or for a Jedi to create this power via experimentation.

**Appeared where:** Coruscant Nights: The Last Jedi

**Example:** Jax Pavan used this to disguise his presence as Probus Tesla's while searching for Thi Xon Yimmon on Kantaros Station.

## Control Another's Temperature

**Status:** Legends

**Control Difficulty:** Easy

**Alter Difficulty:** Easy

**Required Powers:** *Absorb/dissipate energy, control temperature, hibernation trance, place another in hibernation trance*

*This power may be kept up, but the user must be in physical contact with the target.*

**Effect:** When successfully activated, this power allows the Jedi to have strict control over another individual's body temperature. By speeding or slowing the other's metabolism, the Jedi can change the other's core temperature, thereby allowing the other individual to be more resilient to environmental changes.

Furthermore, the Jedi can also choose to control the other's surface body temperature to hide the other individual from heat-based sensors or to hide from species that use heat detection as a primary sense.

In game terms, *control another's temperature* allows the Jedi to add bonus dice to the target's *survival* or *stamina* skill rolls to survive in much harsher environments than the other individual would normally be able to. Alternatively, the Jedi may choose to control the other's skin temperature to add to the recipient's *sneak* skill roll to avoid being detected by heat sensors. In either usage, the amount of bonus dice depends on the Jedi's skill roll. Using the power for both purposes in the same round requires an additional action with a +5 to the difficulty for each roll. The same thing applies if the Jedi should use *control temperature* on himself and then *control another's temperature on another* on the target.

**Roll  $\geq$  difficulty    Effect**

0-5                      +3D

6-14                     +4D

15-21                    +5D

22+                      +6D

**Appeared where:** Gamer #8: The Apprentice

**Example:** Kyp Durrone used this on Jaina Solo Fel to help her bypass the security sensors.

## Control Plant Disease

**Status:** Homebrew

**Control Difficulty:** Easy for ordinary plants; Very Easy for Force-sensitive plants; Moderate for semi-sentient or sentient plant.

**Alter Difficulty:** Easy for ordinary plants; Very Easy for Force-sensitive plants; Moderate for semi-sentient or sentient plant.

**Required Powers:** *Accelerate another's healing, accelerate healing, accelerate plant healing, concentration, control another's disease, control another's pain, control disease, control pain, plant surge, telekinesis*

**Time to use:** One minute

**Effect:** A very rare variant among the healing powers available, this allows a Jedi to cure plants of any disease that might be afflicting them. While this can be used on vegetable matter, it can be used on semi-sentient and sentient plants. The plant can “make” an extra healing roll as outlined in *accelerate healing*.

Damage to the plant by other means will require a different form of treatment.

A sentient plant species like a Neti or a Revvien that can use the Force can use this power to cure vegetable matter and other sentient plant species of diseases with greater effect than *control another's disease*. Instead of making one extra healing roll, the target makes two.

If the Jedi has knowledge of plants, they can use it to treat the plant more effectively. Specifically, if the Jedi has *agriculture, ecology, or scholar: botany*, they gain a +5 bonus to the *control* and *alter* rolls. The Jedi also receives a +5 circumstantial bonus under certain conditions. One condition would be if they have an *alien species* specialization for a sentient plant species. For instance, a Jedi with *alien species: Neti* would a +5 bonus to their rolls when treating a Neti but would not gain the bonus when treating a Revvien. Another condition would be if they have a *planetary systems* specialization. For example, a Jedi with *planetary systems: Myrkr* gains the circumstance bonus when treating plant life native to Myrkr, but not when treating plant life native to Alderaan.

The Jedi must be touching the plant or character whenever they attempt a healing roll.

## Control Pregnancy

**Status:** Legends

**Control Difficulty:** Moderate or Difficult

**Alter Difficulty:** Moderate or Difficult

**Required Powers:** *Concentration, life detection, sense Force*  
*This power may be kept up.*

**Effect:** With this power, a female Jedi can control the rate her fetus develops, allowing her to prolong or shorten her pregnancy.

When using this power, the Jedi must first determine how she wishes to use it. Using this power to prolong the pregnancy will require a Moderate roll, while hastening the pregnancy will require a Difficult roll. The reason for the difference is that infants that are born premature generally suffer health ailments, some of which are permanent. Accelerating the pregnancy would normally create this risk, but by focusing on controlling the pregnancy, the Jedi is able to ensure that the fetus develops normally without any health risks. If a Jedi wishes to accelerate her pregnancy, the GM must make a wild die roll once a week. Should the roll be a 1, then the baby develops a problem. However, depending on how far along the pregnancy is, the expectant mother has time to correct the problem. The GM must consult the table below

to determine the necessary Difficulty rolls for both *control* and *alter* when attempting to correct the problem. Note that the table is based on a human woman. The GM must modify the timeframe accordingly for each species.

### Equivalent period of the pregnancy Difficulty rolls

First trimester	Moderate
Second trimester	Difficult
Third trimester	Very Difficult

If the Jedi succeeds in making the required rolls, then the mother-to-be has corrected the problem. She can only attempt to do this once per week.

While it is generally a good idea to always keep this power active, in practice this is impossible to do. A pregnant Jedi can stop using this power to recover, allow her pregnancy to proceed normally, then resume later. The maximum number of days allowed for this “break time,” as it were, depends on the lower of the two die codes required for this power, rounded down. A Jedi can reactivate this power at any point during the break without any risk. But if the Jedi does this after the “break time” expires, the Jedi risks having the baby develop a problem. If this happens, the GM must consult the table listed above. The Jedi also has the option of using this break period to correct any health problems the fetus might develop.

Jedi believe in the cycle of life, which includes the development of the fetus. Jedi view any tampering of this development as running counter to the natural flow of life. Thus, while the Jedi are aware of this power, they do not encourage the teaching of this power. A Jedi will not find this power in any Holocron for the same reason. Regardless, some pregnant Jedi somehow learn to perform this power, and though their peers might frown upon their use, these Jedi are not shunned or seen as using the dark side in using this power. Once they learn this power, these Jedi have the option of teaching this to their daughters, daughter-in-laws, or bearers of their grandchildren if they are Force-sensitive.

**Restricted:** For obvious reasons, only female Jedi can use this power.

**Example:** Etain Tur-Murkan used this to accelerate her pregnancy, while Tenel Ka Djo used it to prolong hers pregnancy.

## Controlled Descent

**Status:** Canon

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, enhance attribute, Force jump, magnify senses, sense Force, telekinesis*

**Effect:** This power is probably derived from *Force jump* and *telekinesis*. With this power, a Jedi can survive falls from great heights.

The general idea behind this power is for the Jedi to guide himself or herself to the updrafts and use them as a foundation to slow their fall. Once that was done, the Jedi would use the Force to push against the ground as it drew closer. The two elements would slow the Jedi down enough to land safely.

This power is best used when falling from a height greater than 20 meters. When falling from any height less than 20 meters, a Jedi could use *Force jump* to land safely and not suffer damage.

During each round the Jedi is falling, the Jedi must make the required rolls to activate this power. While this power is active, the Jedi can slow their descent to the point where they can land safely on the ground and not take damage. This is 5 meters each round.

If the Jedi fails to make the rolls, the Jedi falls towards the ground at 10 meters each round. The GM makes a note of the initial height from which the Jedi began their descent and any height at which the Jedi fails to make the required rolls. The GM then consults the Miscellaneous Damage Table on page 102 of the *Star Wars Roleplaying Game – REUP* to determine the damage the Jedi sustains from the fall. If the Jedi activates the power again before impacting the ground, the Jedi's rate of descent immediately drops to 5 meters each round and negates any damage the Jedi might sustain.

For example, a Jedi falling from a height of 60 meters would normally sustain 9D damage upon impact with the ground. Activating *controlled descent* at this height will slow his rate of descent enough to land safely. But the Jedi fails the roll when reaching a height of 30 meters. Unless the Jedi reactivates this power, they will sustain 5D damage. The Jedi does so at 20 meters, but loses control at 15, risking 4D damage unless the Jedi reactivates this power in the next round before hitting the ground.

Once the Jedi reaches a height of 2 meters above the ground, the Jedi can deactivate this power and drop to the ground without suffering damage.

While mastery of the Force is important with this power, the most important aspect of this power is the mastery of fear. A Jedi must maintain a calm demeanor while using this power. If the Jedi feels fear, the Jedi is unable to focus enough to use this power. Each round this power is active, the GM must roll a wild die to determine the Jedi's state of emotional control. If the result is a 1, then the Jedi will have experienced fear. Even if the Jedi makes a successful control and alter roll to activate the power, a result of 1 on the wild die will negate this result, and the Jedi will have to make another roll in the next round.

Guiding himself or herself to the updrafts is an essential part of this power. Knowing the patterns of the updrafts will be an immense help in this endeavor. If the Jedi successfully uses *weather sense* before using this power, the Jedi receives a +5 bonus to their *alter* rolls.

While a Jedi cannot use *Force flight* to slow their descent towards the ground, the Jedi can benefit from the experience

of knowing *Force flight*. If the Jedi knows Force flight, then they receive a +5 bonus to their *control* and *alter* rolls.

**Appeared where:** *The High Republic – Light of the Jedi*

**Example:** Jedi Master Loden Greatstone knew this power and taught it to his apprentice Bell Zettifar, who eventually learned to use it.

### Detoxify Poison in Plant

**Status:** Homebrew

**Control Difficulty:** Easy for ordinary plants; Very Easy for Force-sensitive plants; Moderate for semi-sentient or sentient plant.

**Alter Difficulty:** Very Easy for a very mild poison; Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison.

**Required Powers:** *Accelerate another's healing, accelerate healing, accelerate plant healing, concentration, control another's pain, control pain, detoxify poison in another, detoxify poison, plant surge, telekinesis*

**Time to Use:** Five minutes

**Effect:** A very rare variant among the healing powers available, this allows a Jedi to treat plants of any poison that might be afflicting them faster than is normally possible. While this can be used on vegetable matter, it can be used on semi-sentient and sentient plants. The Jedi must be touching the plant or character whenever they attempt a healing roll. While the Jedi is in contact with the plant matter, the plant is considered immune to the effects of the poison. Failure to make the required *control* and *alter* difficulty checks or breaking physical contact during the use of the power causes the plant matter to suffer a wound.

Damage to the plant by other means will require a different form of treatment.

A sentient plant species like a Neti or a Revvien that can use the Force can use this power to cure vegetable matter and other sentient plant species of diseases with greater effect than *detoxify poison in another*. Instead of making one extra healing roll, the target makes two.

If the Jedi has knowledge of plants, they can use it to treat the plant more effectively. Specifically, if the Jedi has *agriculture, ecology, or scholar: botany*, they gain a +5 bonus to the control and alter rolls. The Jedi also receives a +5 circumstantial bonus under certain conditions. One condition would be if they have an alien species specialization for a sentient plant species. For instance, a Jedi with *alien species: Neti* would a +5 bonus to their rolls when treating a Neti but would not gain the bonus when treating a Revvien. Another condition would be if they have a *planetary systems* specialization. For example, a Jedi with *planetary systems: Myrkr* gains the circumstance bonus when treating plant life native to Myrkr, but not when treating plant life native to Alderaan.

Note that this only treats the plant of any foreign poisons it might be contaminated with. If the plant is considered

poisonous to consume, releases pollen that triggers allergic reactions or that is poisonous, or if coming into physical contact with the plant triggers an allergic skin reaction, like touching poison ivy or poison oak, this power has no effect, as these are considered natural properties of the plant in question, not foreign contaminants.

## Electric Judgment

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Effect:** Also known as *emerald lightning* or *Force lance*, when this power is manifested, a 5-meter-long beam of yellow or green crackling Force energy extends from the user's outstretched hand. This power lasts one round. It requires one round to get ready, after which the rolls are made to see if the power manifests. The user may move their arm as they wish, sweeping the energy beam across any enemies within the 5-meter radius. If struck, the opponent suffers *stun* damage equal to the user's *alter* roll. This power works on droids and inanimate objects as well as living beings.

This power has a high potential for being abused. Aggressive use of this power should result in the user gaining a Dark Side Point.

**Source:** SWRPGNetwork

**Appeared where:** Star Wars: Episode I Jedi Power Battles, Destiny Way's, The Unifying Force

**Example:** This is one of Plo Koon's signature powers. Jacen Solo used this against the Yuuzhan Vongs in Destiny's Way. Luke Skywalker might have used this against the Slayers in The Unifying Force.

## Empower Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Very Difficult

**Required Powers:** *Control another's pain*, *control pain*, *empower Force*, *enhance another's attribute*, *enhance attribute*, *transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *empower Force* would have on a power used by the first Jedi – increasing the variable effect based on a die roll (for example damage for *Force lightning*, or the benefits of *enhance attribute*) by one-half (multiply by 1.5, rounded down). Multiple action penalties do not apply in this case. The first Jedi must successfully activate *empower Force on another* in the same round as the Force power it is meant to empower. If the first Jedi wants to affect more than one power, he must make separate *empower Force on another* rolls, and in this case multiple action penalties apply.

The effects of this power cannot be stacked with the effects of the second Jedi using *empower Force*. The effect of the affected power can only be doubled, not quadrupled.

## Enlarge Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Difficult

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *enlarge Force*, *transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *enlarge Force* would have on a power used by the first Jedi – doubling the range of those Force powers that are limited by distance (*life bond*, for example). Multiple action penalties do not apply in this case. The first Jedi must successfully activate *enlarge Force on another* in the same round as the Force power it is meant to enlarge. Force powers without range limitations are not affected.

The effects of this power cannot be stacked with the effects of the second Jedi using *enlarge Force*. The range of the affected power can only be doubled, not quadrupled.

## Extend Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Difficult

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *extend Force*, *transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *extend Force* would have on a power used by the first Jedi – doubling the duration of those Force powers that has an affect that expires after a certain time (*combat sense*, or *enhance attribute*, for example). Multiple action penalties do not apply in this case. The first Jedi must successfully activate *extend Force on another* in the same round as the Force power it is meant to extend. Force powers that are not affected by duration or an expiration time are not affected.

The effects of this power cannot be stacked with the effects of the second Jedi using *extend Force*. The duration of the affected power can only be doubled, not quadrupled.

## Force Channel

**Status:** Homebrew

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Effect:** One of the few meditative battle stances taught amongst the Jedi, this power channels the Force through the



Jedi, increasing the Jedi's connection to the Force. The increase manifests both offensively and defensively, since while this power is active, the Jedi receives a bonus to their saving throws against Force powers and increases the damage to their Force powers.

Roll $\geq$ difficulty	Bonus to opposed throws and damage	Duration
0-7	+1 pip	4 rounds
8-13	+2 pips	3 rounds
14-20	+1D	2 rounds
21+	+1D+1	1 round

This damage applies to the Force powers only; the bonus is not applied to damage sustained from being hit by an object thrown by *telekinesis* or *ballistakinesis*, or from being slammed into a wall by *Force push*, *projected fighting*, or *repulse*.

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

## Force Enlightenment

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship

**Alter Difficulty:** Difficult

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to take certain Force powers and push them to the highest degree.

In GM terms, a Jedi who has been "enlightened" by this power can take the maximum result of all Force skill dice associated with the power that has been enlightened. This power can only affect *burst of speed*, *enhance attribute*, *Force jump*, *greater Force shield*, *Jedi flip*, and *lesser Force shield*. Thus, an "enlightened" Jedi will automatically take the maximum result for the *control*, *sense*, and/or *alter* roll when using those powers only. Trying to do this for any other Force power will end in failure and cancel this power immediately.

Alter roll $\geq$ difficulty	Duration
0-7	1 round
8-13	2 rounds
14-20	3 rounds
21+	4 rounds

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

## Force Jolt

**Status:** Legends

**Control Difficulty:** Easy

**Alter Difficulty:** Target's opposing *control* or *Perception* roll

**Required Powers:** *Control another's pain, control pain, injure/kill, life detection, life sense, transfer Force*

**Effect:** If someone is physically restraining a Jedi against their will, the Jedi can send a jolt of Force energy through the other's appendage that is painful enough to force the opponent to release the Jedi.

This is only effective if the opponent is physically touching the Jedi. If the Jedi is being restrained in any other way, this power automatically fails.

This power is slightly controversial as it does inflict pain upon the target. However, the pain is temporary and not crippling. It is generally used in self-defense, and only as a last resort. If this is used out of anger, however, the Jedi receives a Dark Side Point.

**Author's Note:** Jacen Solo was the first to demonstrate this power. When and from whom he learned this power is unknown at this time. What is known is that he did not teach this power to anyone else. However, Yaqeel Saav'etu also demonstrated this power against Bazel Warv on Coruscant. Her knowledge of this power was due to Abeloth's Force psychosis. Whether Abeloth knew this power herself or gained knowledge of this power from Jacen is unknown. None of the other Jedi affected by Abeloth's Force psychosis demonstrated this power, and Yaqeel Saav'etu has not utilized this power after his recovery. However, the possibility that he might teach this power to others exists. Whether or not this power becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

**Appeared where:** Abyss

**Example:** Yaqeel Saav'etu used this to make Bazel Warv release her arm in Abyss.

## Force Scattering

**Status:** Legends

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, Force stealth, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** This power allows a Jedi to scatter his presence through an area, making it difficult for others to sense their exact location using *life detection*, *life sense*, *receptive telepathy*, or *sense Force*.

Upon making a successful roll, the character uses the Force to scatter his presence across an area with a five-kilometer radius with him at the center.

If a Force-user is trying to sense the character's presence, the character can oppose the Force-user's *sense* roll with a *control* roll and an *alter* roll. If the character's *control* roll is greater than the Force-user's *sense* roll, the Force-user does not detect the character's presence. If the Force-user's *sense* roll beats the character's *control* roll, the character then makes an *alter* roll. If the character's *alter* roll is greater than the Force-user's *sense* roll, the Force-user knows that the character is somewhere in the area but is unable to determine

the character's exact location and ends up heading towards the location of a false presence. If the Force-user's *sense* roll is greater than the character's *alter* roll, the Force-user detects the character's exact location.

**Appeared where:** The New Rebellion, Traitor

**Example:** Kueller used this to scatter his presence across a town before confronting Luke on Pydyr in The New Rebellion. Jacen did this in Traitor.

## Force Shock

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's opposing *control* or *Perception* roll

**Required Powers:** *Absorb/dissipate energy, control pain, inflict pain, injure/kill, life detection, life sense*

**Effect:** A Jedi can use this power to deliver an electric shock that will render the target unconscious. The Jedi must make a successful *brawling* roll to deliver a hit upon the target. Once the Jedi strikes the target, the Jedi delivers an electric shock that is comparable to a shock prod or a taser. The electric shock delivers *alter die stun* damage only. The charge is not strong enough to deliver physical harm, so the Jedi does not receive a Dark Side Point.

A Jedi can also use this to ensure a target that is already unconscious remains unconscious. Since the target is already unconscious, the *alter* difficulty is Very Easy. Successful use of this power keeps the target unconscious for additional rounds equal to the Jedi's *alter die*.

A Jedi can oppose this power using *absorb/dissipate energy* or *resist stun*.

**Appeared where:** Vortex

**Example:** Kenth Hamner used this on two Jedi to make certain they remain unconscious.

## Force Steadfast

**Status:** Legends

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, force of will, telekinesis*  
*This power may be kept up.*

**Effect:** By using this power, a Force-user can remain grounded in one spot to the point that nothing or no one could make the user move from the spot.

When using this power, the user first makes a *control* roll. This roll is then used against the force that is trying to move the user. Specifically, the *Strength* associated with the individual, creature, or force of nature (wind, shockwave, etc.) that is trying to move the user, or the *alter* code of the opposing Force power. If the user's *control* roll succeeds, the attempt fails. Should the user's *control* roll fail, it means that the opposing force was able to get past the user's mental willpower. The user then makes an *alter* roll. If the *alter* roll succeeds, then the user remains in place. If the *alter* roll fails,

then the opposing Force-user can force the user to move from the spot.

**Sources:** Control Talent Telekinetic Stability from Legacy Era Campaign Guide page 55

**Appeared where:** The Swarm War, Outcast

**Example:** Luke Skywalker used this power to resist UnuThul's *Force push*, becoming a theoretically immovable object to the extent that the black hole at the center of center of the galaxy could not dislodge him. Leia Organa Solo was also skilled in rooting herself in one place with the Force. Both Luke Skywalker and his son Ben used this to keep themselves rooted as Baran Do Sages used the Force to launch blasts of wind at them.

## Force Stun

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control, Perception, or willpower*, modified by proximity

**Required Powers:** *Affect mind, dim another's senses, life detection, life sense*

**Effect:** This power deadens the senses and perceptions of a target, and then overwhelms them, inducing the target into a catatonic state. The Jedi uses this power to disable a target long enough to escape from the target or apprehend the target. The target can resist this power with their *control, Perception, or willpower*. The target can also use *force of will* to bolster their defense or *resist stun* to negate the effects.

After the user makes the *alter* roll, the target must then make a *control, Perception, or willpower* roll. Consult the table below for the result.

<b>Alter roll <math>\geq</math> difficulty by:</b>	<b>Target stunned for</b>
1-10	1 round
11-20	2 rounds
21+	3 rounds

If the target succeeds, the target suffers no *stun* damage.

The user can use this power against more than one target, but for each target after the initial one, the user must add +5 to both difficulties.

**Appeared where:** Knights of the Old Republic video games

## Force Throw

**Status:** Legends

**Control Difficulty:** Equal to the melee weapon's base difficulty (i.e., a knife is Very Easy)

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, Force weapon*

**Effect:** A Jedi can throw a simple or advanced melee weapon their size or smaller, treating it like a thrown weapon. Some weapons are not designed to be thrown, so when an individual uses the *thrown weapons* skill to do so, a penalty is applied. This power negates that penalty.



The thrown weapon deals normal damage if it hits. If the weapon does piercing or slashing damage, it becomes embedded in the target, remaining there and inflicting 1D additional damage to the target at the end of the target's turn each round it remains imbedded. When the weapon is removed, by the target, an ally of the target, or the thrower via *telekinesis*, the target suffers an additional 1D worth of damage.

The target of the thrown weapon can only be within 10 meters of the Jedi using this power.

**Sources:** Force Adept Talent Force Throw from Knights of the Old Republic Campaign Guide page 38

## Force Treatment

**Status:** Legends

**Control Difficulty:** Easy

**Alter Difficulty:** Easy

**Effect:** When making *first aid* checks, you can use your Force die instead. If you are treating yourself, use the *control* skill. If you are treating another, use the *alter* skill.

This can only be used with the *first aid* skill. It cannot be used with advanced skills like (A) *medicine* or (A) *surgery*.

**Sources:** Force Adept Talent Force Treatment from Star Wars: The Roleplaying Game Saga Edition page 220, Jedi Healer Talent Force Treatment from The Clone Wars Campaign Guide page 41

## Force-flash

**Status:** Legends

**Control Difficulty:** Moderate, limited to line of sight, modified by proximity

**Alter Difficulty:** Moderate, limited to line of sight, modified by proximity

**Required Powers:** *Absorb/dissipate energy, disable droid, sense Force, telekinesis*

**Time to Use:** One round

**Effect:** This power is related to *disable droid* and is perhaps derived from that power. A Jedi uses this power to create momentary static interference in visual surveillance and recording devices, which allows the Jedi to make their way stealthily through areas under such surveillance.

If the Jedi succeeds in activating this power, the affected surveillance device is affected for one round. If the *alter* roll succeeds by 10 or more, the device is affected for two rounds. If the *alter* roll succeeds by 20 or more, the effect lasts for three rounds.

There are limits to this power. First, this can only be used once per encounter with the targeted device. Second, this power only creates static on the electromagnetic spectrum, so this power can be used against infrared sensors, night vision cameras, cameras that see in the ultraviolet spectrum, etc. However, it does not affect the audio reception of the camera, so an affected device can still pick up any sound an interloper might make. Therefore, when bypassing an affected device,

the Jedi must make a successful *sneak* roll to prevent the camera from detecting any noise they might make.

A Jedi can bypass the line-of-sight restriction by spending a Force point to affect cameras and visual screens in a designated area, though the proximity modifier still applies.

**Author's Note:** According to the Wookieepedia, a Jedi can also use this power to create an unnatural flash of bright light that temporarily blinds opponents. However, this application sounds very much like the power *Force blinding*, a fan-made Force power already listed in Gry Sarth's Force Powers pdf. As such, I associate the second application listed on the Wookieepedia with the *Force blinding* power.

**Example:** Various Jedi have performed this power throughout the Dark Nest Trilogy, Legacy of the Force, and Fate of the Jedi series. Abeloth used this to disrupt the visuals of all ships in an entire star system.

## Glowball

**Status:** Legends

**Control Difficulty:**

**Affected area Difficulty**

256-m radius	Moderate
500-m radius	Difficult
750-m radius	Very Difficult
1 km radius	Heroic

**Alter Difficulty:**

**Affected area Difficulty**

256-m radius	Moderate
500-m radius	Difficult
750-m radius	Very Difficult
1 km radius	Heroic

**Required Powers:** *Absorb/dissipate energy, concentration, light, telekinesis*

**Time to Use:** One round

**Effect:** After studying the Ta-Ree power *light*, the Arconan Jedi Knight Izal Waz used the knowledge to create this new power. With this power, a Jedi can gather the ambient light in space into one location, creating a sphere of light resembling a small star. The purpose of this power is not to inflict damage upon other ships, but rather to provide cover.

Ships within the sphere are not affected by the power and can look out at opposing targets. However, enemy craft trying to locate ships within the sphere are unable to do so. While this power is active, all ships within the sphere receive a +2D bonus to their *capital ship piloting*, *space transports* or *starfighter piloting* rolls when using them to perform a starship dodge reaction skill to avoid incoming fire.

When activated, the Jedi is at the center of the *glowball*. Once activated, though, it is possible for the Jedi to keep the *glowball* active while leaving the center, or even leaving the

*glowball* completely. Keeping the *glowball* active after departing from the center adds +10 to all difficulty rolls.

There are limits to this power. First, this power requires a lot of concentration and is very taxing. Anyone using this power for the first time will be unable to do anything else. Once the Jedi is finished using this power, the Jedi will collapse from exhaustion and will need to rest for 8 hours. As the Jedi becomes more proficient with this power, the power becomes less taxing. After the first time using this power, the Jedi can make a *stamina* roll after finishing this power to stave off the strain. If the Jedi fails the roll, he can make the same roll after subsequent uses of this power, with each use lowering the Difficulty.

**Power use Difficulty**

Second	Heroic
Third	Very Difficult
Fourth	Difficult
Fifth	Moderate
Sixth	Easy
Seventh	Very Easy

Once the roll is successful, the Jedi does not need to make any future *stamina* rolls, and the Jedi will not be fatigued after using this power. However, the Jedi can choose to wait until they use this power seven times. By then, the Jedi will be familiar enough with the power so that the next time they use this power, they will not need to make a *stamina* roll.

Secondly, the glowball has a fixed radius, which is determined by making successful difficulty rolls. Once active, the radius is fixed until the Jedi ends this power.

Finally, the Jedi must consider the size of the ships he wants to conceal when creating the *glowball*. The ships must have enough room to maneuver when making the starship dodge reaction. The Jedi does not need to worry about starfighter-scale ships such as starfighters, shuttles, and dropships. This also includes the Skipray blastboat, *Beta*-class shuttle, *Gamma*-class shuttle, and similar crafts that are treated as capital-scale ships because of their power output. When it comes to capital-scale ships, though, the Jedi can only conceal a specific number of ships depending on their respective sizes and the size of the *glowball*. The GM should consult the table below for specifics.

<b>Glowball radius</b>	<b>250-m</b>	<b>500-m</b>	<b>750-m</b>	<b>1-km</b>
<b>Ships &lt;=100 m</b>	3	5-7	7-9	9-11
<b>Ships 100-156 m</b>	2	4-5	5-7	7-9
<b>Ships 156-206 m</b>	1	2-3	4-5	5-7
<b>Ships 206-256 m</b>	N/A	2	2-3	4-5
<b>Ships 256-300 m</b>	N/A	1	2	2-3

**Author’s Note:** This power first appeared in *Star by Star*, and Izal Waz was the first to use it. Therefore, the GM should consider this power to have originated in the New Jedi Order era. Izal Waz taught this power to Mara Jade Skywalker, so

this power is available for Jedi from this time on. Until records have been found depicting this power in other time periods, this power is not available in any other time periods.

**Imprint**

**Status:** Legends

**Control Difficulty:** Varies

**Alter Difficulty:** Varies

**Required Powers:** *Control another pain, control pain, life detection, life sense, projective telepathy, receptive telepathy, sense Force, transfer Force*

**Effect:** Throughout history, Jedi have known that when significant events occur in a particular location, it generates a disturbance in the Force and imprints the area with Force energy. For example, when Yoda defeated the dark Jedi in the cave on Dagobah, their deaths and the subsequent explosion of their bodies imprinted the cave with the dark side. Through study, the Jedi have learned to use the Force to project their presence and thoughts into an area, thereby “imprinting” the area. The purpose of “imprinting” the area could range from leaving a sense of warning so creatures will stay away from the area to “marking” his presence so that other Force-sensitive individuals will know that a specific individual was at a particular location.

The user must first declare how much of an imprint he intends to leave behind, and that depends on what creatures the user wants to sense the imprint.

**Degree of imprint Sensed by whom/what Control Difficulty**

Minor	Non-sentient creatures	Easy
Major	All	Moderate

The user must then declare the amount of area he wants to imprint. The area is a sphere centered on the user.

<b>Radius</b>	<b>Alter Difficulty</b>
1-10 meters	Easy
11-100 meters	Moderate
101 meters – 1 kilometer	Difficult
1,001 meters – 10 kilometers	Very Difficult

The imprint will not be able to convey whole messages. It will only relay feelings or impressions, such as “avoid this area” to a swarm of piranha beetles or miners. Or “[Name] was here” to another Force-sensitive. This power is useful when one wishes to leave a trail behind for a Force-sensitive to follow or to keep dangerous creatures from approaching the campsite while the party is sleeping. When Luke Skywalker first started his Praxeum on Yavin IV, he kept piranha beetles and other annoying insects from the Great Temple by spraying the area with insect repellent. But as more and more students arrived, the repellent proved allergic to some and poisonous to others, particularly those who have evolved from arthropods. To prevent his students from experiencing discomfort, Luke

Skywalker used the Force to *imprint* the area with a sense of warning for these creatures. It had the same effect on these creatures as the Sith power *aura of uneasiness*; however, *imprint* is not tainted with the dark side.

One can use this power to remove an *imprint* from an area as well, though this power cannot be used to remove the taint of the dark side from an area, as *Force light* would.

The user can also use this power to throw off anyone who might be using the Force to track the user. This is what Darth Bane did to Darth Zannah while he was trying to escape from the Stone Prison in Dynasty of Evil.

**Appeared where:** Dynasty of Evil

## Jedi Flip

**Status:** Canon

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, enhance attribute, Force jump, Force push, life detection, telekinesis*

**Effect:** Sometimes a Jedi may miscalculate their attempt to jump from one location to another, either on their own power or through the assistance of the Force. Or the Jedi may be in a confined area where using *Force jump* is neither practical nor safe. Or the Jedi may not know *Force jump*. By using this power, a Jedi can release a burst of Force energy from their feet at the apex of their jump, making it appear as if they are performing a jump literally on thin air. This boost will always cause the Jedi to flip upon reaching the new apex of the leap.

With careful timing, a Jedi can use this power to leapfrog up a wall. The Jedi would make the initial jump towards the wall. After making contact, the Jedi would jump away from the wall, then use *Jedi flip* to leap back towards the wall, ending further up the wall. A Jedi can repeat this process to traverse up the wall until they can grab the top ledge and pull himself or herself up. If a Jedi fails to make the required roll at any point in this endeavor, the Jedi falls to the ground, suffering damage according to the height of the fall.

The Jedi can also use this power to reduce or even negate any damage they might sustain from falling from an unsafe height. By making a *Jedi flip* during the descent, the Jedi momentarily shifts their momentum upwards before resuming their descent. If the Jedi succeeds in doing this, the GM will need to calculate the possibility of the Jedi sustaining damage from a fall from the height where the *Jedi flip* was performed rather than the initial height of the descent. Thus, if a Jedi falling from a height of thirty meters performs a *Jedi flip* ten meters from the ground, the GM only needs to calculate the chance of injury and how much injury the Jedi sustains from falling from a height of ten meters rather than thirty meters.

A Jedi cannot use *Jedi flip* to move to the side or even backwards.

**Appeared where:** Jedi: Fallen Order, Jedi: Survivor

**Example:** Cal Kestis used this at times to jump from platform to platform.

## Mask Another's Presence

**Status:** Legends

**Control Difficulty:** Moderate, modified by proximity and relationship

**Alter Difficulty:** Moderate, modified by proximity and relationship

**Required Powers:** *Force stealth on another, Force stealth, life detection, sense Force*

**Effect:** The user gathers the Force around another individual who is not a Force-sensitive and meditates to hide the other individual's connection to the Force.

The user must make a *control* and *alter* Difficulty roll, and the target must be within ten meters of the user. If both rolls are successful, the user can mask the target's presence in the Force from other Force-users using *life detection, life sense, receptive telepathy, or sense Force*.

If a Force-user is trying to sense the presence of the target, the user can oppose the opponent's *sense roll* with his *alter roll*. If the user's *alter roll* is greater than the opponent's *sense roll*, the target has evaded detection.

If several Force-users are trying to detect the target, the user makes an *alter* roll against the opponent with the highest *sense roll*.

The user can use this power to mask the presence of more than one other individual, but for each successive Force-user, the user must add +5 to both difficulty rolls.

This power lasts for ten minutes, at which time the user can reroll to reactivate it. If either the user or the target uses any other Force power during the ten-minute time limit, the target's connection to the Force is automatically reestablished, cancelling out this power.

**Author's Note:** This power is virtually identical to the Agent of Ossus power *Force stealth on another*. However, the Agent of Ossus power is designed to allow the user to hide other Force-sensitives from detection. There is nothing to indicate that it can be used to hide those who are not Force-sensitive from detection by Force users. So, this power was created for this possibility.

**Appeared where:** The Unseen Queen

**Example:** Luke Skywalker used this to hide Han Solo, Jae Juun, and Tarfang from being detected by Lomi Plo.

## Maximize Force on Another

**Status:** Legends

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Heroic

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, maximize Force, transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *maximize Force* would have on a power used by the first Jedi – maximizing the effect (usually damage) of the second Jedi's Force abilities.

Multiple action penalties do not apply in this case. The first Jedi must successfully activate *maximize Force on another* in the same round as the Force power it is meant to maximize. Force powers without random variables based on die rolls are not affected by this power.

Considering what this power can do, using both *maximize Force* and *maximize Force on another* on the same Force power would be redundant.

## Mid-air Dash

**Status:** Canon

**Control Difficulty:** Moderate.

**Alter Difficulty:** Moderate

**Required Powers:** *Burst of speed, concentration, enhance attribute, Force push, life detection, telekinesis*

**Effect:** Sometimes a Jedi may miscalculate their attempt to jump from one location to another, either on their own power or through the assistance of the Force. Or the Jedi may be in a confined area where using *Force jump* is neither practical nor safe. Or the Jedi may not know *Force jump*. By using this power, a Jedi can release a burst of Force energy from their feet while in the air during a jump. This allows the Jedi to burst forward, to the side, or straight down, but not backwards or straight up. This forward burst may be enough for the Jedi to cross a chasm or to reach a distant ledge.

The Jedi can also use this power after performing *Jedi flip* to cross even wider gaps or reach even more distant ledges.

**Appeared where:** Jedi: Survivor

**Example:** Cal Kestis used this at times to cover more distance in his jumps from platform to platform.

## Overload Saber

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, Force weapon*

**Time to Use:** One round

**Effect:** Possibly derived from *Force weapon* and *activate Forcesaber*, with this power a Jedi can channel the Force through their lightsaber, yielding one of two results. If the lightsaber's energy cell is low or depleted, the Jedi can send enough energy into the lightsaber so that the energy beam is at full strength, thus enabling the user to inflict normal damage from a lightsaber. If the energy cell is fully charge, the additional energy results in the lightsaber blade inflicting an addition +1D of damage. In either case, the Jedi must be holding the lightsaber, and the effect lasts only fifteen seconds. A Jedi can use this power on two lightsabers or a double-bladed lightsaber with both beams activated; however, using this power on the second energy beam counts as an additional action, and as such the penalty for multiple actions applies.

**Appeared where:** The Old Republic video game

## Paralysis

**Status:** Legends

**Control Difficulty:** Moderate, modified by proximity, but must be within line of sight

**Alter Difficulty:** Target's *control* or *Strength*

**Required Powers:** *Control another's pain, control pain, injure/kill, life detection, life sense*

**Effect:** This allows a Jedi to shock an individual's spinal cord, causing temporary paralysis. This power does not usually stop autonomous functions like the heartbeat, and the effect is temporary, so the target will eventually recover. This effect lasts 2D rounds, but for every 5 the *alter* roll defeats the target's *control* or *Strength* roll, increase the duration by 1D.

To use this power, the user must be touching the target. This means that the user must make a successful *brawling* attack in the same round that this power is to be used.

However, there is a chance that using this power on the target could cause all functions to cease in the spinal column, shutting down the heart and killing the patient. Should a target fail to make the roll, the GM rolls a wild die. If the result is a 1, the target dies, and the user receives a Dark Side Point. The user also receives a Dark Side Point if the target dies by some other means while paralyzed.

**Author's Note:** Jacen Solo was the first to demonstrate this power. When and from whom he learned this power is unknown at this time. What is known is that he did not teach this power to anyone else. However, Seff Hellin also demonstrated this power on Taris. His knowledge of this power was due to Abeloth's Force psychosis. Whether Abeloth knew this power herself or gained knowledge of this power from Jacen is unknown. None of the other Jedi affected by Abeloth's Force psychosis demonstrated this power, and Seff Hellin has not utilized this power after his recovery. However, the possibility that he might teach this power to others exists. Whether or not this power becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

**Appeared where:** Millennium Falcon

## Phase



**Status:** Legends

**Control Difficulty:** Difficult

**Alter Difficulty:** Very Difficult

**Required Powers:** *Absorb/dissipate energy, cloak, concentration, emptiness (or rage), hibernation trance, telekinesis*

**Effect:** *Phase* allows a Jedi to shift his body out of phase so that it does not interact with physical matter for one round. This effectively allows the Jedi to pass through doors, walls, or other solid objects. However, while using *phase*, the Jedi reduces his movement score by two-thirds. If the Jedi is unable to finish his movement in an



unoccupied space, he takes 8D damage for materializing while occupying the same space as another object.

**Author's Note:** An'ya Kuro, aka The Dark Woman, used this power in the comic Emissaries to Malastare. And this power was listed in the Clone Wars Campaign Guide. During their efforts in converting the stats in this book to d6, Gry Sarth and cheshire did create a d6 conversion of this power. However, Gry Sarth elected to omit this conversion when he published his conversion pdf. The conversion was still listed in the conversion thread that is posted on The Rancor Pit website. Considering the precedence, and the reappearance of this power in the Fate of the Jedi series, I decided to include this power in this work, with their permission, and I acknowledge their work in creating the d6 conversion of this power.

**Source:** Force power *phase* from Clone Wars Campaign Guide page 51

**Appeared where:** Emissaries to Malastare, Abyss

**Example:** The Dark Woman An'ya Kuro used this to walk through a wall. Bazel Warv used this to get his hands out of the chains.

## Phase Another

**Status:** Legends

**Author's Note:** With the existence of *phase*, one would think the Jedi would know of a way to use that power on another individual. Attempts have been made to create this power – *phase another*; however, research and experimentation have shown that the difficulties in maintaining this power were extremely high even for highly experienced and powerful Jedi Masters. In addition, the risk of harm to another individual should *phase another* fails while in an occupied space are the same as that for a Jedi using *phase*. Furthermore, the Jedi using this power must maintain contact on the target for the target to be phased. Should contact be broken, the target automatically reverts to normal, and the risk of harm once again becomes a factor. For these reasons, the Jedi Council has declared this power a forbidden one because of the inherent risks involved. While the GM can choose to use this power as a plot device, making this power available for any Jedi to learn is explicitly forbidden.

## Purify Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Difficult

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, Force harmony, Force light, life detection, life sense, projective telepathy, purify Force, receptive telepathy, transfer Force*

**Effect:** This power allows a Jedi to transfer light side energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *purify Force* would have on a power used by the first Jedi – infusing an offensive power with the energy of the light side, making it more

difficult for those tainted by the dark side to defend against any attacks made against them. Multiple action penalties do not apply in this case. The first Jedi must successfully activate *purify Force on another* in the same round as the Force power it is meant to affect.

The Force powers that can be affected by this power are the same as those listed in the description of *purify Force*.

This is a power exclusive to the light side. Any Force-user who has even one Dark Side Point cannot learn this power unless they atone to remove all the Dark Side Points they might have.

## Quick Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Very Difficult

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, quick Force, transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *quick Force* would have on a power used by the first Jedi – allowing a Force-user to instantly use any Force power that takes some time to use. Multiple action penalties do not apply in this case. The first Jedi must successfully activate *quick Force on another* in the same round as the Force power it is meant to affect. Like *quick Force*, this is only effective up to five minutes. Those powers that take effect immediately are not affected. Those powers that take longer than five minutes to use cannot be hastened with this power; thus, any attempt to use *quick Force on another* with those powers automatically fail.

## Reduce Another's Attribute

**Status:** Homebrew

**Control Difficulty:** Moderate, inversely modified by relationship.

**Alter Difficulty:** Target's *control* or *Perception*.

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, transfer Force*

**Effect:** A Jedi can use this power to reduce a single attribute for one being for a limited amount of time. All skills covered by the attribute are decreased by the same amount for as long as the power remains in effect. An attribute reduced by this power remains reduced for the duration listed below. Both duration and attribute decrease are determined by the amount the Jedi's *Alter* roll exceeds the difficulty. Duration can be increased by spending character points – for each character point spent, the duration increases by one combat round. These points can be spent at any time before the power fades. A Jedi can only decrease one attribute at a time. If a character attempts to reduce a second attribute, the first reduction fades and the second is reduced.

Alter Roll > Difficulty By:	Attribute Decrease	Duration
0-13	-1D	3 Rounds
14-25	-2D	2 Rounds
26+	-3D	1 Round

While this power does exist, very few Jedi choose to use this power. First off, while this power does seem useful in subduing and capturing criminals, the Jedi have other powers available that are just as effective. Secondly, there is a risk that a target affected by this power could be harmed or killed because the target was unable to make the roll that would save the target's life because of the reduced number of die available. Should that happen, the Jedi using this power receives a Dark Side Point.

And while this power might have some potential appeal to the followers of the Dark Side, they eschew it, viewing it as inefficient when compared to other powers granted to them by the Dark Side.

**Author's Note:** Since we have *enhance attribute*, *enhance another's attribute*, and *dim another's senses*, it makes sense that there might be a power that would do the opposite of *enhance another's attribute* and reduce the physical abilities of another individual. So, I came up with this – basically the reverse of *enhance another's attribute*.

## Reduce Another's Injury

**Status:** Homebrew

**Control Difficulty:** Easy, modified by relationship.

**Alter Difficulty:** Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters, Very Difficult for *dead* characters.

**Required Powers:** *Control another's pain*, *control pain*, *reduce injury*.

**Effect:** This power allows a Jedi to help reduce the injury about to be inflicted upon another character, under the same rules and conditions outlined in the same rules and conditions outlined in the *reduce injury* power. The Jedi must be touching the character to use this power.

## Remote Force on Another

**Status:** Canon

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Very Difficult

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *remote Force*, *transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *remote Force* would have on a power used by the first Jedi – allowing a Force-user to have any Force power that encompasses an area to originate from a point other than the user himself or herself. The Force-user can also control the direction of the power

originating from the new point of origin. Multiple action penalties do not apply in this case. The first Jedi must successfully activate *remote Force on another* in the same round as the Force power it is meant to affect.

The Force powers that can be affected by this power are the same as those listed in the description of *remote Force*.

**Author's Note:** This was originally considered a homebrew power, but with the events of the Scourge of the Droids in the comics, I have changed its status to Canon.

## Shape Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Very Difficult

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *shape Force*, *telekinesis*, *transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *shape Force* would have on a power used by the first Jedi – allowing a Force-user to alter the area of effect of various Force Powers. Powers that would encompass an area will instead affect anyone or anything within the Force-user's line of sight up to a distance that is five times the normal range of the affected Force power if it had been used normally. Multiple action penalties do not apply in this case. The first Jedi must successfully activate *shape Force on another* in the same round as the Force power it is meant to affect.

The Force powers that can be affected by this power are the same as those listed in the description of *shape Force*.

## Silence

**Status:** Legends

**Control Difficulty:** Easy to Moderate.

**Alter Difficulty:** Target's *Perception*, modified by proximity.

**Required Powers:** *Control pain*, *inflict pain*, *injure/kill*, *life detection*, *life sense*

**Effect:** This power might have been derived from the Force choking application for *telekinetic kill*. With this power, a Jedi can pinch vocal cord or cords of the target just enough to silence the target's voice. Since the effect is temporary and inflicts no physical harm on the target, the Jedi does not receive a Dark Side Point for using this power. However, should the Jedi use this power on a target at the very moment the target wishes to warn a companion, and the companion suffers harm because of not being forewarned, the Jedi receives a Dark Side Point.

The *control* difficulty depends on the number of vocal cords the target has. If the target has just one, then the difficulty is Easy. If the target has more than one, then the difficulty is Moderate.



This power can only be used on one target at a time. Should the target have more than one head, like a Troig, then the user must decide which head to target.

**Appeared where:** Dark Nest III: The Swarm War

**Example:** Jaina Solo Fel used this to silence Longnose's voice.

## Sound Mimicry

**Status:** Canon

**Control Difficulty:** Easy to Difficult.

**Alter Difficulty:** Target's *Perception*, modified by proximity.

**Effect:** This power allows a Jedi to precisely imitate any sound they have heard previously. The Jedi can use this power to distract or scare away the target.

The *control* difficulty is up to the GM, though it depends on the sound the Jedi is trying to mimic. However, should the Jedi try to use this power to mimic a sound they had not heard previously, the attempt automatically fails.

**Appeared where:** Episode IV: A New Hope, Heir to the Empire

**Example:** Obi-Wan Kenobi used this to mimic the roar of a krayt dragon in Episode IV: A New Hope. Luke Skywalker tried to use this power to do the same thing to distract a vornskr in Heir to the Empire.

## Split Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Difficult

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *split Force*, *transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *split Force* would have on a power used by the first Jedi – adding one additional target to their Force power during that round. Multiple action penalties do not apply in this case. The first Jedi must successfully activate *split Force on another* in the same round as the Force power it is meant to affect. Powers that already target more than one person or object are not affected. Likewise, powers that only target only the user are not affected.

## Stasis

**Status:** Canon

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult or target's *control*, *Perception*, or *willpower*, modified by proximity

**Required Powers:** *Concentration*, *control another's pain*, *control pain*, *dim another's senses*, *enhance another's attribute*, *enhance attribute*, *Force stun*, *telekinesis*, *transfer Force*

**Effect:** This allows the Jedi to deaden the senses of a target, inducing a near catatonic state and effectively freezing the target in place.

The Jedi makes an *alter* roll against the target's *control*, *Perception*, or *willpower*. If the Jedi beats the opposing roll by less than five, the target is frozen for a moment or two, but can break through the effects of *stasis*.

This power can be used on more than one target. In such a case, the Jedi rolls against the target with the highest *control*, *Perception*, or *willpower* to affect all the targets, but they must add +5 to the highest *control*, *Perception*, or *willpower* for each additional target after the target with the highest *control*, *Perception*, or *willpower*.

Every round, the Jedi must make this roll, and every round the target or targets may make an opposed roll, with the results being the same as above.

This power has no effect on droids and other nonorganic beings, but it can be used to stop a blaster bolt in its track. The *alter* difficulty for this is Difficult.

**Appeared where:** Knights of the Old Republic video games, Path of Destruction, Rule of Two, Episode VII: The Force Awakens

**Example:** Kylo Ren used this to stop a blaster bolt fired at him by Poe Dameron in Episode VII: The Force Awakens.

## Valor

**Status:** Legends

**Control Difficulty:** Easy, modified by relationship.

**Alter Difficulty:** Variable.

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *transfer Force*.

**Effect:** The Jedi can call upon the Force to reach out to an ally and share the Jedi's strength with them.

When the Jedi makes the difficulty rolls, the target receives a bonus to their *willpower* against mind-affecting and fear effects for one turn. The Jedi must first declare the bonus to determine the *alter* difficulty.

Bonus	Difficulty
+1	Moderate
+2	Difficult
+5	Very Difficult
+10	Heroic

The Jedi can spend a Force point to have the bonus apply against all effects that target *willpower*, not just mind-affecting and fear effects.

**Sources:** Force Power *valor* from Knights of the Old Republic Campaign Guide page 53

## Sense and Alter Powers

### Adiabatic Shield

**Status:** Legends

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Force whirlwind, magnify senses, shift sense, telekinesis*

*This power may be kept up.*

**Effect:** A Jedi can manipulate the air around their body to function as a shield of sort. This shield does not protect the Jedi from blaster fire or impact with solid objects, but it can disperse liquids, gases, and airborne chemicals that could affect the Jedi. The Jedi can use this power to disperse smoke, poisonous liquids, poisonous vapors like chlorine, or more subtle chemicals like airborne pheromones.

When attacked by poisonous gases, poisonous liquids, or airborne chemicals, the Jedi can use this power to deflect the poison, as in the case of liquids, or disperse it to trace concentrations, as in the case of gases or airborne chemicals. The Jedi can invoke this power as a reaction roll. If the *alter* roll is successful, the poison is dispersed, and the Jedi avoids being affected.

This power has no effect on injected or consumed poisons, nor does it cure a Jedi that has been poisoned.

**Appeared where:** Coruscant Nights II: Streets of Shadows

**Example:** Jax Pavan and Laranth Tarak used this to disperse the pheromones Dejah Duare released to secure their services.

### Amplify Voice

**Status:** Legends

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy for 10-meter radius or 100-meter straight line, Moderate for 100-meter radius or 1-kilometer straight line, Difficult for 1-kilometer radius or 10-kilometer straight line, Very Difficult for 10-km radius or 100-kilometer straight line.

**Required Powers:** *Concentration, magnify senses, telekinesis*

**Effect:** Sound travels through material by vibrating the molecules of the medium. A Jedi can manipulate the molecules in the medium, allowing their voices to carry for a certain distance without a reduction in the volume of the sound. In this way, the Jedi could address an amphitheater filled with spectators without raising their voice or using a microphone or other sound-amplifying device. The Jedi could also call out to someone some distance away and might be beyond normal hearing range.

Sound travels better in liquids than in air, and similarly travels better in solids than in liquids. This power has been successfully used in water, but there is no recorded instance of this being successful with solids. Because of the physics involved between sounds and liquids, if one were to use this power underwater, all difficulty rolls are reduced by one level.

A Jedi can use this power to project a sense of authority into their voice. After making the required rolls, the Jedi gains a +5 circumstantial bonus to any *command* or *persuasion* rolls for one round.

A Jedi can also use this power to amplify their scream for the purposes of intimidating an opponent. In this case, upon making the successful rolls, the Jedi can take difference between his roll and the *sense* or *alter* Difficulty, whichever is lower, and add it as a bonus to their *intimidation* roll. The target then makes a *control*, *Perception*, or *willpower* roll. If the target succeeds, the target is not affected. If the target fails, the target is intimidated and is unable to do anything for that round. Used in this manner, the maximum range of this power is a 1-kilometer radius.

A Jedi can even use this power to amplify a piercing whistle. Aimed at the target's ears, the whistle is strong enough to upset the target's sense of balance. When used in this manner, the target makes an opposed *control* or *Perception* roll against the Jedi's *alter* roll. Failure renders the target *stunned* for one round. For every five the Jedi's roll beats the target's, the target is stunned an additional round. If the target's hearing is more sensitive than the Jedi's, the target suffers a -5 conditional penalty. If the target's hearing is less sensitive, the target receives a +5 conditional bonus. If the target's hearing is protected (protective earwear, loud sounds already permeate the area, affected by the *sphere of silence* power), the target is unaffected by the whistle. The maximum range of this whistle is one kilometer.

Some Jedi can use this power in yet another way. A Jedi can use this to violently expel air, which can result in a deafening and potentially concussive scream. It has been demonstrated that Ithorians, with their four throats, have the greatest rate of success in performing this ability. Ithorian Jedi have found that they can use this power to amplify their sonic bellow, resulting in a shockwave that can knock back opponents, shatter iron, and shred transparisteel. When used in this manner, the maximum range is a hundred-meter straight line, and all targets within the Ithorian Jedi's line of sight are affected. The target can make an opposed *control* or *Strength* roll to resist the shockwave. Targets that fail to make the roll are knocked back to the maximum range.

**Alter roll  $\geq$  difficulty by:** **Collision damage**

0-5	2D
6-10	3D
11-15	4D
16-20	5D
21+	6D

If transparisteel windows are shattered by this power, anyone caught in the area can also suffer 1D damage from contact with the shattered pieces unless the targets are properly protected.

**Appeared where:** [Dawn of the Jedi: Into the Void](#), [Darth Plagueis](#), [Clone Wars Cartoon Episode 24](#), [Heir to the Empire](#), [Dark Empire](#), [Jedi Search](#), [Heirs of the Force](#), [Darkest Knight](#)

**Example:** Lanoree Brock sent a piercing whistle at Je'daii Master Tave in [Dawn of the Jedi: Into the Void](#). The Sith Lord Darth Plagueis unleashed a Force bellow at the Maladian assassins. The Ithorian Jedi Master Ronon Corobb used this against General Grievous in the Clone Wars Cartoon. The mad Jedi clone Joruu C'Baoth made frequent uses of this power to carry his voice to others without raising his voice. Luke Skywalker later learned how to do this and used it to carry his voice through the Senate chamber when he announced his plans for a Jedi Praxeum in [Jedi Search](#) and when he addressed the students in [Heirs of the Force](#). He might also have used this and *Force push* to knock away the nek battle dogs in [Dark Empire](#). Jaina Solo Fel also used this power to amplify her voice as she called out to Chewbacca after he fell into the Kashyyyk jungle in [Darkest Knight](#).

## Control Air Pressure

**Status:** Legends

**Sense Difficulty:** Difficult or Very Difficult

**Alter Difficulty:** Difficult or Very Difficult

**Required Powers:** *Magnify senses, shift sense, telekinesis*

**Effect:** This allows a Jedi to alter the air pressure around the target, either doubling it or decreasing it by half by compressing or reducing the concentration of air molecules around the target.

The primary intention of this power is defensive in nature. If the target is swinging a melee weapon or throwing an object, one of the last things the target would expect would be to have the arms suddenly feel as if they are moving through water rather than air, or to encounter even less air resistance. The sudden change in pressure would throw off the aim and effort of the target. In GM terms, if this power is successful, the Jedi receives a +5 circumstantial bonus to his *dodge* or *melee parry* roll. The Jedi must decide which one he wishes to use before using this power. This power only lasts one round, and the Jedi must make a successful roll in subsequent rounds to maintain the effect.

It is possible for a Jedi to use this power to make the air so thin that the target falls unconscious. Using the power in this manner would require the Jedi to make Very Difficult rolls. If the target suffers harm after falling unconscious, or if the Jedi decides to kill the target after the target falls unconscious, the Jedi receives a Dark Side Point. If the target has a self-contained source of air, as in a rebreather, mask, or containment suit, the power automatically fails.

The area of affect is two meters, and the Jedi can choose any location as the center. The Jedi can increase the radius to ten meters, but the difficulty will be Very Difficult. Increasing the radius to a hundred meters will require a Heroic roll, and the GM must add an addition +10 to the difficult if the Jedi wishes to affect an area with a radius of one

kilometer. The Jedi can choose to double the affected area by spending a Force Point. This power will affect everyone and everything in the affected area.

**Appeared where:** [Dark Nest III: The Swarm War](#)

**Example:** Lomi Plo used this to briefly increase or decrease the air pressure around Luke Skywalker, changing the speed of his swing and allowing her to doge.

## Control Weather

**Status:** Legends

**Sense Difficulty:** Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and twelve months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified by proximity and local meteorological conditions.

**Alter Difficulty:** Very Easy for light wind; Easy for light rain/snow; Moderate for heavy rain/snow; Difficult for a thunderstorm/blizzard, Very Difficult for a hurricane/tornado.

**Required Powers:** *Magnify senses, shift sense, telekinesis, weather sense*

**Effect:** The Jedi learns to use the Force to control the weather in an area, allowing the Jedi to change it into whatever they desire. The Jedi can also use this power on a much smaller scale to create small vortexes or to call down lightning in the name of self-defense.

While this has been used commonly by followers of the dark side and the Nightsisters of Dathomir in particular, this is not a dark side power. How this power is used determines if the user receives a Dark Side Point. If the Jedi uses this power to end a thunderstorm that is causing a flood, to bring rain to farmlands that has suffered a drought or to stop a raging forest fire, no Dark Side Point should be awarded. The same thing applies if the Jedi uses this power to slow down the advance of an enemy or even forcing the enemy to turn around and abandon its plan of attack. But to summon a weather system for the explicit purpose of causing devastation warrants a Dark Side Point.

**Author's Note:** On his website, The Rebellion, G. M. Sarli says that the d6 Force power that corresponds to *Summon Storm* is *create Force storms*. I respectfully disagree with this because the description in the [Dark Side Sourcebook](#) says that this power affects the weather on a planet. The closest power that could be considered a d6 conversion of this power is the Dathomir spell *tempest*. While it might be possible to use *create Force storm* in this manner, I believe it to be far too destructive. In addition, *create Force storm* is extremely difficult to control, yet Teneniel Djo was able to exercise great control over the storm she created by using *tempest*. And finally, the description WEG provided for *create Force storm* and the description WotC provided for *Summon Storm* are very different.

**Sources:** [Cracken's Threat Dossier](#), [The Dark Side Sourcebook](#), [The Force Unleashed Campaign Guide](#)

**Appeared where:** The Courtship of Princess Leia, Darksaber, Jedi Academy: Leviathan

**Example:** Teneniel Djo used this when she caught Luke Skywalker in The Courtship of Princess Leia. I think Streen used this to generate wind currents to knock around the TIE fighters in Darksaber. Kyp Durrone used this to call down lightning to defeat a Leviathan and free the trapped spirits in Jedi Academy: Leviathan.

## Deflect Blaster Fire

**Status:** Canon

**Sense Difficulty:** Variable

**Alter Difficulty:** Variable plus attacking roll

**Required Powers:** *Combat sense, danger sense, life detection, telekinesis*

**Effect:** Blaster fire consists of energy-rich gas that has been converted into a particle beam. As it is still matter, it can be affected telekinetically. With this power, a Jedi can alter the trajectory of any incoming blaster fire, making it strike anything but the Jedi. The Jedi can choose in which direction the blaster fire can be deflected, but the alteration of the trajectory cannot exceed 90° with this power alone. If the Jedi wishes to deflect the blaster fire trajectory beyond 90°, the Jedi must first stop the blaster fire by using *stasis* before sending on its new trajectory. The Jedi can even send the blaster fire back to the shooter in this manner.

The Jedi can only deflect fire from a blaster set on manual fire. The rate of fire from a blaster set on auto-fire is too rapid for the Jedi to deflect with this power.

A Jedi can deflect two shots simultaneously with this power, provided the shots come from the same person and that they are fired simultaneously. If the shooter wields two blasters and fires them separately, the Jedi must treat each shot as a separate attack. The same thing applies when deflecting a shot from two shooters. The Jedi can use this power to deflect three or four shots fired by the same person simultaneously, or from three or four shooters each firing a separate shot; however, doing so adds +3 and +6 to both difficulties for the third and fourth shot respectively. Trying to use this power against five or more incoming shots will end in failure starting at the fifth shot.

It is possible to use this power against more powerful blaster fire, like from a speeder, a walker, or a starship, but the difficulty increases accordingly due to the increased energy of the incoming fire. The GM should consult the table below for the difficulty. The scale of the blaster fire determines the *sense* difficulty and the base *alter* difficulty. The GM must add the result of the roll the attacker made to fire the shot to the *alter* difficulty.

Blaster scale	Difficulty	Attacking roll
Character	Moderate	<i>Blaster</i>
Speeder	Difficult	<i>Vehicle blaster</i>
Walker	Very Difficult	<i>Vehicle blaster</i>

Starfighter  
Capital

Heroic  
Heroic+10

*Starship gunnery*  
*Capital ship gunnery*  
*or starship gunnery*

**Author's Note:** There was a *deflect laser/projectile* Force power listed in the defunct SWRPGNetwork website. I had thought I had kept a copy of it on my computer for my records and reference, but it is gone.

**Appeared where:** The Clone Wars: The Phantom Apprentice, Edge of Victory I: Conquest

**Example:** Darth Maul deflected Bo-Katan Kryze's blaster shots with the Force in The Clone Wars: The Phantom Apprentice. Jedi Master Ikrit used this to deflect the incoming fire from the Peace Brigade while trying to distract them long enough for Anakin and Tahiri to escape in Edge of Victory I: Conquest.

## Deflect Force

**Status:** Legends

**Sense Difficulty:** Target's *alter* roll

**Alter Difficulty:** Difficult

**Required Powers:** *Absorb/dissipate energy, combat sense, concentration, danger sense, life detection, redirect energy, telekinesis*

**Effect:** This power allows a Jedi to reach out in the Force and telekinetically deflect any incoming attack via the Force – specifically *Force push* and *projected fighting*.

After the opponent makes the required rolls to activate either *Force push* or *projected fighting*, the GM uses the opponent's *alter* roll to determine the *sense* difficulty for activating this power. If the *sense* roll succeeds, the Jedi can sense the incoming attack, allowing him to make the *alter* roll. If the *alter* roll succeeds, the GM can use the grenade scatter diagram to determine the new trajectory of the *Force push* or *projected fighting* power. If the character beats the *alter* difficulty by ten or more, the power is sent back to the opponent.

If a third party is in the path of the deflected Force power, that character must make the appropriate rolls to avoid being affected by the power. If the third party fails, the GM should treat the results as if the third party were the original target of the power. This includes awarding Dark Side Points to the opponent – if the opponent receives any Dark Side Points, then the character who used *deflect Force* receives the same number of Dark Side Points.

**Restricted:** To date, Je'daii Master Tave is the only one who demonstrated this power. As such, unless the individual is living on Tython in the years leading up to and during the Force Wars, the GM is forbidden from allowing any Force-user to learn this power.

**Appeared where:** Dawn of the Jedi: Into the Void

**Example:** Je'daii Master Tave used this to deflect telekinetically the Force punches sent his way by the Je'daii Journeymen he was facing.



## Dimension Shift

**Status:** Legends

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Difficult for objects weighing one kilogram or less; Very Difficult for objects one to ten kilograms; Heroic for objects 11 to 100 kilograms

**Required Powers:** *Absorb/dissipate energy, concentration, telekinesis*

**Effect:** A very unusual and esoteric power, the user can make an object shift into another dimension that is parallel to this one. By doing this, the user can obtain an item that is kept in an otherwise secure location, such as a safe, or even hide an item in a location that cannot be reached by conventional or safe means. The user can also return the shifted matter back into this dimension. Bringing shifted matter back into this dimension is easier than shifting matter into the alternate dimension. This is because of a combination of the physical law of the conservation of matter and energy and quantum mechanics – the molecules and subatomic particles within the shifted matter want to return to this dimension. Therefore, bringing shifted matter back to this dimension reduce the difficulty levels by one level.

There are restrictions on the usage of this power. Any attempt to shift an amount of matter even one milligram over the maximum limit of 100 kilograms will automatically fail. In addition, attempting to use this power on a living creature automatically fails. Jedi theorists believe that this is because of the living Force or spirit contained within all life, sentient or non-sentient.

This power should not be confused with the Force powers *cloak* or *phase*. A Jedi who uses *cloak* bends light around themselves; though the Jedi cannot be seen, the Jedi's body is still in this dimension, and there is always a random chance of an individual bumping into a *cloaked* Jedi. *Phase* allows Jedi to shift their bodies, allowing them and anything on their person to pass through solid matter. In using the power *dimension shift*, the Jedi is not shifting their own body or any object on their person – they are shifting matter outside their body.

**Restricted:** The origins of this power are unknown, presumably lost in time or contained within a Holocron yet to be discovered. It might have been derived from the lost power that allowed a Jedi to change the state of matter. As such, this power is generally not available for a Jedi to learn. The only way a Jedi can learn this power would be to find a Holocron or some other teaching device that has instructions on how to use this power, or to learn from someone who knows this power. Before Order 66, the only known individual who used this power was the Ho'Din Jedi Master Plett. After the fall of the Empire, only two individuals have demonstrated this power. The first was the young Dark Jedi Irek Ismaren, though how he came across this power is a mystery. He or his mother, the former Emperor's Hand Roganda Ismaren, might have found a journal in Plett's residence detailing this power. However, after his transformation into Lord Nyax, it is likely either he

lost knowledge of this power or lost the necessary control to utilize it. The second individual was New Republic Chief of State Leia Organa Solo. She was able to learn this power by sensing how Irek Ismaren used the Force to perform this power. However, it took her fifteen minutes before she was able to do this successfully for the first time, and she noted that shifting the small amount of matter she did required a degree of control and strength in the Force that was nearly beyond her capacity at the time. It is therefore likely that only fully realized Jedi Masters could have been able to use this power in the past. It is unknown if she had taught this power to her brother, Jedi Master Luke Skywalker, or if either has taught this power to Luke's students.

**Appeared where:** Children of the Jedi

## Enhance Another's Senses

**Status:** Homebrew

**Sense Difficulty:** Easy, modified by proximity.

**Alter Difficulty:** Target's *control* or *Perception*.

**Required Powers:** *Dim another's senses*

*The attribute and skills are enhanced as long as the power is kept up.*

**Effect:** This power greatly increases the *Perception* of the target character. If successful, increase the character's *Perception* and all *Perception* skills, depending upon the result.

**Alter roll  $\geq$  control or Perception by:** **Increase Perception**

0-5	+1 pip
6-10	+2 pips
11-15	+1D
16-20	+2D
21+	+3D

The power may be used on more than one target at a time, with an increase of +3 to the *sense* difficulty for each additional target; the target with the highest *control* or *Perception* rolls for the entire group.

**Author's Note:** Since we have *enhance attribute*, *enhance another's attribute*, and *dim another's senses*, it makes sense that there might be a power that would do the opposite of *dim another's senses* and enhance the perceptive abilities of another individual. So, I came up with this – basically the reverse of *dim another's senses*.

## Force Whisper

**Status:** Legends

**Sense Difficulty:** Target's *control* or *Perception*, modified by proximity

**Alter Difficulty:** Target's *control* or *willpower*, modified by proximity

**Required Powers:** *Affect mind, amplify voice, concentration, dim another's senses, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, telekinesis*



*This power may be kept up.*

**Effect:** With this power, a Jedi can carry their voice with the Force like they would with *amplify voice*. However, instead of increasing the volume of their voice, the Jedi lowers their voice to that of a whisper. However, those who are targeted by this power hear the Jedi's whisper and mistake it for a stray thought in their mind.

The Jedi must first make a *sense* roll to convince the target that the "voice" they are hearing is their own rather than the Jedi's. The Jedi then makes an *alter* roll to make the target react to the voice in the manner the Jedi wants the target to react. Should the target succeed in the *alter* roll, the Jedi receives a +2D bonus to all *con* and *persuasion* rolls against that target.

The Jedi can also use this power to drive the target insane. The Jedi must first declare if this is how they intend to use this power. Should the Jedi succeed in making the difficulty rolls, the target suffers -1D penalty to their *willpower*. If using this power in this manner, the Jedi can only perform this power against the target once a week. However, the Jedi can use this over the course of several weeks, and the damage is cumulative. Should the target's *willpower* drop to 0D, the target is rendered insane. The target can recover the lost *willpower*, though it would take the same number of months as the penalty inflicted upon the target's *willpower*.

This power is a very subtle means of manipulation, and while it is not an inherently dark side power, it is frowned upon by the Jedi. A Jedi using this power for selfish reasons, or to manipulate the target to do something counter to their general nature, receives a Dark Side Point. A Jedi using this power to drive the target insane receives a Dark Side Point and will receive another Dark Side Point should the target becomes insane.

**Restricted:** The origins of this power are somewhat obscure, as the only known practitioner of this power was Alema Rar. This power might have been known to Jedi, Dark Jedi, or Sith prior to the Ruusan Reformation. It is also possible that Alema Rar devised this power on her own. Considering the loss of her standing amongst the Jedi, she obviously did not teach this power to any member of Luke Skywalker's order. Given her brief encounter with the One Sith, as well as how that encounter transpired, it is highly unlikely she taught this power to the One Sith. There is the possibility that the Sith Meditation Sphere she used, *Ship*, might have retained knowledge of this power and bestowed it upon the Lost Tribe of the Sith. However, this possibility remains unconfirmed.

**Appeared where:** Tempest

## Noise-Dampening Bubble

**Status:** Legends

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, magnify senses, telekinesis*

*This power may be kept active.*

**Effect:** The shrieks of the blismals – rodents native to Ilum – are shrill enough that when several blismals shriek at once, the call is loud enough to cause cave-ins and shatter Adegan and kyber crystals. Jedi researchers believe the powerful scream is the result of the blismals' close connection to the Force. In response, the Jedi have developed this power. When a Jedi encounters a blismal, the Jedi can use this power to encase the blismal in a noise-dampening bubble that negates the shriek. This will allow the Jedi a chance to capture the blismal.

When activated, the Jedi halts the motions of the molecules within the bubble, stopping the shrill shriek from doing any damage before the blismal can even emit it. If successful, the damage from the shriek, stun or otherwise, is immediately reduced to 0D. Any chance of a cave-in is eliminated.

While this power was designed as a counter for the blismals' shrieks, it might be effective against other creatures that attack via similar means. However, this power has yet to be tested against other creatures.

**Source:** Nexus of Power

## Sphere of Silence

**Status:** Legends

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult for 10-meter radius, Very Difficult for 11-meter to 100-meter radius, Heroic for 101-meter to 1-kilometer radius.

**Required Powers:** *Concentration, magnify senses, telekinesis*

**Effect:** An elaborate means of using the Force to manipulate sound, this power allows a Jedi to make the around their person a noiseless void. The Jedi halts the motions of all the molecules within this sphere, preventing sounds from traveling within and out of the sphere.

While this power is up, all auidial communication devices will function properly, but they will be unable to transmit sounds. The Jedi and any of their allies will receive a +1D bonus to *sneak* rolls against opponents' *Perception, search*, and *sensor* (scanning for sonic disturbances) rolls, but only when it comes to auidial searches. This bonus does not apply if the opponent spots the Jedi or their allies with any of the other senses, a sensor that detects life forms or heat, or the Force. This bonus also applies to any attack an ally of the Jedi might make towards an opponent.

Sound travels better in liquids than in air, and similarly travels better in solids than in liquids. This power has been successfully used in water, and it has successfully suppressed sounds from traveling through walls. Because of the physics involved between sounds and liquids, if one were to use this power underwater, all difficulty rolls are reduced by one level. If one were to use this power to keep sounds from traveling through walls, the GM has the option of reducing the difficulty rolls by two levels. The GM must evaluate the terrain before determining if the reduction to the difficulty rolls applies.

The Jedi must have total concentration while using this power. Thus, while keeping this power active, the Jedi is unable to perform any other action.

**Appeared where:** [Star By Star](#)

**Example:** Jaina Solo Fel used this to keep the Myrkr strike team hidden from the Yuuzhan Vong while Tekli tried to treat Anakin Solo.

## Control, Sense, and Alter Powers

### Absorb/Dissipate Force Energy

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Difficult

**Alter Difficulty:** Moderate plus opponent's *alter* roll

**Required Powers:** *Absorb/dissipate energy, concentration, life detection, sense Force*

**Effect:** A Jedi can use this power when an attack is made on them through the Force. This power can be used against pure Force attacks, like *telekinetic kill*, or Force attacks that manifest themselves as normal energy, such as *Force lightning*. It cannot be used against attacks such as those made through *telekinesis*. The power can also be used against non-damaging uses of the Force, such as the direct use of *telekinesis* to lift or move the character.

If the *sense* and *alter* rolls are successful, the character can take away from the opponent's *alter* roll and damage roll as many points as he beat the base moderate *control* difficulty by. Depending on the form of the attack, this may weaken or eliminate the effects of the power. If the *control* roll is equal to or higher than the opponent's *alter* roll plus the base difficulty, the power is completely defeated. If the character beats the *alter* difficulty by ten or more, the character absorbs the energy and gains a character point.

**Author's Note:** I came across this power years ago when I was doing a random web search for any fanmade D6 stats. I found this power along with several others, but this is the only I chose to include in this work for several reasons. First, this is the only one from that group that has appeared in video games and in a Star Wars novel. Second, I know that I could use *absorb/dissipate energy* to absorb the Force energy, but the description of *absorb/dissipate energy* never mentioned being able to absorb Force energy. Yes, one can use *absorb/dissipate energy* to defend against *Force lightning*, but not the Force energy that accompanies *projected fighting* or *telekinetic kill*.

Unfortunately, I do not recall the name or address of the website in question, nor could I find it. It is possible that the website in question no longer exists. While I would ask that should the creator of this website be reading this and want it removed to please contact me, I have since found Force powers and talents in works from Wizards of the Coast that serve as good d20 conversions for this power.

**Sources:** Force Power *rebuke* from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) page 100, Control Talent Force Suppression from [Knights of the Old Republic Campaign Guide](#) page 53

**Appeared where:** [Dawn of the Jedi: Into the Void](#), [Darth Bane: Rule of Two](#), [Dark Forces II: Jedi Knight](#) video game, [I, Jedi](#), [Jedi Knight: Jedi Academy](#) video game

**Example:** Je'daii Masters Kin'ade and Tave used this to absorb some of the Force energy from the incoming attacks from Je'daii Journeymen in [Dawn of the Jedi: Into the Void](#). Darth Bane used this to absorb the Force energy that accompanied Rain/Darth Zannah's attempt to trip him in [Darth Bane: Rule of Two](#). Kyle Katarn can learn this power in the [Dark Forces II: Jedi Knight](#) video game. Corran Horn absorbed the Force energy that accompanied Kyp's attack in [I, Jedi](#). Jaden Korr can learn this power, and Rosh Penin and various other characters used this power in the [Jedi Knight: Jedi Academy](#) video game

### Alter Terrain

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, control weather, magnify senses, plant surge, shift matter, shift sense, telekinesis, weather sense*

**Effect:** With this power, the Jedi can choose to alter the terrain in the immediate area, making it easier to cross or harder for opponents to traverse.

The Jedi must first declare how they intend to use this power – to clear a path before them, or to obscure it from the vision of pursuers or opponents. After making this choice, the Jedi kneels, touching the ground with their hand or appendage. The Jedi then begins to move dirt, mud, sand, snow, and vegetation to their will for the purpose of this power. This covers an area 100 meters in front of the Jedi. When complete, the difficulty level for traversing the area will have increased or decreased one level. While doing this, the Jedi cannot move or take any other action. Attempting to do so immediately ends this power.

The Jedi can choose to manipulate firmer matter, like packed earth, stone, or ice. Doing so adds +5 to the *control* and *alter* difficulties.

The Jedi can choose to manipulate the atmosphere in the area to create fog. This will add +5 to the *alter* difficulty. A successful roll will create fog to some degree that will add a modifier to any opponents making a *search* or *Perception* roll to spot the Jedi.

The Jedi can also use this power to increase the surrounding foliage for the purpose of hiding from pursuers or for laying down traps.

Roll $\geq$ Alter difficulty by:	Fog cover	Foliage coverage	Modifier to search and Perception
0-10	Light	¼ cover	+1D
11-20	Thick	½ cover	+2D
21+	Very thick	¾ cover	+4D

Environmental factors can also affect the difficulty rolls. If there are no plants in the area, the *control* and *alter* difficulty levels are lowered by one. If the area is moist or saturated – fog already present, body of water in line of sight, precipitation falling or recently ended – the difficulty for creating fog is lowered one level. Conversely, being in an arid environment, like a desert, raises the difficulty for creating fog one level.

Once the Jedi traverses the area, the Jedi can use this same power to restore the area to its original condition. Since the Jedi knew how the area originally looked and what alterations had been made, the Jedi receives a +10 circumstantial bonus to all rolls.

**Source:** Force Power *alter* from Unlimited Power pages 42-3

## Balance of the Force

**Status:** Legends

**Control Difficulty:** Moderate if the user was initially a servant of the light side; Difficult if the user was initially a minion of the dark side.

**Sense Difficulty:** Moderate

**Alter Difficulty:** Target's *control* or *Strength* roll, line of sight only.

**Required Powers:** *Sense Force*

**Effect:** This was a very radical application of the Force through which a Jedi could draw on both sides of the Force – Light and Dark – and release the accumulated Force energy in its purest form as a flash of light. Accompanying this flash of light is a wave of Force which can knock back any unsuspecting opponent two meters. Any opponent who makes the opposed *control* or *Strength* roll is not knocked back.

To perform this unique power, the Jedi must have mastery of the light side and the dark side of the Force. Since this power involves the use of the dark side, there is a great risk that the user of this power could receive a Dark Side point by tapping into the dark side. When a Jedi performs this power, the Jedi must make a successful *control* roll to resist the temptation of the dark side. While failing this roll does not affect the success or failure of this power, failure does result in the Jedi being tainted by the dark side and receiving a Dark Side Point. The *control* difficulty is determined by the path the Jedi takes in mastering both sides of the Force. If the Jedi started as a servant of the light, fell to the dark side, and was later redeemed, the *control* difficulty is Moderate. If the Jedi was originally a servant of the dark side who eventually sought redemption, the difficulty is Difficult because the latter

case has less experience with the light side than the former case.

**Author's Note:** To date, the only Jedi who could use this power was Revan due to his unique mastery of both sides of the Force. There have been three other Jedi in recorded history that had the potential to learn this power. The first was Jedi Master Mace Windu due to his use of Vaapad. While using this deadly lightsaber form, he entered a state of mind that allowed him to channel his own inner darkness into the duel and to accept the fury of the opponent. However, Mace Windu never used his inner darkness to use this power.

The second was Jacen Solo because of the training he received from the enigmatic Vergere. There is no evidence that he knew and utilized this power; however, if he did, this occurred between his escape from the Yuuzhan Vong and his fall to the dark side and became Darth Caedus.

The third was Cade Skywalker. The strongest evidence to support his being capable of using this power was his ability to draw on the dark side to use *dark transfer* to heal himself and others. Then later, he was able to perform the *dark transfer* power while drawing on the light side. It is only at this point when Cade Skywalker would have the potential to use *balance of the Force*.

Considering these instances, the GM is urged to exercise strong judgment before deciding if a Jedi can learn this power.

**Appeared where:** The Old Republic: Revan

**Example:** Revan used this when he fought against the Sith Emperor.

## Beast Control

**Status:** Canon

**Control Difficulty:** Very Easy for perceptions; Easy for memories; Moderate for commands. Modified by proximity.

**Sense Difficulty:** Target's *Perception* roll.

**Alter Difficulty:** Very Easy for shifting a creature's attention, making minor changes to the creature's memories, or if the creature does not care one way or another; Easy for brief visible phenomena or emotions; Moderate for short hallucinations or to make a creature act against training; Difficult to make creature act against its instincts.

*This power may be kept up.*

**Required Powers:** *Affect mind, life detection, life sense, sense Force*

**Effect:** This allows the Jedi to influence an animal's mind just as *affect mind* allows the Jedi to influence a sapient's mind. With this, a Jedi can shift an animal's attention to another target, to make an animal forget something, or to make an animal follow his commands. In using this power to pursue the third option, the Jedi must exercise great care, as the Jedi could use it to make the creature do something it normally would not do, like make it remain still even though it has picked up the scent of a predator and should be running. Such an act could open the path the dark side. If the Jedi performs

such and act, and the creature is injured or killed as a result, the Jedi receives a Dark Side Point because of his action.

**Author's Note:** *Affect mind* and *control mind* work on sentient beings, but there is nothing in the descriptions of these powers that say they would work on animals. This leads me to conclude that these powers do not work on animals. Yet, there have been many examples of a Force-user using the Force to control the actions of an animal, and such uses go beyond *beast languages*. So, I decided to create this power to account for this.

**Sources:** Control Talent Beast Trick from [Knights of the Old Republic Campaign Guide](#) page 53

**Appeared where:** [The High Republic: Battle for the Force](#), [Assault at Selonia](#), [Heirs of the Force](#), [Trouble on Cloud City](#)

**Example:** Vildar Mac made the dune scratchers leave in [The High Republic: Battle for the Force](#). Luke Skywalker used this to force the corridor ghouls to remain still until he and the others passed by in [Assault at Selonia](#). Jacen Solo used this to keep the crystal snake from biting Raynar Thul in [Heirs of the Force](#). Jacen Solo used this to shift the velker's attention from him and Tenel Ka to the pursuing Wing Guard traitors and Black Sun enforcers in [Trouble on Cloud City](#).

### Change Matter State

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Difficult for objects weighing one kilogram or less; Very Difficult for objects one to ten kilograms; Heroic for objects 11 to 100 kilograms

**Required Powers:** *Absorb/dissipate energy*, *concentration*, *cloak*, *concentration*, *emptiness (or rage)*, *hibernation trance*, *phase*, *telekinesis*

**Effect:** A very unusual and esoteric power that had presumably been lost to the ages, the user can use the Force to change the state of matter. In changing the state of matter, the Jedi is not changing a solid into a liquid, a liquid into a gas, a solid into a gas, or vice versa in any of the cases. The individual can make any solid object intangible, allowing the individual to reach through the object to whatever is on the other side. The individual can also manipulate the intangible object through other solid matter, and once completed, release the power, forever fusing the two objects together.

In using this power, the Jedi **must always** maintain physical contact with the object. Once the Jedi lets go of the object, the effects of this power end immediately.

To date, this power has been demonstrated two ways. The first was presumably by the Killiks who used this power during the construction of Centerpoint Station and Sinkhole Station. When used in this manner, the fusion of the construction material is stronger than the result of any traditional construction method; thus, the structure is sturdier than normal. This applies only to the framework and plating of the structure in question. This power cannot be used in

doors, turboshafts, and other parts of the structure that are designed to be mobile, nor can it be used in delicate work like electronics.

If a Jedi were to use this power while performing repairs or construction to the hull or framework of a vehicle or station, the Jedi would receive a +2D bonus to the associated skill. This only applies to the hull and framework, not the electronics or instruments within the vehicle or station.

While the limit of the matter a Jedi can manipulate with this power is 100 kilograms, heavier amounts of matter can be manipulated with this power. However, this would require several Jedi coordinating their efforts to do so, and the amount of the burden must be distributed evenly amongst the Jedi. If a single Jedi fails to make the associated roll or releases the affected object, the entire effort automatically fails.

The other way was when Bazel Warv used this to reach through a Mandalorian's *beskar'gam* and crush the warrior. To use this power in such a manner, the Jedi must make a successful *brawling* or *Strength* roll to grapple and restrain the target. The Jedi then activates this power while still maintaining a hold on the target. If the target breaks free before the power activates, then the attempt automatically fails.

Armor generally offers the wielder protection against physical damage, like a punch or impact with a rock that is thrown at the wielder. If the Jedi successfully restrains the target and activate this power, then the Jedi can phase his hands and/or limbs through the protective armor and inflict STR crushing damage directly to the target, ignoring the protection offered by the armor. A Jedi cannot use this power to punch through the armor and inflict damage directly on the target's body.

Note that this power negates the protection offered by the armor against physical damage. It does not negate the armor's protection against blaster fire. Any attempt to try and make the target vulnerable to blaster fire with this power will fail for two reasons. First, only the area of the armor that is in contact with the user's hands and/or limbs are affected. For example, if the Jedi uses this power across the target's chest, then only the chest area of the armor is affected. If an ally of the Jedi attempts to shoot the target in the abdomen while the target is restrained by the Jedi, the abdominal area of the armor will still offer protection against blaster fire since it is not affected by this power. Second, even if the Jedi's ally were to target the chest area, he would end up hitting the Jedi and not the target. Not only would the ally end up injuring the Jedi, but the act would also immediately cancel the power. Furthermore, the Jedi would suffer 2D worth of damage from the matter suddenly reverting to normal while his hands and/or limbs are still within it.

Using this power in either way inflicts the penalty associated with performing multiple actions at the same time. In addition, this power was never intended to be used in such a manner. Any Jedi who willingly uses this power in such a manner automatically receives a Dark Side Point.



Any attempt to use this power on living matter automatically fails.

This power should not be confused with the Force powers *dimension shift* or *phase*. *Phase* allows Jedi to shift their bodies, allowing them and anything on their person to pass through solid matter. *Dimension shift* allows the Jedi shift matter outside their body but into another dimension, and the affected matter wants to return to this dimension.

**Author's Note:** Bazel Warv demonstrated this power while he was affected by Abeloth's Force psychosis, but this was a power that Jacen never exhibited. Raynar Thul stated that the Killiks have used this power long ago; and while the validity of the Killik's memory is in question, it does hint that Abeloth knew this power and bestowed it to Bazel Warv. Bazel Warv did not teach this power to anyone else before he was killed, and none of the other Jedi affected by Abeloth's Force psychosis has demonstrated this power. With Abeloth out of the picture for the time being, this power might be considered lost and therefore unavailable for any Jedi to learn. However, this power might have been available to the Je'daii. In addition, the Jedi of Luke Skywalker's order might be able to rediscover this power if they were to experiment with combining *phase* with the *dimension shift* power Leia Organa Solo learned. The GM has free reign to consider using this power as a plot device in this case. If the GM were to make this power available to Jedi of Luke Skywalker's order, it would only be around the time of Cade Skywalker and the One Sith's control of the Galaxy

**Appeared where:** Abyss

**Example:** Bazel Warv used this to get his fingers through a Mandalorian's armor and crush the individual with his strength.

## Cloak Another

**Status:** Legends

**Control Difficulty:** Very Easy

**Sense Difficulty:** Easy

**Alter Difficulty:** Special

**Required Powers:** *Absorb/dissipate energy, cloak, concentration, telekinesis*

**Effect:** This power allows a Jedi to bend light around another individual, making the individual more difficult to see. The *alter* difficulty and the bonus to *sneak* rolls that the individual receives are the same as what is outlined in the description of the *cloak* power. The Jedi must be always touching the character while using this power. If the Jedi is separated from the individual, the power ends immediately.

## Dampen Force

**Status:** Legends

**Control Difficulty:** Difficult. Modified by proximity.

**Sense Difficulty:** Difficult. Modified by proximity.

**Alter Difficulty:** Target's *control* or *Perception* roll. Modified by proximity.

**Required Powers:** *Affect mind, concentration, dim another's senses, Force breach, force of will, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential*

**Effect:** Probably derived from *Force breach*, this power was probably created by dark Jedi and/or the Sith as a means of developing a counterpart for the Force power *sever Force* used by the Jedi of the light side. With this power, the user can block another Force-user's attempt to use the Force. Those affected by this power feel as if they had been wrapped by a cold, wet blanket.

If the user succeeds, the target can only make Very Easy or Easy difficulty rolls when using the Force. Any attempt to make a Moderate difficulty roll or higher automatically fails.

The effect of this power is only temporary. How long this power affects the target depends on the *alter* difficulty result.

<b>Alter roll <math>\geq</math> difficulty by:</b>	<b>Duration</b>
0-5	One round
6-10	Two rounds
11-15	Three rounds
16-20	One day
21-25	Two days
26-30	Three days
31+	One week

The user can use this power against more than one target, but for each target after the initial one, the user must add +5 to all difficulty rolls.

Because the target's Force use is limited when affected by this power, there is no way for the target to hasten the recovery period.

It is possible for another Jedi to undo this effect by using both *projective telepathy* and *friendship* on the target simultaneously. The difficulty rolls to perform this depends on how long the effect lasts on the victim.

<b>Duration</b>	<b>Difficulty</b>
One day or less	Easy
Two days	Moderate
Three days	Difficult
One week	Very Difficult

The Jedi must be touching the victim in order for this to work. For each target after the initial one, the Jedi must add +5 to all difficulty rolls.

**Restricted:** This power might have been created by dark Jedi or Sith, but this is not a dark side power as the penalty is not permanent. To date, the only ones who have used this power were Darth Cognus, Jerec, Hethrir, and possibly Jacen Solo after he became Darth Caedus; however, Darth Cognus seemed to have learned this power on her own or had an innate talent for this power. It is possible that Darth Cognus might have taught this power to her apprentice, but there is no official confirmation, though this is likely, given that Jerec and



Hethrir served under Darth Sidious and learned from Darth Vader. As for Hethrir, it is highly unlikely that he taught this power to any of his servants before Waru consumed him and returned to his home dimension, possibly killing Hethrir in the process. In Jerec's case, if he taught this power to any member of his Jedi cabal, the knowledge died with them. It is possible that this is what Jacen Solo, in his role as Darth Caedus, used to sever and restore Ben Skywalker's connection to the Force in *Inferno*, but this is unconfirmed. This power might be found within a lost Jedi or Sith Holocron. Therefore, unless one finds a Holocron detailing this power, disrupt Force should not be available for any Force user to learn, though the likelihood of another having the same talent for this power as Darth Cognus is highly unlikely, but not impossible.

**Appeared where:** *Dynasty of Evil*, *Dark Forces: Jedi Knight*, *The Crystal Star*, *Inferno*

## Energy Field Manipulation

**Status:** Canon

**Control Difficulty:** Moderate, limited to line of sight

**Sense Difficulty:** Easy, limited to line of sight

**Alter Difficulty:** Difficult for movement, Very Difficult for shaping, proximity modifier varies

**Required Powers:** *Absorb/dissipate energy, concentration, lesser Force shield, magnify senses, telekinesis*

**Effect:** Through intense concentration in the Force, the Jedi can alter energy fields, allowing the Jedi to control its shape and direction.

This power only affects constant fields of energy, such as an energy shield, a repulsor field, or a coherent energy beam like a stream of energy between generators or a lightsaber. In addition, the energy field in question must have a physical presence. In other words, one must be able to touch the energy field. This power is useless against brief bursts of energy, like a laser blast or a beam of light from a searchlight, or intermittent energy fields, like a flickering repulsor field.

When using this power, the Jedi must first determine what they intend to do with the energy field. If the Jedi wishes to move the energy field, the field must be within the Jedi's line of sight. The Jedi can move the energy field from its usual position or configuration. The Jedi can split the energy field and walk through it, bend it to one side, cause two energy fields to converge at specific location, etc. Once this power is dropped, the energy field returns to its original configuration. It may possible for a Jedi to "bend" the energy of a lightsaber with this power, but there has been no documented occurrence of this feat to date. However, it is possible for one to use this power to push the energy blade of the lightsaber back to the emitter, which deactivates the lightsaber.

The Jedi can use this power to help others through a containment field, but this is more difficult to accomplish. First, the Jedi must maintain physical contact with the individual or individuals. Second, the Jedi must add +5 to all difficulty rolls for each successive individual he wishes to

move through the energy field. This can be reduced by having the other individuals form a chain with the Jedi in the lead. So long as the Jedi maintains contact with the first individual, and the chain remains unbroken, the Jedi only needs to add +5 in each case, rather than a cumulative penalty. Also, the size of the individual is a factor. For every size category less than the Jedi's own size category, the Jedi subtracts -5 to all difficulty rolls, while every size category greater than the Jedi's own size category incurs an addition +5 to all difficulty rolls.

If the Jedi wishes to "shape" the energy field, the Jedi must make physical contact with the energy field. The Jedi can reach into the energy field and obtain a quantity of energy from the field as a ball in their hands. The Jedi can then throw this ball of energy at any target they want by making a *thrown weapons* roll. The ball of energy can inflict 1D of damage for every 2D of *alter* the user has, though the Jedi can choose to amount of energy they wish to collect, thereby reducing the amount of damage the ball of energy can inflict.

A Jedi can use *absorb/dissipate energy, lesser Force shield, greater Force shield, or redirect energy* to negate the effects of the energy ball, but the individual will still be knocked back one meter for every D of damage the energy ball would have inflicted on the Jedi.

Using this power to hurl balls of energy at a living being automatically gives the user a Dark Side Point.

**Author's Note:** There have been several recorded uses of this power. The untrained Kajin Savaros possessed incredible power and was able to use this power almost instinctively. Anakin Solo was also able to use this to get himself and his siblings out of the containment field imprisoning them. At first, I considered making this a "wild" power and should therefore not be available for Jedi to learn under normal circumstances.

But then the Father and the Son used this power to cause the energy blades of Anakin Skywalker's, Ahsoka Tano's, and Obi-Wan Kenobi's lightsabers to go back into the hilts, deactivating them. It seemed that beings like the Father and the Son had better control of this power than regular Jedi or other mortal Force-users. This power should still be considered a "wild power" not available for Jedi to learn under normal circumstances. However, it is available for "higher-level" beings like the Force-wielders of Mortis without restriction.

**Appeared where:** *The Clone Wars: Overlords*, *Coruscant Nights III: Patterns of Force*, *Showdown at Centerpoint*

**Example:** Kajin Savaros reached into a repulsor field and pull out two shimmering balls of energy that he threw at the Imperial Inquisitor Probus Tesla. He also brought the two repulsor fields together to trap Probus Tesla. The second individual was Anakin Solo who used this get himself and his siblings free from the containment field their cousin Thrackan Sal-Solo kept them prisoner in. The Son used this to deactivate Ahsoka Tano's and Obi-Wan Kenobi's lightsabers. The Father used this to deactivate Anakin Skywalker's lightsaber.

## Force Binding

**Status:** Canon

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Force harmony, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** This power allows a Jedi or a group of Jedi to contain the influence a dark side artifact has on its surroundings. It creates a sphere of light-side energy with a 10-meter radius around a dark side artifact. The sphere severs the connection between the artifact and the ambient Force energy surrounding it, allowing the Jedi to transport the object safely to another destination.

This power can be used on one object or several objects simultaneously, provided that the target or targets of this power can be contained within the area of effect of the power. If circumstances dictate that a larger sphere be created to contain the target or targets, the Jedi can do so, but the GM must add +5 to the *alter* difficulty for every 10-meter increment increase up to 100 meters. Trying to create a radius greater than 100 meters is beyond the ability of any Jedi, thus requiring the objects to be separated into several groupings and using this power on each individual group, or alternative methods of dealing with the object or objects should it be larger than 100 meters.

Multiple Jedi can cast this power on the same object or objects. For every additional using this power on the same object or objects, the difficulty levels decrease by one. Thus, two Jedi make the difficulties Moderate; three makes them Easy; four or more makes them Very Easy. The previously mentioned *alter* difficulty for larger spheres applies in each case, though.

While this power is in effect, the dark side artifact is subjected to light-side energy. Thus, if any Jedi uses *Force light* to cleanse the artifact of dark side energy, the associated difficulty levels for that power are reduced by one level.

This power can also be used to release the containment sphere around the dark side artifact. If the same Jedi or group of Jedi who erected the containment sphere in the first place uses this power to release it, the difficulty levels are one level lower. If any additional Jedi were to aid the original Jedi or group, they would have the standard difficulties, while the difficulty levels for the original Jedi or group would be reduced an additional level. Any additional Jedi assistance would reduce the difficulty levels according to the previously mentioned rules. Should a completely different Jedi or group of Jedi try to lower the field, the normal rules apply, but the minimum number of Jedi involved must be the same. One Jedi erected it; one Jedi can bring it down. Two or more erected it, the same number can bring it down. If fewer than the number of Jedi who created it attempt to bring it down, the difficulty level increases by one, even if it is the same Jedi.

Even though they would be safe to transport, there is a delicate balance between the containment field and the

artifacts to keep them from influencing their surroundings. Should the artifact be damaged or destroyed, the balance is lost, and the field collapses, releasing a wave of Force energy that causes all Force-sensitives in a one-kilometer area to be *stunned* for 2D rounds. A successful *control*, *Strength*, or *stamina* roll will reduce the duration by half.

**Example:** Jedi Master Cohmac Vitus, Jedi Knight Orla Jareni, and Jedi Padawan Reath Silas used this to contain the four idols they found on Amaxine space station.

**Appeared where:** The High Republic: Into the Dark

## Force Mastery

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Extend Force, Force channel*

**Effect:** One of the few meditative battle stances taught amongst the Jedi, this power allows a Jedi to increase the duration of those Force powers that have an effect that expires after a certain time, (*combat sense* or *enhance attribute*, for example) by half (multiply by 1.5, rounded down). This also establishes the duration of this form. The Jedi must successfully activate *Force mastery* in the same round as the Force power it is meant to extend. Multiple action penalties apply. Force powers that are not affected by duration or an expiration time are not affected by this power.

However, this form is not without its drawbacks. First, this power also decreases the user's ability to defend himself or herself against Force attacks made on their person. What is worse is that this penalty is twice the penalty afflicted on the target. To determine the penalties that result from this power, the GM must consult the following table.

<b>Alter roll ≥ difficulty</b>	<b>Penalty to target's rolls</b>	<b>Penalty to Jedi's rolls</b>
0-7	-1 pip	-2 pips
8-13	-2 pips	-1D-1
14-20	-1D	-2D
21+	-1D-1	-2D-2

Second, as with *Force potency*, after the Jedi uses this form, the Jedi will feel drained and will be unable to do anything for four rounds. However, the Jedi can make a *stamina* roll against the roll he made to use this power. If the Jedi succeeds in making the *stamina* roll, the recovery time will be shorter.

<b>Roll ≥ difficulty by:</b>	<b>Recovery time</b>
0-10	3 rounds
11-20	2 rounds
21+	1 round

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

## Ice Image

**Status:** Legends/Canon

**Control Difficulty:** Moderate. Modified by proximity.

**Sense Difficulty:** Moderate. Modified by proximity.

**Alter Difficulty:** Moderate. Modified by proximity.

**Required Powers:** *Affect mind, dim another's senses, farseeing, illusion, life detection, life sense, projective telepathy, receptive telepathy, sense Force, telekinesis*

**Effect:** This was a power created by the Doomed – the descendants of Jedi and Dark Jedi who fought in the Hundred Years War and were stranded on the planet Kesh seven millennia before the Battle of Yavin.

When performing this power, the user must first make successful rolls for the *control* and *sense* difficulties to see what is currently happening at another location, as if they were using *farseeing*. Should either of these rolls fail, then the power automatically fails.

If the user succeeds in making both rolls, they then make the required *alter* roll to project what they sees onto a slab of ice, allowing all to see what they is seeing. A failed roll indicates that the attempt to project the image onto the ice fails.

This power is practically a more elaborate version of *farseeing* that the Doomed have created to make use of the ice that is present in the area of Kesh where they have lived.

**Author's Note:** This power has only been used once – by the Doomed. The Doomed gave their lives trying to stop the Sith lord Remulus Dreyfa, who had been freed from the oubliette in which he had been imprisoned. Though Takara Hilts witnessed this power, it is unclear if she understood it enough to recreate it and teach it to others, though this is very unlikely. Thus, the GM should consider restricting this power to the Doomed until more information on the fate of this power is discovered. However, the GM has the option of having other Force-sensitives learn this power through experimentation, making this power available to other Force traditions, or using this power as a baseline to create similar powers for other Force traditions. One such example is Father Kkkt, a Force-sensitive Southern Mustafarian who used the Force to manipulate the lava and used it to foretell the future.

While Lost Tribe of the Sith: Spiral is Legends in continuity, Fortress Vader is Canon.

**Appeared where:** Lost Tribe of the Sith: Spiral, Fortress Vader

## Long-Term Memory Enhancement on Another

**Status:** Homebrew

**Control Difficulty:** Difficult

**Sense Difficulty:** Target's *control*, *Perception*, or *willpower*.

**Alter Difficulty:** Target's *control*, *Perception*, or *willpower*.

**Required Powers:** *Concentration, hibernation trance, life detection, life sense, mind probe, projective telepathy, receptive telepathy, short-term memory enhancement*

**Effect:** When a Jedi uses this power, they allow another to replay events that had occurred in the past to examine images and peripheral occurrences more carefully. While this power is active, the target can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert another individual to information, items, other characters, or anything else that passed before their senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can remember depends on the success of his *control* roll.

Skill Roll > Difficulty by	Memory extends back
1-5	1-3 months
6-10	3-6 months
11-15	6 months – 1 year
16-20	1-2 years old
21+	2+ years old

If the Jedi and the target both witnessed the recent events, the Jedi would have a sense of familiarity of the event, which would grant the Jedi a +5 circumstantial bonus to all the rolls.

If the target were to receive some form of recall of the memory before activating this power – rereading a mission report, recalling a memory or an event that is somehow connected to the one he wants to recall with this power – the Jedi receives a +5 circumstantial bonus.

If the target is willing, the *sense* and *alter* difficulties are Easy.

**Author's Note:** The telepath power *mind probe* could allow a Jedi to do this, but the purpose of *mind probe* is to search the target's memories for a specific thing, not to help the target recall obscure details of the memory in question.

I came up with this power long ago, but quickly discarded it. Having seen a version of this power on the RPGGamer.org website, I decided to bring it back. However, while the version on the RPGGamer.org website is a *control* and *alter* power, I consider this power to use all three Force skills, since Force powers affecting or altering another individual's mind or memories require all three Force skills to perform.

## Mental Block

**Status:** Legends

**Control Difficulty:** Variable, limited to line of sight

**Sense Difficulty:** Variable, limited to line of sight  
**Alter Difficulty:** Variable, limited to line of sight  
**Required Powers:** *Affect mind, control another's pain, control pain, dim another's senses, farsensing, hibernation trance, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis*  
**Effect:** With this power, a Jedi can place a mental barrier in the mind of another individual, preventing that individual from accessing certain memories. This power can also remove any such barrier that might be on an individual.

When activating this power, the user must first declare what he intends to do. If the user wishes to place a block on another's memory, the user must establish if the recipient is willing or not. This will establish the difficulty rolls – willing means Moderate for all three, while unwilling means *control* or *Perception* for *control* and Difficult for *sense* and *alter*, respectively. If successful, the affected individual will retain no recollection of the affected memory. The memory is not lost or purged, as if the individual suffered amnesia or a *memory wipe*. The memory is still there – it is just hidden from the individual. This makes the individual an ideal means of conveying secret information. Similarly, this power can make the individual a perfect spy for the user of this power. Should an individual under the influence of a *mental block* be captured and interrogated regarding the affected memory, all such *intimidation: interrogation* rolls will automatically fail because the person is unable to recall the affected memories.

The mental barrier will generally last until one uses this power to remove the barrier. If the person removing the barrier is the same one who placed it in the first place, the person will remember what memories have been affected. As such, all associated Difficulty rolls will be lowered by one level.

Another Jedi can detect the barrier by using *projective telepathy* on the affected individual. The Jedi's *control* and *sense* rolls must beat the *alter* roll of the individual who placed the barrier to detect the barrier. The Jedi can then use *affect mind* to remove the barrier. Again, the difficulty rolls must be made against the *alter* roll of the individual who placed the barrier.

Should the affected individual suffer a head trauma that inflicts damage to the brain or mind, it is possible for the *mental block* to collapse from the trauma and subsequent treatment. If the affected individual suffers such an injury, the gamemaster must roll a wild die, with a 1 resulting in the collapse of the *mental block*.

Any character using this power to place a block on an unwilling target will receive a Dark Side Point.

**Appeared where:** Dawn of the Jedi: Prisoner of Bogan, Fatal Alliance

**Example:** Predor Skal'nas used this power on his Force Hound Xesh to make Xesh a perfect spy for him while Xesh surveyed any world populated by people who can use the Force. Darth Chratis used this to place a mental block on Eldon Ax's memories of her mother.

## Orb of Light

**Status:** Legends

**Control Difficulty:** Moderate. Modified by proximity, but up to 100 meters only.

**Sense Difficulty:** Moderate. Modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Force harmony, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** Derived from *Force harmony*, several willing Je'daii can manifest the power of the light side in the form of a glowing ball of light. Though this glowing orb lasts only a minute, it is long enough to bathe the users in the power of the light side, dispelling the effect of the dark side or any dark side power that might be affecting the Je'daii.

Like *Force harmony*, this power acts as a shield against the powers of the dark side, granting a +5D bonus to resist the effects of powers called upon by dark side servants. However, the effect of the glowing orb only has a range of a hundred meters. Any Jedi beyond the hundred-meter range will not receive the bonus. Furthermore, every Je'daii involved in calling forth this power will receive a -2D penalty.

Like *Force harmony*, the number of Je'daii who can be linked in this power is limited by the number of dice that the power's initiator in her *control* or *sense* skill, whichever is lower. For example, a Je'daii who has a *control* of 5D+1 and a *sense* of 4D+2 can only be able to link up to four people including himself or herself.

When acting as a shield against the dark side, if both *control* and *sense* rolls exceed the target's roll of the dark side power used, the dark side power is interrupted. In the case of a power that requires multiple rolls, then both *control* and *sense* rolls must exceed the target's highest roll. All powers being kept up by the target are interrupted as if the user were stunned. While it does not cancel out the presence of the dark side, it can keep it at bay just long enough for the Je'daii to gather their second wind and center himself or herself before preparing to resist the effects of the dark side once the power ends.

**Restricted:** This power has only been seen during the time of the Je'daii on Tython. Since it has not been witnessed since then, this power is most likely considered a lost power. The GM is permitted to allow any Je'daii to learn this power during the time of the Je'daii on Tython. However, after this time, though, the GM should treat this as a lost power. The only way any Force-user can learn this power would be to find a holocron or some other teaching device which contains the instructions necessary to perform this power.

**Appeared where:** Dawn of the Jedi: Force Storm

**Example:** Sek'nos Rath, Shae Koda, and Tasha Ryo used this to temporarily stave off the presence of dark side that permeated the Abyss of Ruh on Tython.

## Psychic Healing

**Status:** Canon



**Control Difficulty:** Variable

**Sense Difficulty:** Variable

**Alter Difficulty:** Variable

**Required Powers:** *Affect mind, control another's pain, control pain, dim another's senses, farseeing, hibernation trance, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis*

**Effect:** Many of the Jedi healing arts focus on healing the body. But people can suffer injuries to the mind as well as the body. With this power, a Jedi can reach into the minds of those who are mentally ill or have suffered psychological trauma and attempt to heal them.

Before using this power, the Jedi must know two things – the nature of the mental illness and the cause. If the mental illness is due to an injury or the effects of a drug, these must be treated first, as the presence of either would hinder any attempt to heal the mental affliction. There is also the chance that treating the injury or removing the drug could cure the mental illness.

When this is done, the Jedi can attempt to use this power to treat the mental illness. In most cases, the recipient wants to be cured; thus, all three difficulty rolls will be Moderate. If the patient is unwilling, the *control* and *alter* difficulties will be Difficult, and the *sense* difficulty will be the target's *control, Perception, or willpower*.

However, determining the difficulty rolls is trickier when treating an individual suffering from multiple personality disorder. If the patient is willing, the patient will be fighting a battle of the wills against the other personalities. So long as the original personality remains dominant, the difficulty rolls will be Moderate. Should one of the other personalities become dominant, then the difficulty rolls will change to those for one who is unwilling. If the patient is unwilling, though, then the Sense difficulty will be dependent upon the personality that the Jedi faces while attempting to treat the patient.

Before treatment, however, it is preferred that the patient not have any prescribed medication to treat the mental illness in their system. While the medication would help suppress the effects of the mental illness, the Jedi needs to know the full extent of the mental illness to properly treat it. Furthermore, if the medication is meant to suppress other personalities, there would be the risk of one or several of the personalities escaping the Jedi's notice and emerging later.

When using this power, the Jedi must maintain physical contact with the patient. If the Jedi loses contact with the patient, the power ends, and the Jedi must start over.

**Appeared where:** Darkness, The Stark Hyperspace War, Book of Boba Fett: From the Desert Comes a Stranger

## Reflection Manipulation

**Status:** Canon

**Control Difficulty:** Moderate, modified by proximity

**Sense Difficulty:** Moderate, modified by proximity

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Affect mind, dim another's senses, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

*This power may be kept up.*

**Effect:** This power works very much like *illusion* in that it manifests images that seem completely real to those who perceive them. However, instead of projecting the illusion directly at the target, the Jedi projects the illusion upon a reflective surface. The reflective surface will, in turn, project a reflection of the illusion elsewhere. If the Jedi can use this power upon multiple reflective surfaces, there will be so many illusions that the target will be confused, allowing the user to escape or lure the target into a trap.

The surface must be highly reflective, like a polished mirror. Polished, metal surfaces and clear, reflective crystals will reflect the illusion to a random location unless the Jedi decides to aim the reflection to a specific location. If the Jedi wishes to do this, it is a reaction skill and counts as an additional action. The Jedi must make a *control* roll equal to or greater than the *control* roll the Jedi made to activate this power.

The Jedi can use this power to project an illusion of anyone or anything that is accompany them in addition to themselves. This adds +5 to all the difficulty rolls. For every additional illusion the Jedi wishes to make with this power, the GM adds +5 to the difficulty rolls. This applies to the illusions generated by the Jedi, not the reflections.

If the reflective surface is designed to reflect sound frequencies as well as light, the Jedi receives a +5 circumstance bonus to the rolls. If the surface is designed to project Force illusions, like the crystals at the Sason Temple, then the Jedi receives a +10 circumstance bonus to their rolls. These bonuses are cumulative.

**Appeared where:** Doctor Apha: Ripple Effect

**Example:** Luke Skywalker used this to generate many illusions that were reflected by the crystal surfaces at the Sason Temple, and then manipulate where the reflections went to confuse the Starweird that was imprisoned within the Sason Temple.

## Remove Dark Energy

**Status:** Legends

**Control Difficulty:** Difficult. Modified by proximity.

**Sense Difficulty:** Difficult. Modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Force harmony, Force light, life detection, life sense, projective telepathy, receptive telepathy.*

**Effect:** The Force is a part of all living things and is therefore a part of the body. But there are moments when a dark Force-user places dark side energy into another individual's body against that person's will. Not only does this grant the Force-user a Dark Side Point, but the dark side energy is also incompatible with the victim's own Force presence, making it



harmful and potentially fatal for the victim. A Jedi Master who senses the presence of foreign Force energy can extract it from the victim.

The Jedi Master projects light side energy into the victim and uses it to encapsulate the foreign energy. Once contained, the Jedi Master draws out the mixture like a doctor would draw out the pus from an infected sore. The Jedi Master **must** draw out **both** the foreign dark side energy and the light side energy with which he infused the victim. Not only is the light side energy intermingled with dark side energy, but the light side energy, peaceful as it might be, is not a part of the victim's being and could be potentially harmful.

Once both energies are out of the victim's body, the Jedi Master ends this power, and the mixture disperses into the Force.

When a Jedi uses the Force to heal another person, the infusion of Force energy into the other person's body is temporary and ends when the Jedi is finished. A dark Jedi infusing dark side energy into another person's body does so with the intent of having the infusion remain within the victim's body when done.

This power cannot be used to remove the dark side energy that is in a dark Force user. When the Force user turns to the dark side, dark side energy enters and courses through the individual's body naturally.

Nor can this power be used to remove the dark energy from an object that has been affected by *taint*, as the object is not alive. Also, this power cannot be used to remove a dark side spirit from a host it has possessed. While the spirit is comprised of dark side energy and is foreign to the host's body, it has a consciousness and awareness. Thus, it should be treated as if it were a dark Force user. In both cases, *Force light* would be needed to remove the dark side energy.

This power might be able to counter the effects of *dark energy containment* on an individual but considering how the victim has been turned into a living time bomb with a short timer, the Jedi Master would have to work fast to succeed. Under the circumstances, the GM should increase all the difficulty levels by one; however, there has only been one recorded instance of the effects of *dark energy containment* where there were survivors, and none of the survivors were Jedi Masters. Hence, until further study has been performed, the GM has the option of making any attempt to use this power to undo the effects of dark energy containment on an individual an automatic failure.

This power is only available to light side Jedi Masters, as they are the only ones who have the lifetime experience necessary to perform this power.

**Appeared where:** *Fate of the Jedi: Conviction*

**Example:** Luke Skywalker used this to remove the dark side energy that Abeloth placed within Cardya's body.

**Control Difficulty:** Moderate.

**Sense Difficulty:** Easy.

**Alter Difficulty:** Moderate.

**Required Powers:** *Combat sense, danger sense, kinetic combat, life detection, lightsaber combat, telekinesis*

**Effect:** With this power, a Jedi can use the Force to have their lightsabers hover in midair while spinning in a horizontal circle around the saber-wielding Jedi. This creates a defensive yet deadly wall of lightsaber blades that can defend the Jedi from attacks.

For a Jedi to use this power, they must have at least two lightsabers or a split saber, but the split saber must be split into two separate lightsabers. A Jedi attempting to use this power with a single lightsaber or a saberstaff will be unable to move the hilt fast enough around them to generate the protective wall.

This power is designed to provide protection against melee attacks. In GM terms, if a Jedi is faced with an opponent who wishes to attack the Jedi with *brawling* or *melee combat*, the Jedi can make an opposed *alter* roll. If the Jedi succeeds in making the roll, the attacker then makes an opposed *dodge* roll as a reaction roll. If the attacker succeeds in making the *dodge* roll, the attacker can react fast enough to stop his approach and dodge the lightsaber. If the *dodge* roll fails, the attacker is intercepted by a lightsaber and suffers damage. The damage is the lightsaber's 5D damage plus or minus a set amount up to the number of the Jedi's *control* dice. The player must decide how many *control* dice they are adding or subtracting before rolling the damage.

It is possible for a Jedi to use this power to parry a blaster shot; however, it is much more difficult to do so due to the difference in size and speed between an incoming opponent and an incoming blaster shot. To parry a blaster shot with this power, the Jedi must make a Difficult *alter* roll against the attacker's *blaster* roll. Success means that a lightsaber has intercepted the blaster shot; however, the Jedi cannot control where the deflected blaster bolt goes. Controlling the direction of a deflected blaster bolt is a reaction skill under the *lightsaber combat* power because the Jedi has the lightsaber hilt in their hand and can control the lightsaber's orientation to guide the redirection. While *saber barrier* is active, the orientations of the lightsabers are completely random, making it impossible for a Jedi to guide where a deflected blaster shot will go.

There have been recorded instances where a Jedi has been known to wield more than two lightsabers. The most famous example is Skwelli, a Priapulim Jedi Master who served the Jedi sometime before the Ruusan Reformations and who was able to wield six lightsabers at once. If the Jedi using this power is from a species possessing multiple limbs and is therefore capable of wielding more than two lightsabers simultaneously, the Jedi can have more than two lightsabers forming the defensive circle. For each lightsaber past the second one, the *alter* difficulty is increased by +5.

Conversely, since there would be more than two lightsabers in

## Saber Barrier

**Status:** Legends

the circle, the chances of the Jedi intercepting a blaster shot with this power increases. For every additional lightsaber past the second one, the *alter* difficulty to intercept a blaster shot decreases by -5. The inability to control where the deflected shot goes remains, however.

This power lasts only one round, after which the lightsabers return to the Jedi's hands. An opponent can use this opportunity to shoot a lightsaber hilt as it returns by making a Very Difficult *blaster* roll, while a Force-sensitive opponent can make an opposed *alter* roll, with the difficulty being the Jedi's *alter* roll, to catch a returning lightsaber with *telekinesis* and fling it away from the Jedi.

The Jedi must wait at least another round before activating this power again.

The Jedi can substitute a melee weapon of comparable length in place of an ignited lightsaber, like a sword or a metal rod. All rolls are the same, but the Jedi must keep in mind that a bladed melee weapon can get caught in the body of the victim and that the non-lightsaber can be damaged or destroyed by a blaster bolt. In such cases, the GM must roll a wild die, with a 1 resulting in the incapacitation of the affected item and the immediate termination of this power.

A Jedi who knows *saber barrier* and then learns *whirlwind throw* will receive a +5 circumstantial bonus to all Force skill rolls when using *saber barrier*.

**Author's Note:** I modified the portrayal of this power from the Jedi Academy video game by incorporating the reference to Jedi Master Skwelli's ability to wield six lightsabers at once from The Jedi Path. In addition, I included the reference to melee weapons because in the same game, Tavion was able to use this power to have the Staff of Ragnos, and subsequently the sword contained within it, protect her from Jaden Korr.

**Appeared where:** Jedi Knight: Jedi Academy

## Shielding-technique

**Status:** Legends

**Control Difficulty:** Difficult.

**Sense Difficulty:** Difficult.

**Alter Difficulty:** Special.

**Special:** Any one using this power must spend one Force point.

**Required Powers:** *Affect mind, battle meditation, concentration, control another's pain, control pain, dim another's senses, emptiness, farseeing, Force harmony, force of will, hibernation trance, life detection, life sense, magnify senses, projective telepathy, psychic healing, receptive telepathy, sense Force, sense Force potential, sever Force, telekinesis, transfer Force*

**Effect:** Sith Lord Terrak Morrhage wreaked havoc on the Jedi Order with the *dark plague* power he created until an unidentified Jedi healer developed this technique. With this power, the Jedi healer was able to free those Jedi Masters affected by *dark plague* from Terrak Morrhage's influence one by one until they were all freed, though it cost the

unknown Jedi healer his life in the end. In recognition of his accomplishment and sacrifice, this power was recorded in the archives of the Noetikon of Secrets. This was fortunate, for during the Cold War, Terrak Morrhage's spirit possessed Parkanas Tark and unleashed *dark plague* upon the Jedi Order again. The Padawan of Jedi Master Yuon Par, who later became the third individual to earn the title Barsen'thor, learned this power from the Noetikon of Secrets and used it to end the effects of the *dark plague*.

The Jedi healer who created this power probably drew upon *Force harmony, psychic healing, and sever Force* in creating this power to sever Terrak Morrhage's influence with the affected Jedi Masters.

In game terms, if a Jedi successfully uses this power on a victim of *dark plague*, the target is immediately freed from the influence of the Sith who used *dark plague* against the target. The freed Jedi's willpower is restored to one pip above the Jedi's Knowledge attribute die code.

The target can recover the lost *willpower* by resting for a week, spending a day in *hibernation trance*, or spending an hour in *emptiness* for each lost 1D. Another Jedi can use *psychic healing* to speed up the recovery, restoring 1D for each successful application.

The *alter* difficulty for *shielding-technique* is the result of the *alter* roll made by the Sith who used *dark plague* on the victim in the first place.

When a Jedi uses this power successfully five times, the Jedi has become familiar with both this power and *dark plague*. As a result, after the fifth successful attempt, the Jedi using *shielding-technique* becomes immune to *dark plague*. Any attempt by a Sith to use *dark plague* against this Jedi at this point automatically fails.

**Author's Note:** This power has only appeared in The Old Republic video game. Unless the game is taking place in that time frame, the GM is strongly cautioned in making this power available for Jedi to learn. This power can be used as a plot device.

If the GM is planning to make *dark plague* available for Sith to learn in a time period other than that featured in The Old Republic video game, then *shielding-technique* must be available for the Jedi to learn as well. Especially since the latter was created as a counter to the former.

**Appeared where:** The Old Republic video game

**Example:** An unknown Jedi healer created this power. Jedi Master Yuon Par's Padawan learned this power and used to free those who fell under the influence of *dark plague*.

## Short-Term Memory Enhancement on Another

**Status:** Homebrew

**Control Difficulty:** Difficult

**Sense Difficulty:** Target's *control, Perception, or willpower*.

**Alter Difficulty:** Target's *control, Perception, or willpower*.

**Required Powers:** *Concentration, hibernation trance, life detection, life sense, mind probe, projective telepathy, receptive telepathy, short-term memory enhancement*

**Effect:** When a Jedi uses this power, they allow another to replay recent events to examine more carefully images and peripheral occurrences. While this power is active, the target can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert another individual to information, items, other characters, or anything else that passed before their senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can help another individual remember depends on the success of his *control* roll.

<b>Skill Roll &gt; Difficulty by</b>	<b>Memory extends back</b>
1-8	Through current episode
9-20	Through last episode
21+	Through last two episodes

If the Jedi and the target both witnessed the recent events, the Jedi would have a sense of familiarity of the event, which would grant the Jedi a +5 circumstantial bonus to all the rolls.

If the target is willing, the *sense* and *alter* difficulties are Easy.

**Author's Note:** The telepath power *mind probe* could allow a Jedi to do this, but the purpose of *mind probe* is to search the target's memories for a specific thing, not to help the target recall obscure details of the memory in question.

I came up with this power long ago, but quickly discarded it. Having seen a version of this power on the RPGGamer.org website, I decided to bring it back. However, while the version on the RPGGamer.org website is a *control* and *alter* power, I consider this power to use all three Force skills, since Force powers affecting or altering another individual's mind or memories require all three Force skills to perform.

## Short-term Memory Permanency

**Status:** Legends

**Control Difficulty:** Difficult. Modified by relationship.

**Sense Difficulty:** Moderate. Modified by relationship.

**Alter Difficulty:** Moderate. Modified by relationship.

**Required Powers:** *Affect mind, control another's pain, control pain, enhance another's attribute, enhance attribute, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, sense Force, short-term memory enhancement, transfer Force*

**Effect:** This power allows a Jedi to use the Force to make another individual's short-term memory a permanent one. This power was inspired by a device Jagged Fel created to counter Alema Rar's ability to remove another person's short-term memory. The device delivers an electric shock to whomever it is attached to. The pain accompanying the pain is what makes the memory a permanent one rather than a short-term one. Inspired by this, Luke asked Cilghal to come up with a Force power that would do this without inflicting any pain. Cilghal's efforts were a success.

In GM terms, if a Jedi successfully uses this power on a target's memory, then when another Force user attempts to use *affect mind* to erase the short-term-memory-made-permanent, the *control* and *alter* difficulty associated with *affect mind* are increased by one level, while +10 is added to the *sense* difficulty.

This power is only effective against users using *affect mind* on the target. It offers no defense against a loss of memory caused by a Force user using *memory wipe* or caused by amnesia due to drugs or trauma, physical or psychological.

**Author's Note:** Inspired by Jagged Fel's means of countering Alema Rar's ability to erase another's short-term memories, Luke Skywalker asked Cilghal to come up with this power. She did, taught it to Luke and Mara Jade Skywalker, both of whom subsequently taught it to Leia Organa Solo and Corran Horn. This power is available for Jedi to learn from the Legacy of the Force series on.

**Appeared where:** Exile (mentioned only)

## Sword Alchemy

**Status:** Legends

**Control Difficulty:** Moderate.

**Sense Difficulty:** Moderate.

**Alter Difficulty:** Moderate.

**Required Powers:** *Concentration, control another's pain, control pain, emptiness (or rage), Force weapon, hibernation trance, sense Force, telekinesis, transfer Force.*

**Effect:** With this power, a Je'daii can infuse the Force into the metal while forging a metal blade, making the metal blade stronger and sharper than normal. Success will give the blade an addition +1 to its damage Die and to its *Strength* for resisting damage. For every 5 the user defeats the *alter* Difficulty, the blade receives an additional +1 bonus. This bonus is permanent.

In addition, a metal blade forged while under the influence of this power is capable of deflecting lasers and blaster bolts just like a lightsaber or a weapon affected by the *Force weapon* power can.

This power can only be used on bladed weapons made of metal, such as axes, knives, daggers, and swords.

Despite the benefits the metal blade receives from this power, it is unable to resist the penetrating power of a Forcesaber or a lightsaber.

**Restricted:** This power was once used by the Je'daii on Tython. Force warriors on both sides, light and dark, used this on their blades. With the appearance of the Forcesaber and the introduction of lightsabers this power fell into disuse amongst the followers of the light side. That was not the case for those of the dark side, since it is likely this power was a predecessor for the more familiar *alchemy*, which they used to forge Sith swords. In any event, unless the individual is living on Tython in the years leading up to and during the Force Wars, the GM is forbidden from allowing any Force-user to learn this power.

**Author's Note:** In The Jedi Path, there was a reference to Force-users fighting with swords that were Force-enhanced for strength and sharpness. The closest power that could do this is *alchemy*. This would do for those who served the dark side in that war, but not the light side. So, I decided to create this power, which would be accessible to any Force-user on Tython during that time period.

In the Dawn of the Jedi comics, the Vur Tepe Temple was where weapons of the Je'daii were forged. Dawn of the Jedi: Into the Void expanded on this by having laboratories in the Vur Tepe Temple where weapons were altered and adapted using Force-driven metallurgy. This may be a reference to this power.

## Teleport (Jedi)

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult, modified by familiarity of destination

**Alter Difficulty:** Difficult, modified by distance to destination.

**Required Powers:** *Concentration, farseeing, hibernation trance, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis*

**Time to Use:** Five minutes

**Effect:** This power allowed the user to move almost instantaneously from place to place by creating a temporary wormhole between the point of departure and the point of arrival. The user temporarily bends and folds the fabrics of space and the Force to create this passage. Once the user is through, the distortion ends. Since the user exerts total control over maintaining the passage, the passage is neither dangerous nor volatile, so there is no danger associated with the Dark Side. However, only the user can use this passage. Trying to bring another being through the passage is too taxing for the user.

The location of the destination and the user's familiarity with the destination are important factors in the success of this power. As such, the GM should consult the following tables when determining the modifier to the *sense* and *alter* difficulties.

### Sense Modifiers

Destination is:	Add to difficulty:
Very familiar (home)	+4
Fairly familiar (friend's home), or within clear sight	+8
Visited once, or partially visible	+12
Never visited, but well reproduced visually	+16
Never visited, but carefully described	+30

### Alter Modifiers

Destination is:	Add to difficulty:
In line of sight	+2
Not in line of sight, but 1-100 meters away	+5
101 meters to 10 km away	+7
11 to 1,000 km away	+10
Same planet but more than 1,000 km away	+15
Same star system but not on the same planet	+20
Not in the same star system	+30

Though a rather rare power, Jedi who favor using the Force over the lightsaber have been known to use this power. This power takes more time to master and requires more energy to utilize; therefore, a Jedi's *sense* and *alter* die should both be at least 7D before Jedi can learn this power.

**Author's Note:** Though Mother Talzin could transport herself from location to location at will, the mechanics behind her ability are quite different from this power. As such, her ability is treated as a different ability.

In addition, what this power does is remarkably similar to *Force travel*. However, the latter power rips the Force asunder and corrupts the user, thus it is a power of the dark side. But according to the Wookieepedia, both Jedi and Sith apparently use *teleport*, so *teleport* is free from the corruption of the dark side. Nevertheless, I decided to incorporate the *sense* and *alter* modifiers into this power, as it would make sense that the farther away the destination was, the greater the difficulty was.

**Appeared where:** The Old Republic video game, Emissaries to Malastare, Allies

**Example:** An'ya Kuro, the Dark Woman, seemingly used this power to appear before Ki-Adi-Mundi in Emissaries of Malastare. Revan might have used this power when he disappeared in The Old Republic video game. Abeloth used this power in Allies.

## Ventriloquism

**Status:** Legends

**Control Difficulty:** Target's *control* or *Perception* roll.

Modified by proximity but limited to within one kilometer and must be within the Jedi's line of sight.



**Sense Difficulty:** Target’s *control* or *Perception* roll. Modified by proximity but limited to within one kilometer and must be within the Jedi’s line of sight.

**Alter Difficulty:** Target’s *control* or *Perception* roll. Modified by proximity but limited to within one kilometer and must be within the Jedi’s line of sight.

**Required Powers:** *Concentration, dim another’s senses, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, telekinesis*

**Effect:** This power allows a Jedi to throw his voice, making it seem as if he is speaking from another location. The Jedi can use this to make a noise elsewhere to serve as a distraction.

Upon succeeding in the rolls, the Jedi receives a +1D bonus to the following skills for the following reasons: *con* and *persuasion* rolls to convince the target the Jedi is in the direction of the voice; *sneak* skills to evade detection by the target by creating a distraction.

A Jedi can use this to throw another individual’s voice as well, but this adds +10 to all difficulty rolls.

**Author’s Note:** Jacen Solo was the first to demonstrate this power. When and from whom he learned this power is unknown at this time. What is known is that he did not teach this power to anyone else. However, Natua Wan also demonstrated this power. Her knowledge of this power was due to Abeloth’s Force psychosis. Whether Abeloth knew this power herself or gained knowledge of this power from Jacen is unknown. None of the other Jedi affected by Abeloth’s Force psychosis demonstrated this power, and Natua Wan has not utilized this power after her recovery. However, the possibility that she might teach this power to others exists. Whether or not this power becomes available to the Jedi after the *Fate of the Jedi* series is up the GM’s discretion.

**Appeared where:** Omen

**Example:** Natua Wan used this power in Omen.

## Wall of Light

**Status:** Legends

**Control Difficulty:** Varies, see table.

**Sense Difficulty:** Varies, see table.

**Alter Difficulty:** Varies, see table.

**Required Powers:** *Affect mind, battle meditation, concentration, emptiness, Force harmony, Force light, force of will, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential, sever Force*

**Effect:** Arguably the most powerful Force ability associated with the light side, this immense manifestation of light side energy is also potentially destructive. This is usually created through the focused power of a united front of several Jedi. With this power, the participants can contain or purge the power of the dark side from a specific location or even sever a dangerous minion of the dark side from the Force permanently.

When this power manifests around an individual, it takes the form of an all-encompassing prison of blue energy. Nothing associated with the dark side – the person or dark side energy – can escape from this prison.

Unlike nearly all other Force powers, the role-playing mechanics behind this power take two different forms. The first form was demonstrated by Master Thon on Ambria when he confined and contained the dark side energy that permeated the planet into one location – Lake Natth. This form was also demonstrated by Nomi Sunrider when she severed Ulic Qel-Droma’s connection to the Force permanently. While this power usually requires several Jedi to perform, it is possible for a strong Jedi to utilize this power singlehandedly. The GM should consult Tables 1 and 2 to determine the required difficulties and the die code required by the solitary Jedi.

**Table 1: Required minimum control, sense, and alter die code for solitary Jedi**

Task	Die code
Imprison a darksider	5D
Sever a darksider from the Force	6D
Contain the dark side in an area	7D
Purge the dark side from an area	8D

**Table 2: Control, sense, and alter difficulties for the task – solitary Jedi**

Task	Control Difficulty	Sense Difficulty	Alter Difficulty
Imprison a darksider	Difficult	Very Difficult if the target has 1 to 3 dark side points. Difficult if the target has 4 to 6 dark side points. Moderate if the target has 7+ dark side points.	Target’s <i>control</i> or <i>willpower</i>
Sever a darksider from the Force	Very Difficult	Heroic if the target has 1 to 3 dark side points. Very Difficult if the target has 4 to 6 dark side points.	Target’s <i>control</i> or <i>willpower</i> +10



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		Difficult if the target has 7+ dark side points.	
Contain the dark side in an area	Difficult to Heroic	Difficult to Heroic	Difficult to Heroic
Purge the dark side from an area	Very Difficult to Heroic +10	Very Difficult to Heroic +10	Very Difficult to Heroic +10

The second form was demonstrated when the Jedi order combined their power to imprison Ulic Qel-Droma and to purge the dark side from Yavin Four. Since the resulting *wall of light* was the result of a collaboration of several Jedi, there was no required minimum die code. In addition, with the addition of other Jedi, the task is distributed amongst all the participants, so the difficulty is lower. The GM should consult Table 3 to determine the difficulty in this scenario.

**Table 3: Control, sense, and alter difficulties for the task – multiple Jedi**

Task	Control Difficulty	Sense Difficulty	Alter Difficulty
Imprison a darksider	Easy	Moderate if the target has 1 to 3 dark side points. Easy if the target has 4 to 6 dark side points. Very Easy if the target has 7+ dark side points.	Target's <i>control</i> or <i>willpower</i>
Sever a darksider from the Force	Moderate	Difficult if the target has 1 to 3 dark side points. Moderate if the target has 4 to 6 dark side points. Easy if the target has 7+ dark side points.	Target's <i>control</i> or <i>willpower</i> +10
Contain the dark side in an area	Easy to Difficult	Easy to Difficult	Easy to Difficult

Purge the dark side from an area	Moderate to Very Difficult	Moderate to Very Difficult	Moderate to Very Difficult
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However, the roll only determines if the Jedi succeeds in joining with the other Jedi in creating the *wall of light*. Once all the participating Jedi have made the required difficulty rolls, the GM takes the *control*, *sense*, and *alter* die codes of those Jedi who made successful roles and adds them up. Once the totals have been determined, the GM treats the group of Jedi as a single Jedi with the totaled die codes. The GM then consults Table 2 to determine if the group of Jedi succeeds in their task.

Having so many Jedi create the *wall of light* to purge the dark side from a celestial body has the risk of an extremely dangerous side effect. If the concentration of light side energy is too high, then there is the risk of a wildfire and violent weather running rampant across the entire planet, sterilizing the planet of all life. The biosphere will eventually recover, but it would take years or even decades to do so. To determine whether such a cataclysm occurs, the GM must roll a wild die and consult Table 4 for the results.

**Table 4: Chance of cataclysm**

Number of Jedi participating	Chance of a cataclysm
1-250	Wild die roll of 1
251-500	Wild die roll of 1 or 2
501-1000	Wild die roll of 1, 2, or 3

If more than a thousand Jedi participate in creating the wall of light on the celestial body, the cataclysm occurs automatically.

It is possible for a group of Jedi who do not know the *wall of light* power to duplicate it. This can be done by having the group of Jedi target the dark side nexus with *Force light* and *sever Force*. However, no Jedi in the group can perform both *Force light* and *sever Force* at the same time. In addition, for every fifteen Jedi using *Force light*, there must be one Jedi using *sever Force*. The Jedi in the group must make the required rolls for utilizing the *Force light* and *sever Force* powers. If the target happens to be an area tainted with the dark side, the Jedi using *sever Force* must make a Difficult roll for all three die codes. Should the group succeed in this endeavor, a *wall of light* will be formed, and having experienced the *wall of light*, each member of the group will have learned the *wall of light* power when it is finished.

**Author's Note:** This power has been manifested in many ways. Several Jedi combined their power to capture Ulic Qel-Droma, and thousands did so to purge Yavin Four of the dark side. Yet Master Thon was able to contain the dark side on Ambria within Lake Natth by himself, and Nomi Sunrider singlehandedly imprisoned Ulic Qel-Droma in a *wall of light* that stripped him of his power. To account for these

manifestations, I decided to have the description reflect this by indicating that this power could be manifested in several ways.

In addition, Jedi Master Luke Skywalker's inaugural class was able to imprison Exar Kun's specter with this power and then banish him forever. However, the inaugural class only had a dozen members, and it seems impossible for this dozen to match the power of thousands of Jedi. To account for that, I chose to add the requirement of Jedi knowing *Force light* and *sever Force* in specific numbers to create this power.

**Appeared where:** Tales of the Jedi: The Saga of Nomi Sunrider, Tales of the Jedi: The Sith War, Champions of the Force

**Example:** There were references to this power in Tales of the Jedi: The Saga of Nomi Sunrider and Tales of the Jedi: The Sith War. Several Jedi combined their power to capture Ulic Qel-Droma in Tales of the Jedi: The Sith War. Nomi Sunrider singlehandedly imprisoned Ulic Qel-Droma in a *wall of light* that stripped him of his power in Tales of the Jedi: The Sith War. Luke Skywalker's inaugural class was able to banish Exar Kun's specter forever with this power in Champions of the Force.

### Whirlwind Throw

**Status:** Canon

**Control Difficulty:** Moderate.

**Sense Difficulty:** Easy.

**Alter Difficulty:** Moderate.

**Required Powers:** *Combat sense, danger sense, kinetic combat, life detection, lightsaber combat, telekinesis*

**Effect:** With this power, a Jedi can use the Force to have their saberstaff or split saber rotating in the air around them while it is spinning, turning the saberstaff into a deadly buzzsaw that will strike any opponent standing next to the Jedi.

For a Jedi to use this power, they must have either a saberstaff or a split saber. A Jedi attempting to use this power with a single lightsaber or even multiple lightsabers will not be able to move the lightsaber(s) fast enough around them to be effective.

This power is designed to provide protection against melee attacks. In GM terms, if a Jedi is faced with an opponent who wishes to attack the Jedi with *brawling* or *melee combat*, the Jedi can make an opposed *alter* roll. If the Jedi succeeds in making the roll, the attacker then makes an opposed *dodge* roll as a reaction roll. If the attacker succeeds in making the *dodge* roll, the attacker can react fast enough to stop his approach and dodge the lightsaber. If the *dodge* roll fails, the attacker is intercepted by a lightsaber and suffers damage. The damage is the lightsaber's 5D damage plus or minus a set amount up to the number of the Jedi's *control* dice. The player must decide how many *control* dice they are adding or subtracting before rolling the damage.

A Jedi cannot use this power to parry a blaster shot, as the opponents are close enough to attempt a melee attack on the

Jedi, and will more than likely be killed or severely injured by the energy blades.

It is unknown if this power can be used with more than one saberstaff or split saber. If this can be done, it would most likely be by a Besalisk Jedi or a Jedi with more than two arms – Jedi who are physically capable of wielding two saberstaffs like Pong Krell. Using a second saberstaff or split saber increases the *alter* difficulty by +5.

This power lasts only one round, after which the saberstaff or split saber returns to the Jedi's hands. There is no chance for an opponent to shoot the saberstaff or split saber hilt as it returns. Nor can a Force-sensitive opponent attempt to use the Force to retrieve the returning saberstaff or split saber.

The Jedi must wait at least another round before activating this power again.

A Jedi who knows *saber barrier* and then learns this power will receive a +5 circumstantial bonus to all Force skill rolls when using *whirlwind throw*.

**Author's Note:** I included the reference to Pong Krell because he was able to wield two saberstaffs in combat, so there is a chance a Jedi like him could use this power with two saberstaffs.

**Appeared where:** Jedi: Fallen Order

**Example:** Cal Kestis learned this power over the course of the game.

### Words of Banishment

**Status:** Legends

**Author's Note:** This only appeared in Clone Wars

Adventures: No Way Out. From my interpretation, I believe Samuro used *wall of light* to imprison the energy vampire Rajine within the walls of the city, but he could not purge her from existence. He did lay down the foundations to do so – an incantation in an alien language. To perform this power, both Samuro and Mace Windu needed to recite this incantation at the same time. Since Samuro needed the help of another Jedi, that suggests that the other Jedi needed to use *wall of light* while reciting the incantation. There are still some ambiguities about this power, so I chose not to create stats for this power. Anyone who wishes to try at creating stats for this power is free to do so.

# Beastwarden Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. The beastwarden is one such path – using the Force to communicate with, coexist with, and forming lifelong friendships with the nonsentient creatures. Often, they take on the role of protectors of the natural environment, saving it from the depredations of those who

would ravage and exploit it recklessly.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the beastwarden. Furthermore, some of these powers require the beastwarden to have a certain die code in non-Force skills.

All beastwardens learn *beast riding* and the *beast languages* power. Most choose to learn *animal telepathy (Jedi version)*, *friendship*, *merge senses*, and *projective empathy (Jedi)*. While not essential to commune with animals, many learn *plant surge* to aid them in their duties to protect the environment. Many also learn Force powers associated with healing.

The canonicity of all powers in this section is Legends.

## Control, Sense, and Alter Powers

### Bonded Mount

**Control Difficulty:** Easy

**Sense Difficulty:** Creature's *Perception* roll

**Alter Difficulty:** Easy

**Prerequisites:** *Beast riding 4D*, *animal telepathy (Jedi)*, *beast languages*, *friendship*, *life detection*, *life sense*, *magnify*

*senses*, *merge senses*, *projective empathy (Jedi)*, *projective telepathy*, *receptive telepathy*, *sense Force*, *translation*

**Effect:** When a beastwarden encounters a domesticated beast that can be ridden and that has either a friendly or helpful attitude towards the beastwarden, the beastwarden can use this power and spend a Force point to bond the beast to them as a mount.

The bonded mount shares an empathic link with the beastwarden, allowing the beastwarden to sense the emotions of the mount. While riding the mount, the beastwarden gains any special senses that the mount might possess but the beastwarden would not, such as a heightened sense of smell, low-light vision, or darkvision.

The mount also benefits from this power. The mount can use the following attributes and/or skills of the beastwarden if they are higher: *Dexterity*, *dodge*, *willpower*, and *Perception*.

**Sources:** Beastwarden Talent Bonded Mount from [Jedi Academy Training Manual](#) page 18

### Entreat Beast

**Control Difficulty:** Easy; limited to line of sight.

**Sense Difficulty:** Creature's *Perception* roll; limited to line of sight.

**Alter Difficulty:** Easy; limited to line of sight.

**Prerequisites:** *Beast riding 4D*, *animal telepathy*, *beast languages*, *friendship*, *life detection*, *life sense*, *magnify senses*, *merge senses*, *projective empathy (Jedi)*, *projective telepathy*, *receptive telepathy*, *sense Force*, *translation*

**Effect:** The beastwarden can use this to convince a small beast to perform minor tasks for the beastwarden, such as carrying objects and delivering messages.

The targeted beast must be within line of sight of the beastwarden. The beast must also be small; tiny creatures would be too small to carry out the tasks, and larger creatures would be easily spotted.

If the power is successful, the beastwarden can have the creature perform one of the following actions:

Deliver a message from you to another target within a kilometer of the beastmaster's position.

Retrieve an unattended object within a kilometer of its position and within its line of sight.

Press a button, pull a lever, or perform some minor activation of an unattended item within a kilometer of the beastmaster's position.

Should the creature performing the task be injured or killed in the process, the beastwarden gains a Dark Side Point.

**Sources:** Beastwarden Talent Entreat Beast from [Jedi Academy Training Manual](#) page 18

# Force Warrior Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. The Force warrior is one such path.

Force warriors were a sect composed of Jedi and other Force users who practiced a unique form of unarmed combat. They focused heavily on control; mixing meditative techniques and martial arts into a primitive yet potent form. The Force flowed through their bodies, allowing them to strike unarmed with expert precision and incredible power. A master of the art was able to far

surpass unaided masters of martial arts such as Echani and Teräs Käsi, though most Force warriors learned various martial art styles to further enhance their control and skill.

Most Force warriors also developed potent defenses as part of their meditations; a danger sense that allowed them to dodge attacks instinctively and escape fatal blows.

Despite their powers, most were not warlike in nature. Many among them have an almost pacifistic nature who sought physical and mental discipline rather than becoming unstoppable fighting machines, though there were exceptions. According to their own teachings, if you do not know yourself completely, you can never understand others.

Force warriors represented a simpler, more primitive form of the Force than other Jedi traditions, an approach that has never become widespread. Several traditions of Force warriors developed in the early ages of the Republic, encompassing a set of philosophies and beliefs that were taught along with martial skills. Talented Force-sensitive beings may have become Force warriors on their own, teaching themselves the art of control without the aid of an instructor or Master. But these sects have become increasingly rare during the past few thousand years, especially in eras where the Jedi have grown in prestige, power, and popularity.

A few early Force warriors were Jedi. In the formative days of the Old Republic, before the lightsaber became the symbol of the Jedi, many of the Order depended only on the Force for protection and defense. As the use of the lightsaber grew, Force warriors became rarer.

A few early Force warriors were Jedi. In the formative days of the Old Republic, before the lightsaber became the symbol of the Jedi, many of the Order depended only on the Force for protection and defense. As the use of the lightsaber grew, Force warriors became rarer.

By the time of the Empire, few Jedi followed this path. Ironically, Force warriors became more common during the Rebellion era, as most Force warriors were not Jedi, they had a greater chance of escaping the Jedi Purge. Force warriors were still rare, but there were more of them than Jedi during that time.

With the rebirth of the Jedi Order during the New Republic era, Force warriors became less common again as most Force-sensitive individuals find training as Jedi in the mold of Luke Skywalker easier than seeking out the Force warriors practicing their ancient art. The galaxy is still a large place, and Force warrior traditions remain hidden in ancient training schools and forgotten temples, waiting for new students to come and learn their obscure arts.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Force warrior. The powers listed in this section would be perfect for the Matukai to learn.

Force warriors have Dexterity and Strength as their primary attributes, and their primary skills would be *brawling*, *dodge*, *melee combat*, *melee parry*, and any martial arts that would be available for them. All Force warriors learn the *combat sense*, *danger sense*, *enhance attribute*, and *unarmed combat* powers.

The canonicity of all powers in this section is Legends.

## Control and Sense Powers

### Uncanny Dodge

**Control Difficulty:** Moderate or the opponent's attack roll

**Sense Difficulty:** Moderate or attacker's *control* roll

**Prerequisites:** *Danger sense*, *enhance attribute*, *life detection*

**Effect:** This power allows a Force warrior to react to danger before their senses would normally allow them to do so.

The Force warrior first makes a *sense* roll to detect the danger, as if they were using the *danger sense* power. If the roll succeeds, the Force warrior detects the attack before the round it is made. The Force warrior then makes a *control* roll. If the roll succeeds, the Force warrior gains a bonus to their *dodge* roll for the next round only.

**Control roll > Difficulty by:** **Dodge bonus**

0-13

1D

14-25

2D

26+

3D

The Force warrior can use this power to avoid being flanked, but the control difficulty is increased by +5 for the second attacker. However, if the Force warrior's sense roll beats the difficulty by 10 or more, the +5 increase to the control difficulty for the second attacker is negated.

**Source:** Uncanny Dodge class feature for the Force Warrior prestige from Power of the Jedi Soucebook page 18.

## *Control and Alter Powers*

### **Defensive Roll**

**Control Difficulty:** Difficult or the opponent's attack roll

**Alter Difficulty:** Attacker's damage roll.

**Prerequisites:** *Control pain, danger sense, enhance attribute, life detection, reduce injury, uncanny dodge*

**Effect:** When this power is used, the Force warrior can roll with potentially lethal blows to take less damage from them.

The GM must first determine if the Force warrior is going to be hit from a weapon or a Force power. Then the GM determines how much damage the Force warrior will suffer. If the difference between the damage roll and the Force warrior's *Strength* roll is enough to render the Force warrior *mortally wounded or killed*, the Force warrior can attempt to use this power to lessen the potential damage.

The Force warrior first make a *control* roll. If the roll succeeds, then the Force warrior receives a bonus to their *dodge* roll, as if the Force warrior were using the *uncanny dodge* power. The Force warrior then makes an *alter* roll. If the roll succeeds, then the Force warrior a *dodge* roll with the bonus against the attacker's damage roll. If the dodge roll is greater than the attacker's damage roll, then the difference between the two is subtracted from the difference between the damage roll and the Force warrior's *Strength* roll. The new result determines the Force warrior's damage level.

If the Force warrior receives damage after their turn in the round, the Force warrior can attempt to use this power, but this would be considered a second action by the Force warrior, and the multiple action penalty is applied.

**Source:** Defensive Roll class feature for the Force Warrior prestige from Power of the Jedi Soucebook page 18.



# Jedi Ace Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. The Jedi ace is one such path.

A Jedi ace feels most at home in the cockpit of a starfighter and uses their mastery of the Force in the exhilarating art of starfighter combat. Using their connection to the Force, the Jedi ace can weave effortlessly through asteroid fields, dodge storms

of enemy laser fire, execute death-defying combat maneuvers, and overcome entire squadrons of enemy craft as easily as they breath.

The Jedi ace flies their ship not for the thrill of battle, but for the connection to the Force it brings. As the Jedi ace slowly surrenders to the Force, flying almost takes care of itself. Even in a great battle, Jedi ace trust their instincts to lead them to victory. When the battle is over, the Jedi ace feel closer to the Force than ever before.

Jedi aces usually belong to the Jedi Order, becoming part of the Starfighter Corps. They have turned their command of the Force to battles fought in space rather than on the ground. However, not all starfighter aces are Jedi. A few begin as Force-sensitive starfighter pilots who eventually catch on that flying “comes to them naturally” because they are calling upon the Force to guide them.

Jedi aces gravitate towards starfighter squadrons where they can put their abilities to good use.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi ace. Furthermore, some of these powers require the Jedi ace to have a certain die code in non-Force skills.

Jedi aces focus on their piloting skills and any other skills related to the starfighter they fly. All Jedi aces learn the *Force dodge* and *Force pilot* powers.

The canonicity of all powers in this section is Legends.

## Control Powers

### Starfighter Evasion

**Control Difficulty:** *Capital ship gunnery* or *starship gunnery* roll of the attacking ship

**Prerequisites:** *Concentration, Force dodge, Force pilot, starfighter piloting 6D*

**Effect:** The Jedi ace can use this power to lessen the damage dealt by a successful hit to a starfighter they are flying. If the Jedi ace makes a successful roll, the damage dealt to the Jedi ace’s starfighter is halved, with fractions rounded down, to a minimum of 1 point of damage.

The Jedi ace can use this power to reduce the damage sustained to their starfighter. It has no effect in reducing damage to their shields; however, should an attack penetrate the shield, whatever damage dice that remains from the attack after penetrating the shield can be reduced with this power.

The Jedi ace can use this power once per round, and only against one attack.

**Source:** Starfighter evasion class feature for the Jedi Ace prestige from [Star Wars Revised Core Rulebook](#) page 273.

## Sense Powers

### Trust the Force

**Sense Difficulty:** Difficult

**Prerequisites:** *Concentration, Force dodge, Force pilot, starship gunnery 5D*

**Effect:** With this power, once a day, a Jedi ace can reroll any failed starship gunnery roll, with the result of the second roll being used, regardless of whether it is better or worse than the first roll.

**Sources:** Trust the Force class feature for the Jedi Ace prestige from [Star Wars Revised Core Rulebook](#) page 273.

## Control, Sense, and Alter Powers

### Starfighter Familiarity

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Prerequisites:** *Emptiness, hibernation trance, lightsaber combat, sense Force, starfighter piloting 5D, telekinesis*

**Time to Use:** 1 hour

**Effect:** A Jedi ace can establish a bond with their starfighter in a manner similar to how beastwardens bond with animals; however, how Jedi aces do this is very similar to how Jedi use *lightsaber construction* to know their lightsabers in intimate

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detail and use *harmonize lightsaber crystal* to attune the crystal to their lightsabers.

The Jedi ace can only use this power on **one** starfighter at a time, and the Jedi ace **must** have operated that **specific** starfighter for at least three months before using this power. Only then can the Jedi ace use this power to bond with the starfighter and designate it as familiar.

If the power is successful, the Jedi ace receives a +1D bonus to all *sensors*, *starfighter piloting*, *starfighter repair*, *starship gunnery*, and *starship shields* skill rolls made while operating that starfighter. This bonus does not apply when the Jedi ace is flying a starfighter that is not designated as their familiar.

For every month the Jedi ace has flown the starfighter after the third month, the difficulty levels are reduced by one level.

Should the starfighter be destroyed, the Jedi ace suffers a backlash from the severing of the bond between the pilot and the starfighter. This causes the Jedi ace to suffer a -1D penalty to all starship operation skills for a month. After this month, the Jedi ace can attempt to use this power with a new starfighter, following the rules for this power. However, because of the loss of the previous starfighter, the minimum time the Jedi ace needs to have operated with the new starfighter increases before they can use this power increases by one month. This increase is cumulative.

Attempting to use this power on any planetary-based craft, any space transport, even if it is designated starfighter-scale, or any capital ship automatically fails. This applies to the Skipray blastboat as well – it may be the size of a starfighter, but it is considered a *capital*-scale ship.

**Source:** Familiarity class feature for the Jedi Ace prestige from Star Wars Revised Core Rulebook page 273.

# Jedi Archivist Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and

conduct themselves in the galaxy at large. The Jedi archivist is one such path. Jedi archivists dedicate their lives to preserving knowledge and applying it in times when it is needed.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi archivist. Furthermore, some of these powers require the Jedi archivist to have a certain die code in non-Force skills.

Jedi archivists focus on scholarly pursuits and take the *scholar* skill. They usually take this skill multiple times, with *scholar: Jedi lore* being one of them.

The canonicity of all powers in this section is Legends.

## Control Powers

### Insight in the Force

**Control Difficulty:** Easy

**Effect:** When making *Knowledge* checks in skills you have no skill die in, you can use your *sense* skill instead.

**Sources:** Jedi Archivist Talent Master Advisor from [The Clone Wars Campaign Guide](#) page 41

## Control, Sense, and Alter Powers

### Impart Knowledge

**Control Difficulty:** Easy

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy

**Prerequisites:** *Alter 1D*, *Sense 1D*, *persuasion 4D*, *Knowledge skill 4D*, *skilled advisor*

**Effect:** The Jedi archivist can aid an ally within 10 meters when they make any *Knowledge*-based skill checks, provided

the Jedi archivist has skill dice assigned to the same *Knowledge*-based skill. If the Jedi archivist has no skill dice in the associated *Knowledge*-based skill, the archivist is unable to assist, and the power immediately fails.

The assistance grants the ally a +1D bonus on their next skill check on that specific *Knowledge*-based skill being assisted. If the Jedi archivist spend a Force Point, the bonus increases to +2D. The target must be able (and willing) to hear and understand the advice. This is a mind-affecting effect.

**Sources:** Jedi Archivist Talent Master Advisor from [The Clone Wars Campaign Guide](#) page 41

# Jedi Artisan



is that of the Jedi artisan.

Jedi artisans seek to understand creativity as a central aspect of the will of the Force. Most regard the construction of their personal lightsabers as their primary creative activity during their early years in the Jedi Order. As such, the standard Jedi artisan is presented as a master lightsaber craftsman, though the specifics of the Jedi artisan's training may dictate that another craft is more appropriate. Whatever the artisan crafts, it must be an object that will ultimately be imbued with the Force.



While most Jedi choose the path of the warrior or the diplomat, others elect to follow less daring roads that keep them out of the public eye while allowing them to further explore the relationship between living creatures and the Force. One path, which remains relatively unexplored,

The act of creation is central to the artisan, since it represents a union of the creator and the created. Perhaps more importantly, though, it represents a means by which the Force can be brought to something inert, something in

which the Force did not exist prior to the artisan's intervention.

An artisan might create a half-dozen truly exceptional works in a lifetime. Some of these will be given to other Jedi (with the approval of the Jedi Council) and some will become part of the Jedi archives. Generally, the artisan keeps one for herself.

To become a Jedi artisan, the skill dice in the Jedi's *scholar: Jedi lore* and *lightsaber repair/engineering* skills must be at least 3D higher than the Jedi's *Knowledge* and *Technical* attribute die codes respectively. The Jedi must have already crafted a lightsaber, be a Jedi Knight, and must find a mentor to teach them the ways of the Jedi artisan.

After being trained as a Jedi artisan, the Jedi can choose to craft an item with his new skills. The result will be of such high quality, it will be considered a mastercraft item. The mastercraft item will always be a hand-held item weighting no more than ten kilograms. Constructing a mastercraft droid, speeder, or larger items are forbidden. While the lightsaber is the most obvious item to be crafted, other items are possible, such as a blaster, a melee weapon, or a piece of equipment.

Crafting mastercraft armors is also an option, but the Jedi is limited to helmets, combat suits, and light armor not exceeding the weight limitation.

When training to create mastercraft items other than lightsabers, the Jedi is learning the appropriate (A) engineering skill. To learn this skill, the Jedi must first possess the prerequisite skills and die codes for those skills to learn the engineering skill. The following table lists the prerequisite skills for the engineering skills available for the Jedi artisan, which can also be found in [Star Wars Roleplaying Game – Revised, Expanded, Updated](#) ebook page 63.

## Engineering skill

*Armor engineering*  
*Equipment engineering* (includes melee weapons, vibroblades, and non-weapon items)  
*Weapon engineering* (blasters only)

## Prerequisites

*Armor repair* 4D  
*Equipment repair* 5D

5D in two of the following:  
*blaster repair, capital ship weapon repair, demolitions, equipment repair, starship weapon repair.*

When the training is complete, the Jedi will have 3D in the appropriate *engineering* skill, or the die code for their *lightsaber repair/engineering* skill increases by 1D. The Jedi will also be able to craft a mastercraft item with a +1 bonus. For lightsabers and weapons, this means the damage they inflict increases by 1. For armor, the defense against physical and energy attack increases by 1 and any penalty to Dexterity is reduced by 1. For all other items, the Jedi determines how the bonus is applied.

When the Jedi increases their *engineering* skill another 2D and 4D, or their *lightsaber repair/engineering* skill another 1D and 2D, they can increase the bonus to their mastercraft item to +2 and +1D respectively. Note: they can only increase the bonus to a mastercraft item they had made previously. They **cannot** make a new mastercraft item with a +2 or +1D bonus. They must first start with the +1 bonus, then upgrade to +2, and then +1D.

When crafting a mastercraft item, the GM must consult the following table to determine the difficulty for the task.

## Bonus Difficulty

+1	Very Difficult
+2	Heroic
+1D	Heroic +10

If the Jedi makes a successful roll, then the bonus is increased. If the roll fails by less than 10, the GM then rolls a wild die. On the result of 1, the Jedi will have made a critical mistake in attempting to improve the mastercraft item. The mistake damages the mastercraft item beyond repair, and the Jedi must start over. For every additional 10 the Jedi fails the

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initial roll, the chance of a critical mistake occurring increases appropriately. For 10-19, a result of 1 or 2 on the wild die indicates a critical mistake. For 20-29, it is 1-3 on the wild die, and so forth.

If the Jedi is attempting to increase the bonus to their lightsaber, the roll must be made before using *lightsaber construction* to finalize the modification.

When a Jedi artisan who has chosen to craft mastercraft lightsabers becomes a Jedi Master and has increased their *lightsaber repair/engineering* skill by 3D since becoming a Jedi artisan, the Jedi has become so adept at the process that they can create their lightsaber from any material. The focusing crystal and internal workings remain the same, but the materials for the casing can be crafted from any material that the Jedi artisan has a means to work with. For example, an Ithorian Jedi artisan can craft his lightsaber from a branch knocked from an ancient tree during a storm. A Jedi artisan on Coruscant could create lightsaber casings from colored glass or crystal.

The Wookiee Jedi youngling Gungi carved the hilt of his lightsaber from a block of wood from a Brylar tree, into which he affixed the internal mechanisms of his lightsaber. Tenel Ka Ta'Djo used a rancor tooth as the hilt for each of her lightsabers, while Tionne Solusar used a spiral-mist horn for the hilt of her lightsaber. A Jedi artisan would be capable of performing each of these feats as well.

After the Yuuzhan Vong invaded the galaxy, some Sith Lords fashioned their hilts from yorik coral. Given the exotic nature of the yorik coral, this would probably require very special training to accomplish. Whether or not a Jedi artisan could accomplish such a feat is currently unknown. Given how rare Jedi artisans are among the Jedi, the odds of a Sith becoming a Jedi artisan, or a Sith artisan in this case, is exceedingly rare.



# Jedi Battlemaster Powers



Beginning as Jedi guardians, Jedi battlemasters are highly trained in Jedi combat techniques. They serve as head combat trainers for Jedi organizations and Jedi commanders on the battlefield. In their position and over the course of their careers, they have learned special Force

powers for the purpose of aiding those under their command.

While the powers listed in this section are available to all Jedi, they are mainly used by those who become Jedi battlemasters. Furthermore, some of these powers require the Jedi battlemaster to have a certain die code in non-Force skills. As they start out as Jedi guardians, Jedi battlemasters have access to the powers usually associated with the Jedi guardians.

Jedi battlemasters focus on combat-oriented skills and Force powers. This includes *tactics* and *command*.

The canonicity of all powers in this section is Legends.

## Control and Alter Powers

### Force Revive

**Control Difficulty:** Easy, modified by relationship.

**Alter Difficulty:** Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters, Very Difficult for *dead* characters.

**Required Powers:** *Battle meditation, control another's pain, control pain, Jedi battle commander, reduce another's injury, reduce injury*

**Effect:** When an ally under the effects of *battle meditation* receives an injury that results in the character being *mortally wounded*, the Jedi battlemaster can use this power and spend a Force point to save the ally's life. The ally will fall unconscious, and their wound status will be *incapacitated*, but the ally will still be alive.

**Sources:** Jedi Battlemaster Talent Force Revive from [Knights of the Old Republic Campaign Guide](#) page 39

## Control, Sense, and Alter Powers

### Defensive Circle

**Control Difficulty:** Varies based on the number of targeted individuals:

Number of individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Sense Difficulty:** Varies based on the number of targeted individuals:

Number of individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Alter Difficulty:** Varies based on the number of targeted individuals:

Number of individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Required Powers:** *Battle meditation, Jedi battle commander, lightsaber combat*

*This power may be kept up.*

**Time to Use:** Five minutes

**Effect:** While this power is active, in addition to the benefits offered by *battle meditation*, the Jedi battlemaster and their allies will gain an insight bonus of +2 to all *dodge* rolls. In addition, for every adjacent ally wielding a lightsaber, the Jedi battlemaster will receive a +1 bonus to their *control* and *sense* rolls when using *lightsaber combat*.

**Sources:** Jedi Battlemaster Talent Defensive Circle from [Knights of the Old Republic Campaign Guide](#) page 39

### Jedi Battle Commander

**Control Difficulty:** Varies based on the number of targeted individuals:

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<b>Number of individuals</b>	<b>Difficulty</b>
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Sense Difficulty:** Varies based on the number of targeted individuals:

<b>Number of individuals</b>	<b>Difficulty</b>
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Alter Difficulty:** Varies based on the number of targeted individuals:

<b>Number of individuals</b>	<b>Difficulty</b>
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Required Powers:** *Battle meditation*

*This power may be kept up.*

**Time to Use:** Five minutes

**Effect:** Jedi Battlemasters often use *battle meditation* to guide and embolden their troops while demoralizing opposing forces. Some become so proficient in its use that they have managed to increase its potency. When *battle meditation* is active, for every 4D the Jedi has in their best skill, the Jedi's enemies lose 1D in an attribute determined by a Jedi, and the Jedi's allies receive a bonus of the same value to the same attribute. *Jedi battle commander* doubles the value of the bonus/penalty to 2D. The effects of *Jedi battle commander* are the same as *battle meditation* otherwise.

**Sources:** Jedi Battlemaster Talent Jedi Battle Commander from [Knights of the Old Republic Campaign Guide](#) page 39

# Jedi Consular Powers

22, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Alter Powers

### Adept Negotiator

**Alter Difficulty:** Opposed by target's *persuasion* +9

**Prerequisites:** *Sense 1D, persuasion 4D*

*This power may be kept up.*

**Effect:** As an action, you can weaken the resolve of one enemy with your words. The target must be able to see, hear, and understand you. Make an opposed *persuasion* check; if successful the target will not attack you or your allies for one round unless you or one of your allies attacks it or one of its allies first.

**Sources:** Jedi Consular Talent Adept Negotiator from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) pages 39-40, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Aggressive Negotiator

**Alter Difficulty:** Opposed by target's *persuasion* +9

**Prerequisites:** *Sense 1D, persuasion 4D, adept negotiator*

*This power may be kept up.*

**Effect:** When you damage an opponent with a lightsaber attack, any *persuasion* check you make before the end of your next turn, even if you would not normally be able to, will have an Easy difficulty.

**Sources:** Jedi Consular Talent Aggressive Negotiator from [Legacy Era Campaign Guide](#) page 26

### Force Persuasion

**Control Difficulty:** Easy

**Prerequisites:** *Alter 1D, Sense 1D, persuasion 4D, adept negotiator*

**Effect:** When making *persuasion* checks you can use your *alter* skill instead.

**Sources:** Jedi Consular Talent Force Persuasion from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) page 40, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Control, Sense, and Alter Powers

### Cleanse Mind

**Control Difficulty:** Moderate. Limited to line of sight

**Sense Difficulty:** Target's *control, Perception, or willpower.*

**Alter Difficulty:** Variable.



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. The Jedi consular is one such path. As skilled negotiators and talented ambassadors, Jedi consulars use the strength of their words and the wisdom provided by the Force to solve their conflicts.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi consular. Furthermore, some of these powers require the Jedi consular to have a certain die code in non-Force skills.

As Jedi consulars are the diplomats, they emphasize on learning *Perception* skills more than their other skills.

The canonicity of all powers in this section is Legends.

## Control Powers

### Consular's Vitality

**Control Difficulty:** Easy, modified by proximity

**Prerequisites:** *Alter 1D*

**Note:** This power can be used to affect all targets within 20 meters and line-of-sight of the Force adept but doing so adds +15 to the *control* difficulty.

*This power may be kept up.*

**Effect:** Jedi during the Clone Wars learn to call upon the Force not only for their own strength but also to aid the clone troopers and other allies under their command. Once per round as an action, you grant one ally within 20 meters of you and in line-of-sight, a +2 modifier to soak rolls until the beginning of your next turn.

**Sources:** Jedi Consular Talent Consular Vitality and Improved Consular Vitality from [The Clone Wars Campaign Guide](#) page

**Required Powers:** *Affect mind, control another's pain, control pain, enhance another's attribute, enhance attribute, force of will, transfer Force*

**Effect:** Once a turn, the Jedi can remove the effects of an on-going mind-altering effect from a single ally within their line of sight.

For this power to succeed, the Jedi must overcome the target's own defenses and the influence of the mind-altering affect. The difficulty for the latter depends on the nature of the mind-altering affect. If the mind-altering effect is self-inflicted, like the benefit from the *force of will* power, the difficulty is the *control* roll used in activating the power. If the mind-altering effect is due to the influence of another individual, the difficulty is the *alter* roll made by the individual who influenced the target.

For example, if a Jedi wishes to remove the effects of *affect mind* on a target by a Dark Jedi, the Jedi must make a *sense* roll to beat the target's *control*, *Perception*, or *willpower*, and an *alter* roll to beat the Dark Jedi's *alter* roll.

**Sources:** Jedi Consular Talent Cleanse Mind from [The Force Unleashed Campaign Guide](#) page 24

## Collective Visions

**Control Difficulty:** Easy. Modified by proximity.

**Sense Difficulty:** Very Easy. Modified by relationship.

**Alter Difficulty:** Moderate. Modified by proximity.

**Required Powers:** *Control another's pain, control pain, enhance attribute, farseeing, life detection, life sense, link, projective telepathy, receptive telepathy, transfer Force*  
*This power may be kept up.*

**Effect:** Originally developed by Krynda Draay, members of the Jedi Covenant WatchCircle used this power to sharpen their visions through the Force. When one member is using *farseeing*, the other members can aid them by linking with them with this power provided they are within 10 meters of the recipient. This allows the recipient to receive a +1 bonus to both their *control* and *sense* rolls when using *farseeing*. If a contributor is outside the 10-meter range, the recipient does not receive a bonus from that individual. If the recipient uses any Force power other than *farseeing*, the bonus is negated and the power ends immediately.

**Restricted:** As Krynda Draay developed this power for the Jedi Covenant, it was a power exclusive to this group. Jedi who were not members of this group were not trained to use this power. Considering how the Jedi Covenant came to its apparent end, the power was considered lost. However, a small group survived the demise of the Covenant, but chose to remain in isolation. This small group knew this power, but whether or not they taught it to future generations, and whether or not the group chose to rejoin the Jedi Order at some point in the future is shrouded in mystery. It is strongly suggested that the GM keep this in mind when considering whether or not to make this power available to any Jedi of subsequent time periods.

**Sources:** Jedi Consular Talent Collected Visions from [Knights of the Old Republic Campaign Guide](#) page 24

## Consular's Wisdom

**Control Difficulty:** Easy

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy

**Prerequisites:** *Alter 1D, Sense 1D, persuasion 4D, adept negotiator*

**Effect:** Once per encounter, a Jedi consular can choose an ally within line of sight who can hear and understand the Jedi consular. Until the end of the encounter, the ally will receive a +1D to their *willpower* roll against mind-affecting effects.

**Sources:** Jedi Consular Talent Consular's Wisdom from [Legacy Era Campaign Guide](#) page 26

## Skilled Advisor

**Control Difficulty:** Easy

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy

**Prerequisites:** *Alter 1D, Sense 1D, persuasion 4D*

**Effect:** As a full-round action advising an ally, your advice grants them a +1D bonus on their next skill check related to that advice. If you spend a Force Point, the bonus increases to +2D. The target must be able (and willing) to hear and understand your advice. You cannot advise yourself. This is a mind-affecting effect.

**Sources:** Jedi Consular Talent Skilled Advisor from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) page 40, Jedi Archivist Talent Master Advisor from [The Clone Wars Campaign Guide](#) page 41, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

# Jedi Guardian Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the

galaxy at large. The Jedi guardian is one such path. Jedi guardians are more combat-oriented than other Jedi, becoming deadly combatants by honing their skills.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi guardian. Furthermore, some of these powers require the Jedi guardian to have a certain die code in non-Force skills.

As Jedi guardians are the guardians and fighters, they focus on combat-oriented skills and Force powers, but not as much as Jedi battlemasters.

The canonicity of all powers in this section is Legends.

## Control Powers

### Elusive Target

**Control Difficulty:** Moderate

**Prerequisites:** *Control 1D*

**Effect:** When fighting an opponent or multiple opponents in a melee, other opponents attempting to target you with ranged attacks receive a +5 modifier to their difficulty. This penalty is in addition to the normal -5 penalty for firing into a melee, making the penalty to target you -10.

**Sources:** Jedi Guardian Talent Elusive Target from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 40, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Exposing Strike

**Control Difficulty:** Moderate

**Prerequisites:** *Control 1D, lightsaber 5D*

**Effect:** When you use a lightsaber to deal damage to a target, you can spend a Force Point so the strike creates a weakness

in the target's defense, adding a +1D modifier to your next melee skill check. This could be used for parrying as well.

**Sources:** Jedi Guardian Talent Exposing Strike from The Clone Wars Campaign Guide page 22, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Guardian Strike

**Control Difficulty:** Moderate

**Prerequisites:** *Control 1D, lightsaber 5D*

**Effect:** Whenever you use a lightsaber to deal damage to a target, that target takes a -2 modifier to attack rolls against any target other than you until the beginning of your next turn.

**Sources:** Jedi Guardian Talent Guardian Strike from The Clone Wars Campaign Guide page 22, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Sense Powers

### Force Intuition

**Sense Difficulty:** Easy

**Prerequisites:** *Sense 1D*

**Effect:** You can use your *sense* skill instead of your *Perception* when making initiative checks.

**Sources:** Jedi Guardian Talent Force Intuition from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 40, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.



# Jedi Instructor Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. But there are a few that are available only for Jedi Masters. The Jedi instructor is one such path.

Although nearly all Jedi Masters take on students at some point, some Jedi are strongly drawn to the life of an instructor. Specializing in different fields, including politics, lightsaber combat, unarmed combat, and the sciences, Jedi instructors come from all branches of the Jedi Order. These

Jedi are particularly adept at spotting likely Jedi candidates, identifying a student's weak points, keeping their students from the dark side, directing them in their studies, and helping young Jedi determine the role they would best fit in the Jedi Order. Through the instruction of others, the Jedi instructor extends their own learning and understanding of the Force.

Jedi instructors often spend their time in academies teaching the youngest Jedi students. Others seek out students in the fringe regions of space, where potential Jedi recruits might be overlooked. In some cases, Jedi instructors take younger Jedi or even Jedi Knights along with them on prolonged tours of the galaxy. This form of advanced education allows students to apply their lessons to real-world problems. In the early days of the Jedi Order, academies transformed special starships into mobile Jedi schools, which could support students in their lessons anywhere they traveled. These ships ranged from small transports designed for a single Jedi Master and six students to huge mobile academies with hundreds of Jedi trainees and dozens of instructors.

Jedi instructors were common early in the Old Republic's history. Jedi sought out instructors as trusted advisors throughout the Republic's history. Unfortunately, no Jedi instructors seem to have survived the Empire's Jedi Purge, making them unknown in the New Jedi Order era, when their guidance would be most useful. However, many of Master Skywalker's students seem to have a natural aptitude for teaching. They may eventually follow the path of Jedi

instructors, greatly enhancing the academy's chances of training new generations of Jedi.

The powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi instructor, though they are available for Jedi Masters.

Jedi instructors focus on their ability to instruct their students. Thus, they place a preference on increasing their *persuasion* and *persuasion: oration* skills.

The canonicity of all powers in this section is Legends.

## Control and Alter Powers

### Transfer Force

**Update:** Once a week, a Jedi instructor can use transfer Force to transfer one of their own Force Points to one of their students or former students. The Jedi instructor must be within two meters of the recipient students for this to occur.

If the student uses the received Force Points to commit an evil act and gains a Dark Side Point as a result, the Jedi instructor who transferred the Force Point also receives a Dark Side Point.

This application of transfer Force can only be performed by a Jedi instructor. And the Jedi instructor can transfer the Force Point to one of their students or former students. A Jedi instructor trying to transfer a Force Point to anyone else automatically fails.

**Source:** Jedi Instructor Transfer Force Point class feature from [Power of the Jedi Sourcebook](#) page 23.

## Control, Sense, and Alter Powers

### Share Force Power

**Control Difficulty:** Moderate

**Sense Difficulty:** Target's *Perception* or *control* roll.

**Alter Difficulty:** Target's *Perception* or *control* roll.

**Required Powers:** *Affect mind, control pain, dim another's senses, farseeing, hibernation trance, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis*. Knowledge of the power being shared is mandatory.

**Time to use:** 1 round.

**Effect:** In the heat of battle, a Jedi instructor can use this power to share with an ally a Force power that the Jedi instructor knows, but the ally does not.

In GM terms, once a day, the Jedi instructor can send instruction to an ally on how to use a Force power that the Jedi instructor knows, but the target does not. While this can potentially unbalance the game, there are limitations to this power. The Jedi instructor can only use this power during an encounter. The Jedi instructor **must** know how to use the power that is being shared with the recipient – knowledge of

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the power's existence and what it can do is not enough. If the recipient does not have knowledge of the required prerequisites for the power the Jedi instructor is sending, the recipient will be unable to use that power, even if the Jedi instructor succeeds in making all the required rolls.

If the recipient uses the power that is shared, the recipient will have learned to use that power by the end of the encounter. If the recipient does not use the power before the end of the encounter, the recipient loses all the information the Jedi instructor sent, and the Jedi instructor will not be able to attempt to send knowledge of the same power to the recipient for the rest of the adventure.

The Jedi instructor can only use this power on one ally per encounter. The ally must be within twenty meters of the Jedi instructor and be in line of sight.

If the Jedi instructor sends to the recipient knowledge to perform a dark side power, the Jedi instructor receives a Dark Side Point. If the recipient uses the dark side power before the end of the encounter, both the recipient and the Jedi instructor receives a Dark Side Point.

**Source:** Share Force secret, share Force technique, share talent, and transfer power talents from the Jedi Instructor Talent tree in [Jedi Academy Training Manual](#) pages 19-20.

# Jedi Investigator Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. The Jedi investigator is one such path. Jedi Investigators combine their Force divination with detective work to ferret out the truth.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi Investigator. Furthermore, some of these powers require the Jedi Investigator to have a certain die code in non-Force skills.

Jedi investigators often go on undercover assignments to investigate criminal elements and routinely work with law enforcement organizations.

Jedi investigators focus their skills on *con*, *con*: *disguise*, *investigation*, *law enforcement*, *sneak*, and *streetwise*. As they start out as Jedi sentinels, Jedi investigators have access to the powers usually associated with the Jedi sentinels.

The canonicity of all powers in this section is Legends.

**Effect:** If a Jedi investigator comes under the influence of a mind-affecting power, they can use this power and spend a Force point in the next round to break free from the effect automatically.

**Source:** Jedi Investigator Talent Unclouded Judgment from Jedi Academy Training Manual page 20

## Sense Powers

### Echoes in the Force

**Sense Difficulty:** Difficult +1 per day

**Required Powers:** *Farseeing*, *hibernation trance*, *life detection*, *life sense*, *postcognition*, *sense Force*

**Effect:** A Jedi investigator can use this power to look at what happened in the past at a certain location, just like how a Jedi would use *postcognition* to discern an object's past.

When using this power, the Jedi must be standing at the location being viewed. The Jedi must then declare how many days in the past they wishes to look. The exact time is not necessary – only the number of days. Using *echoes in the Force*, the Jedi can see everything that happened at that location only on the day in question.

**Source:** Jedi Investigator Talent Echoes in the Force from Jedi Academy Training Manual page 20

### Sense Deception

**Sense Difficulty:** Easy

**Prerequisites:** *Sense 1D*

**Effect:** When someone makes a *con* or *persuasion* roll against you, you can choose to roll your *sense* skill instead of your *willpower* in defense.

**Source:** Jedi Investigator Talent Sense Deception from Jedi Academy Training Manual page 20

## Control Powers

### Unclouded Judgment

**Control Difficulty:** Moderate

**Prerequisites:** *Control 1D*, *force of will*, *sense deception*

# Jedi Sentinel Powers



The training of the Jedi makes a vast array of powers available for them to learn and use. As they train at the Jedi temple, younglings generally find themselves following certain paths that determine how they use the Force and conduct themselves in the galaxy at large. The Jedi sentinel is one such path. Jedi Sentinels become the true enemies of the dark side,

hunting down evil and stopping the spread of darkness wherever they go. They become masters of subtlety and are difficult to tempt with the dark side, even when constantly confronted with its power.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi sentinel. Furthermore, some of these powers require the Jedi sentinel to have a certain die code in non-Force skills.

Jedi sentinels combine their skills in the Force with non-Force skills that are commonly used by the public. They tend to have more *Mechanical* and *Technical* skills than other Jedi.

The canonicity of all powers in this section is Legends.

## Control Powers

### Clear Mind

**Control Difficulty:** Easy if the Force adept relaxed and at peace; Difficult if the Force adept is filled with aggression, fear, or other negative emotions; Very Difficult if the Force adept is acting on those negative emotions.

**Effect:** You clear your mind and attempt to avoid being detected by other Force-users, +4D modifier to opposed Force skill checks to detect the Force adept.

**Sources:** Jedi Sentinel Talent Clear Mind from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 40, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Gradual Resistance

**Control Difficulty:** Moderate

**Required Powers:** *Concentration, resist Force*

**Effect:** After the Jedi sentinel has taken damage from a Force power, like *Force push, projected fighting, Force lightning*, etc., they can activate this power as a means of defense against further attacks. This will grant a +2 Force bonus to all rolls made in defense against additional attacks by that Force power for the rest of the encounter. A Jedi sentinel harmed by *Force lightning* can use this power to bolster their defense against further attacks by *Force lightning* for the rest of the encounter. If the Jedi Sentinel is attacked subsequently by *Force push*, the +2 Force bonus cannot be applied.

**Sources:** Jedi Sentinel Talent Gradual Resistance from Rebellion Era Campaign Guide page 23, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Steel Resolve

**Control Difficulty:** Moderate

**Effect:** When making a melee attack, the Jedi sentinel can choose to take a penalty on the attack roll and add twice the amount to their *willpower* as an insight bonus. This lasts for one turn.

Skill roll $\geq$ Difficulty by:	Penalty/Bonus
0-10	-1 pip/+2 pips
11-20	-2 pips/+1D+1
21+	-1D/+2D

**Sources:** Jedi Sentinel Talent Steel Resolve from The Force Unleashed Campaign Guide page 24

## Sense Powers

### Sense Primal Force

**Sense Difficulty:** Very Easy if target has Force skills or is Force-sensitive; Moderate if not

**Required Powers:** *Magnify senses, sense Force, sense surroundings*

**Effect:** Jedi who spend time in a diverse wilderness learn the nuances of the living Force at work within a wild ecosystem. When within a natural wilderness area, such as a jungle, a forest, a steppe, a swamp, or plains, you tap into the vibrant living Force of the area and can use *sense surroundings* to detect targets out to a 45-meter radius, regardless of line of sight.

**Sources:** Jedi Sentinel Talent Sense Primal Force from The Unknown Regions page 196, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Sentinel's Observation

**Sense Difficulty:** Opposed by target's *Sense* or *Perception*

**Effect:** If the skill check is successful, you can strike an opponent from concealment, gaining a +2 modifier on attack rolls.

**Sources:** Jedi Sentinel Talent Sentinel's Observation from [The Clone Wars Campaign Guide](#) page 22, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Alter Powers

### Dark Side Bane

**Alter Difficulty:** Opposed by target's *alter*

**Required Powers:** *Sense Force*

*This power may be kept up.*

**Effect:** When a Jedi Sentinel uses a damage-dealing Force power against a creature with at least 1 Dark Side Point, the Jedi Sentinel deals +1 extra damage equal to your D in *Perception*.

**Sources:** Jedi Sentinel Talent Dark Side Bane from [Legacy Era Campaign Guide](#) page 27

### Dark Side Scourge

**Alter Difficulty:** Opposed by target's *alter*

**Required Powers:** *Sense Force*

*This power may be kept up.*

**Effect:** Against creatures with Dark Side Points, you deal +1 extra damage on melee attacks equal to your D in *Perception*.

**Sources:** Jedi Sentinel Talent Dark Side Scourge from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) page 40, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Resist the Dark Side

**Alter Difficulty:** Moderate

**Required Powers:** *Sense Force*

*This power may be kept up.*

**Effect:** You gain a +5 modifier to all opposed Force skills against powers with the [Dark side] descriptor and Force powers originating from any dark Force-user (any Force-user who has Dark Side Points equal to the D they have in *control* or *Perception*).

**Sources:** [Star Wars: The Roleplaying Game Saga Edition](#) page 41, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Sentinel Strike

**Alter Difficulty:** Moderate

**Effect:** Whenever a Jedi sentinel uses a lightsaber or a damage-dealing Force power to attack an opponent that is caught by surprise or fails a *dodge* or *Dexterity* roll to avoid the attack, the Jedi sentinel can deal an additional 1D damage with that attack.

This power cannot be used with any dark side power.

**Sources:** Jedi Sentinel Talent Sentinel Strike from [Knights of the Old Republic Campaign Guide](#) page 25

## Control and Alter Powers

### Sentinel's Gambit

**Control Difficulty:** Moderate

**Sense Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, reduce another's attribute, transfer Force*

**Effect:** Once per encounter, the Jedi sentinel can designate an adjacent enemy with at least one Dark Side Point as the target of this power. Upon making the successful rolls, the target suffers a -1D penalty to all *dodge* and *Dexterity* rolls made to avoid the Jedi sentinel's attacks for one turn.

**Sources:** Jedi Sentinel Talent Sentinel's Gambit from [Knights of the Old Republic Campaign Guide](#) page 25

## Control, Sense, and Alter Powers

### Dampen Presence

**Control Difficulty:** Moderate, modified by proximity

**Sense Difficulty:** Target's *control* or *Perception*

**Alter Difficulty:** Moderate

**Required Powers:** *Affect mind, dim another's senses*

**Effect:** When interacting with an individual, the Jedi sentinel can use this power to lessen the impression they leave on the individual. If successful, then once the Jedi sentinel leaves, the individual will not remember interacting with the Jedi.

While the effects of this power seem like *memory wipe*, no physical contact is involved, and the influence is more subtle and not as violent.

**Sources:** Jedi Sentinel Talent Dampen Presence from [The Force Unleashed Campaign Guide](#) page 24

### Force Haze

**Control Difficulty:** Moderate, modified by proximity

**Sense Difficulty:** Opposed by target's *control* or *Perception*, +3 for each additional target

**Alter Difficulty:** Difficult, +3 for each additional ally

**Required Powers:** *Affect mind, clear mind*

*This power may be kept up.*



## Star Wars

**Effect:** You can create a “haze” that hides you and your allies from the perception of others. You can hide several creatures in line of sight equal to the D you have in *alter*. Any opponent that moves into line of sight of anyone hidden by *Force haze* makes an opposed *search* check versus the Force adept’s *Alter* check. If successful, all hidden creatures are treated as if in full cover (cannot be seen). *Force haze* is dismissed instantly if anyone hidden by the *Force haze* makes an attack or moves faster than the Force adept.

**Sources:** Jedi Sentinel Talent Force Haze from Star Wars: The Roleplaying Game Core Rulebook Saga Edition pages 40-1, Jedi Sentinel Talent Persistent Haze from Scum and Villainy page 13, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

# Jedi Shadow Powers

1D would equal to no Dark Side Points, 1D+1 would be 1 Dark Side Point, 2D would be 3, 3D would be 6, etc.

In addition, the Jedi shadow immediately picks up the *con* skill, with a die code one pip higher than their *Perception* die. That is; unless they already have this skill, regardless of the die code.

**Sources:** Jedi Shadow Talent Dark Deception from Knights of the Old Republic Campaign Guide page 39



Jedi shadows are elite Jedi sentinels who specialize in abilities that aid them in the pursuit of dark side users in all forms and locations. While members of the Jedi Order choose the path of the Jedi

shadow, the Jedi Covenant also had members who pursued the same path – Jedi Covenant shadows.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi shadow. Furthermore, some of these powers require the Jedi shadow to have a certain die code in non-Force skills.

Jedi Shadows often work alone and from the shadows to seek out and destroy any dark side artifact or practitioner. While their methods seem similar, Jedi investigators focus on the criminal elements, while Jedi shadows focus on items and individuals connected to the dark side of the Force. Nevertheless, Jedi shadows focus on the same set of skills Jedi Investigators do: *con*, *con: disguise*, *investigation*, *law enforcement*, *sneak*, and *streetwise*. Jedi shadows often wore chest and leg plating, so they would know *armor repair* to keep them in good condition. They also wield double-bladed lightsabers. As they start out as Jedi sentinels, Jedi shadows have access to the powers usually associated with the Jedi sentinels. Jedi shadows are permitted to study and wield dark side powers beyond what was normal for a Jedi Knight; thus, it is not uncommon for a Jedi shadow to have the skill *scholar: dark side lore*.

The canonicity of all powers in this section is Legends.

## Control Powers

### Dark Deception

**Control Difficulty:** Difficult

**Required Powers:** *Sense Force*

**Effect:** The Jedi shadow can cloak their intentions with a veil of anger and hate. When another Force-sensitive tries to sense the Jedi shadow in any way, the other individual will sense that the dark side was in the Jedi shadow. It would be as if the Jedi shadow had Dark Side Points equal to the number of pips in their *Perception* die over 1D. For example, a *Perception* of

# Jedi Watchman Powers

For every +5 the Jedi watchman's *sense* roll beats the difficulty, the Jedi watchman can designate an additional ally. **Sources:** Jedi Watchman Talent Force Warning from Knights of the Old Republic Campaign Guide page 40



Jedi watchmen are elite Jedi who are tasked with watching over a specific world or region of space. They seek out and destroy threats to the Republic and the Jedi Order.

To become a Jedi watchman, a Jedi must be appointed and then approved by the Jedi Council. Then the Jedi, many of whom are Jedi consulars, though some start out as Jedi sentinel, receive special training to enhance their abilities to blend in and investigate the threats at the source. The Jedi

watchman's assignment may change at the Council's discretion.

While the powers listed in this section are available to all Jedi, they are mainly used by those who follow the path of the Jedi watchman. Furthermore, some of these powers require the Jedi watchman to have a certain die code in non-Force skills.

The canonicity of all powers in this section is Legends.

## *Control, Sense, and Alter Powers*

### **Force Warning**

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate or attacker's *control* roll

**Alter Difficulty:** Moderate

**Required Powers:** *Danger sense, life detection, sense Force*

**Effect:** At the start of an encounter, if any allies within 20 meters of the Jedi watchman are surprised, but the Jedi watchman is not, the Jedi watchman can designate a number of these allies. The number of allies the Jedi watchman can designate equals to the number of pips assigned to their *Perception* die above 1D divided by 2, rounded down. For example, with a *Perception* of 1D+2, the Jedi Watchman can designate 1 ally. 2D is again 1 ally, but 2D+1 means 2 allies.

The allies the Jedi watchman designates are no longer surprised and can act normally.

# Telepath Powers



There are several telepathic species in the galaxy, and among nontelepathic species, there are some who use the Force in ways that mimic the abilities exhibited by telepathic races. The Jedi have encountered these individuals and have recruited some into the Jedi Order.

Over time, the Jedi from the telepathic species have learned to use the Force to duplicate their telepathic abilities. However, through trial and error, these Jedi have learned that most of these duplicate powers could not be taught to Jedi from non-telepathic races. They have also found that these duplicate powers are just as effective as the original telepathic abilities. Over time, these Jedi have adopted a policy of sorts regarding the telepathic powers that Jedi from non-telepathic species could not learn. At times, an individual from a telepathic species who was also Force-sensitive was unable to learn how to use a

certain telepathic ability that their species could use. A Jedi from the same species would go to the individual in question and attempt to help the individual learn the ability. Attempts to do so using the species' method of training would fail; however, when the Jedi tried to teach the individual the duplicate power the Jedi Order created, it was a success. In essence, these telepathic powers that the Jedi Order have duplicated can be used as a teaching aid for those individuals from telepathic species who have such "learning disabilities." This is perhaps the only exception to the Jedi Order's policy that a Jedi must not teach Force powers to other Force-sensitive individuals outside the Jedi Order.

**Author's Note:** When I first learned of Aryn Leneer from The Old Republic: Deceived and how she was a Force empath, I wondered if there were other "specialized" Jedi beyond those that had been described in several Wizards of the Coast

sourcebooks, like Jedi healer, Jedi instructor, etc. I wondered about the powers associated with these individuals, but some of the powers in question seemed to be covered by *affect mind*, *control mind*, *projective telepathy*, *receptive telepathy*, and similar powers. Other possible powers could be found among the psionic powers one would find in the Advanced Dungeons and Dragons roleplaying game.

When the Telepath prestige class first appeared in Ultimate Alien Anthology, I first treated them as variations of previously established Force powers. However, in looking at them again, and seeing some of them appear again in the Jedi Academy Training Manual, I decided to create d6 conversions for them and list these conversions here.

For a while, I did not know how to address the issue of how a Jedi from a non-telepathic species may be able to learn these powers. I felt these were exclusive powers – powers that only a select few Jedi can learn. After some discussion on The Rancor Pit, I have made the decision that in general only Jedi and Sith from telepathic races can learn these powers. There are two exceptions to this rule. First, *mind probe* is available for any Jedi to learn regardless of race. Second, a Force-sensitive individual from a telepathic race who is not a Jedi can learn these powers if they are unable to learn the standard version utilized by their species. Basically, they would have a "learning disability" towards learning their species' telepathic abilities, and the Force powers are an alternative option for them to consider.

The canonicity of all powers in this section is Legends.

## Control Powers

### Psychic Citadel

**Control Difficulty:** Moderate

**Required Powers:** *Force of will*  
*This power may be kept up.*

**Effect:** Telepaths can shield their minds from mental attacks with the Force.

This power is identical to the Jedi power *force of will*. The key difference between the two is because telepaths are focusing their mental energies on the shield as well, they receive an additional bonus to their "protection number."

Skill roll $\geq$ Difficulty by:	Bonus
0-10	+5
11-20	+10
21+	+15

If the attack roll fails against the "protection number" by more than 10, the opponent suffers 2D from the backlash of the failed attack.

**Source:** Telepath Talent Psychic Citadel from Jedi Academy Training Manual page 18, Telepath Talent Psychic Defense from Jedi Academy Training Manual page 18, Telepath class

feature Psychic Citadel from [Ultimate Alien Anthology](#) page 222

## Sense Powers

### Thought Sensor

**Sense Difficulty:** Very Easy if target has Force skills or is Force-sensitive; Moderate if not.

**Required Powers:** *Life detection, life sense, receptive telepathy, sense Force*

**Effect:** Through the Force, telepaths can sense the psychic vibrations of all living beings within twenty meters. This prevents the telepath from being surprised by any being or creature detected by this Force power.

Force-sensitive individuals and creatures can escape detection by using the *Force stealth* power. If the target's *control* roll defeats the telepath's *sense* roll, the target evades detection for that round. So long as the target remains within the 20-meter range of the *thought sensor*, the target must make a new check each round. Once the target gets out of range, the telepath cannot detect the target with this power.

**Source:** Telepath class feature Thought Sensor from [Ultimate Alien Anthology](#) page 221

## Alter Powers

### Mind Shard (Telepath)

**Alter Difficulty:** Target's *control, Perception, or willpower*.

**Required Powers:** *Life detection, life sense, receptive telepathy, sense Force, thought sensor*

**Effect:** The telepath can send daggers of psychic energy into an opponent's mind, disrupting the target's neural pathways. The telepath can use this power on any target within 20 meters but must first sense the target's thoughts. If the target can evade detection, they cannot be targeted with this power. If the target can make a successful roll, the target suffers no damage. Otherwise, the target suffers 2D damage. For every 5 the target fails the roll, the target receives an additional die of damage up to 5D.

Any telepath using this power automatically receives a Dark Side Point.

**Source:** Telepath class feature Mind Shard from [Ultimate Alien Anthology](#) page 222, Force power *mind shard* from [Jedi Academy Training Manual](#) page 28

## Control and Sense Powers

### Mind Probe

**Control Difficulty:** Very Easy

**Sense Difficulty:** Target's *control, Perception, or willpower*.

**Required Powers:** *Concentration, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** Through the Force, telepaths can probe the mind of an individual for specific information. The telepath must see the target – either in person or through electronic means – for this to work. Doing this requires total concentration from the telepath; therefore, the telepath performs no other action while doing this.

If the target fails the opposed roll, the target is unaware of the probe. If the opposed roll succeeds, the target is aware of the probe, but unable to do anything more about it. If the target's opposed roll succeeds by 10 or more, then the target is able to block the probe, preventing the telepath from finding the information for which they are seeking.

If the target has no knowledge of the information for which the telepath is looking, the probe automatically fails.

**Author's Note:** There have been many instances where a Jedi probed the mind of another for information. For some time, *receptive telepathy* has been used to explain this. To me, *receptive telepathy* allows a Jedi to sense the surface thoughts and feelings of the individual, akin to Betazoid empathy from the Star Trek franchise. But this is not an actual probe in my opinion. The Jedi is not bypassing the mental defenses of the target to seek information. *Mind probe* does this. Therefore, the *mind probe* power is the one exemption to the restriction listed at the beginning of this section and should be available for any Jedi to learn.

**Source:** Telepath class feature Mind Probe from [Ultimate Alien Anthology](#) page 221, Telepathy Talent Mind Probe from [Jedi Academy Training Manual](#) page 18

## Control and Alter Powers

### Create Receptacle

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult.

**Required Powers:** *Concentration, control another's pain, control pain, create Force talisman, Force weapon, transfer Force*.

**Effect:** A telepath can imbue an amulet, a brooch, a cloak pin, or other piece of jewelry with a fraction of their psychic power.

The telepath can spend a Force point and "charge" the receptacle with up to ten Character Points. The maximum number of Character Points the receptacle can be charged with is the number of Character Points the telepath has at the time of the receptacle's creation. The Character Points stored in the



receptacle can only be spent on skill rolls associated with Force or telepathic powers. Any attempt to spend these points on other skills – like *Dexterity* skills and etc. – automatically fails. Once the receptacle is drained, the telepath can recharge it, but the maximum limit is again determined by the number of Character Points the telepath has when recharging.

The receptacle will only respond to the one who created it. Another telepath trying to use it will fail. Should the receptacle be destroyed, the stored character points are lost.

Creating and recharging the receptacle requires eight hours of uninterrupted meditation during which the telepath can do nothing. Any distraction will cause the attempt to fail, and the telepath must wait a day before trying again.

**Source:** Telepath class feature Receptacle from [Ultimate Alien Anthology](#) page 222

## Neural Storm

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control*, *Perception*, or *willpower*.

**Required Powers:** *Affect mind*, *dim another's senses*, *Force stun*, *life detection*, *life sense*, *receptive telepathy*, *sense Force*, *thought sensor*

**Effect:** The telepath can overload a target's neural network, causing the target to suffer momentary disorientation. The telepath must either see the target or sense the target's thoughts to use this power on the target. If the target makes a successful the *control*, *Perception*, or *willpower* roll, the target suffers no damage. Failure results in the target being dazed and considered *stunned* for 1D rounds.

**Source:** Telepath class feature Neural Storm from [Ultimate Alien Anthology](#) page 222

## Psychic Scourge

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control*, *Perception*, or *willpower*.

**Required Powers:** *Life detection*, *life sense*, *receptive telepathy*, *sense Force*, *thought sensor*

**Effect:** The telepath can lash opponents with tendrils of psychic energy. The telepath must either see the target or sense the target's thoughts to use this power on the target. If the target successful makes the *control*, *Perception*, or *willpower* roll, the target suffers no damage. Failure results in the telepath choosing to have the target suffer temporary damage to their *Knowledge* or *Perception* die. The damage is 1D per strike and is cumulative. Should the *Knowledge* or *Perception* die drop to 0D, the target falls into a coma.

So long as the target does not fall into a coma, the target can recover the lost attribute dice through rest. If the target falls into a coma, the target will have their attributes restored after awakening from the coma.

Any telepath using this power automatically receives a Dark Side Point.

**Source:** Telepath class feature Psychic Scourge from [Ultimate Alien Anthology](#) page 222

## Thought Bomb (Telepath)

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control*, *Perception*, or *willpower*.

**Required Powers:** *Control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *reduce another's attribute*, *transfer Force*

**Effect:** The telepath can unleash a burst of psychic energy that can scramble the thought patterns of living creatures within 40 meters of the telepath.

In GM terms, this power will cause all creatures in range to suffer a temporary penalty to all attack, defense, attribute, and skill rolls.

<b>Alter Roll &gt; Target's roll by:</b>	<b>Penalty</b>	<b>Duration</b>
1-5	-1D	4 rounds
6-10	-2D	3 rounds
11-15	-3D	2 rounds
16+	-4D	1 round

A target making a successful *control*, *Perception*, or *willpower* roll will avoid the effects of this power.

The telepath can choose to direct the force of this power and shield targets from its effects. Doing so adds +10 to the *control* difficulty for each creature the telepath wishes to shield.

**Author's Note:** Though it shares the same name as the dreaded Dark Side power Kaan used, and the d20 description in the [Ultimate Alien Anthology](#) is similar to the d20 description in the [Jedi Academy Training Manual](#), this power is very different from the aforementioned Dark Side power. Hence the "(Telepath)" in the descriptor.

**Source:** Telepath class feature Thought Bomb from [Ultimate Alien Anthology](#) page 222

## Control, Sense, and Alter Powers

### Psychic Avatar

**Control Difficulty:** Very Difficult

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Heroic.

**Required Powers:** *Affect mind*, *control another's pain*, *control pain*, *dim another's senses*, *emptiness*, *hibernation trance*, *illusion*, *illusion bond*, *life detection*, *life sense*, *magnify senses*, *projective telepathy*, *receptive telepathy*, *sense Force*, *telekinesis*, *transfer Force*.

**Effect:** A telepath can project a mental image – a psychic avatar – of himself or herself across great distances.

It takes a full found for a psychic avatar to manifest. When activated, the telepath's mind travels to wherever the psychic avatar manifested while the body enters a state of suspended animation that can be mistaken for death. While in this state, the telepath lacks their usual sensory awareness and is vulnerable to attack. Should the telepath's body be killed

while this power is active, the psychic avatar disappears, the mind returns to the body, and the telepath dies.

The telepath can choose where the psychic avatar appears, and while distance is not a factor, the psychic avatar can only manifest at a location that the telepath had been to at some point in the past.

The telepath can maintain the psychic avatar for several rounds equal to their *Strength* die rounded down. Projecting the psychic avatar beyond this requires a Moderate *stamina* or *Strength* roll which increases by one level for each additional round the power is kept up. Should the telepath fail to make the roll, the psychic avatar disappears, the telepath's mind returns to the body, and the telepath awakens from stasis but physically exhausted for 2D rounds.

The psychic avatar can make the same attribute and skill rolls as the telepath. As it is a psychic construct and lacks a physical body, it is immune to any affect that require a *stamina* or *Strength* roll to resist. *Willpower* rolls are the same, but on rolls that normally require *dodge* or *Dexterity* to evade, the psychic avatar uses *willpower* or *Knowledge* instead.

While the telepath's mind is in the psychic avatar, the telepath can perceive people and objects up to 20 meters away. Anything beyond that range and anyone who is hidden from their *thought sensor* cannot be perceived. The psychic avatar can interact with other psychic avatars and Force spirits that are within that range.

The psychic avatar can move in any direction and pass through walls, but it cannot physically manipulate the surroundings or harm living creatures. It can launch purely mental attacks towards opponents, which include the powers listed in this section. It can also launch physical attacks against other psychic avatars and Force spirits, inflicting 1D damage per successful strike.

While within the psychic avatar, the telepath's mind is as vulnerable to mental attacks and mind-affecting powers as it would be back in the telepath's physical body.

Psychic avatars can neither use nor be affected by telekinetic powers or powers that invoke a *Strength* roll to resist.

The psychic avatar can still take damage as the telepath would. Once the psychic avatar is "killed," the telepath's mind returns to the body. Should the psychic avatar be killed by an attack that had an excess of damage, the telepath's body suffers the excess damage upon the mind returning to the body.

**Source:** Telepath class feature Psychic Avatar from Ultimate Alien Anthology pages 222-7

# Force Training Regimens

Over the course of the history of the Jedi Order, a good number of Force training exercises and regimens have been developed for the purpose of strengthening the students' connection to the Force and learning new Force powers. These exercises and regimens are presented in this section.

**Author's Note:** Several of these exercises and regimens have originally appeared in West End Games' Galaxy Guide 9: Fragments from the Rim. These have been converted to Saga stats and published in Wizards of the Coast's Jedi Academy Training Manual. These exercises and regimens will be prefaced with an indication of the original source or the source from which it has been converted. When possible, I will combine aspects of both versions, though the version from Galaxy Guide 9: Fragments from the Rim will take precedence.

## Training Aids



During the final years of the Old Republic, the Jedi brought Force-sensitive children to the Jedi Temple while they were still infants. Once the children were old enough, the Jedi began instructing them in the ways of the Force. To prevent the early training from becoming too dull or rigid, the instructors developed training aids that allowed the children to enjoy their instruction time. There were four types of aids used by the Jedi instructors. The image emitter was associated

with the *eyes of the Force* training regimen, and the training remote was used in lightsaber training. Both training regimens will be discussed later in this section.

The third type of aid consisted of alter toys. These toys came in a variety of shapes, sizes, and functions. The toys contained objects that could be seen, but not physically touched. Examples include clear spheres and small cubes containing objects meant to be manipulated to create a certain pattern or to solve a puzzle. All these toys encourage Force-sensitive students to manipulate the objects inside the containers using *telekinesis*.

Another alter toy consisted of a clear sphere or cube filled with sand that naturally occurred in the Gelviddis Cluster. A child could use *telekinesis* to manipulate the sand to make shapes or images like holos in the sand.

By using these toys, the Force-sensitive child learns the *alter* Force skill, starting with 1D in the skill, and *telekinesis*. If the toy requires the manipulation of several objects, the child can learn to manipulate several objects at once. This option also applies to the toys filled with Gelviddis Cluster sand. If the child makes the successful *alter* roll, the child increases their *alter* by +1 and can choose to learn *split Force*.

The final type of aid were control toys. These included colorful disks that kept track of the heart rate of any creature they were placed on, handgrips that emitted bright lights as the holder's body temperature rose and lowered, and figures that moved at the same rate as the owner's breathing. These toys performed interesting or colorful acts when the vital statistics of a creature holding them changed in a predetermined way. These toys encouraged young Force-sensitive children in small ways using the Force.

By using these toys, the Force-sensitive child learns the *control* Force skill, starting with 1D in the skill.

These toys were present in the Jedi Temple during the time of the Old Republic. With the fall of the Old Republic and the rise of the Empire, most of these toys were destroyed. By the time of the New Republic, these toys were found at one location and possibly at another. After the destruction of the Eye of Palpatine battlemoon, Leia Organa Solo and Callista Ming found some of these toys in Jedi Master Plett's House on Belsavis. They took them so that Leia's children could play with them while learning to use the Force. It is likely that Jedi Master Luke Skywalker borrowed them when the children were old enough so that his own students could use them while learning to use the Force themselves. It is possible that these toys were also present in the ruins of the *Chu'unthor* on Dathomir. While there is no official confirmation of this, since one of the missions of the *Chu'unthor* was to find prospective Jedi students, it would make sense to have these toys on board should the crew find any Force-sensitive children.

## Force Regimens

### Awaken Force Sensitivity

**Converted from:** Jedi Academy Training Manual page 10

**Duration:** One hour

**Target:** Person who is Force-sensitive but has no knowledge of it

**Training exercise:** This training regimen is used to awaken another character to the larger world of Force sensitivity. You and the beneficiary of this regimen practice meditation, quieting your minds and listening to the Force.

**Purpose:** To help another learn to sense the Force.

**Reward:** A Moderate *control* and *sense* roll does not awaken the Force in the target, but you can choose to learn *sense Force potential* if not already known.

A Difficult *control* and *sense* roll awakens the Force in the target, and you can choose to learn *sense Force potential* if not already known.

A Very Difficult *control* and *sense* roll awakens the Force in the target who gains a +1 Force bonus that last for 24 hours on any Force checks when activating a power. You can choose to learn *sense Force potential* if not already known.

A Very Difficult +5 *control* and *sense* roll awakens the Force in the target who gains a +2 Force bonus that last for 24 hours on any Force checks when activating a power. You can choose to learn *sense Force potential* if not already known.

### Eyes of the Force

**Converted from:** Jedi Academy Training Manual pages 10-1

**Duration:** One hour

**Target:** Person who is being tested

**Preparation:** A two-dimensional display and an assistant.

**Training exercise:** This regimen trains you to sense images that you cannot normally see by reading the surface thoughts of others. During this regimen, an assistant holds a two-dimensional image viewer so that you can see the images being displayed on the screen. As the image viewer cycles through different images of common objects, you must read the surface thoughts of the assistant to determine what image is being displayed on the screen at that time.

**Purpose:** To sense the thoughts of others.

**Reward:** A Moderate *sense* roll means you successfully read a third of the assistant's surface thoughts. You learn *receptive telepathy*. You gain a +1 Force bonus on *sense* checks made to use *receptive telepathy*.

A Difficult *sense* roll means you successfully read two-thirds of the assistant's surface thoughts. You learn *receptive telepathy*. You gain a +2 Force bonus on *sense* checks made to use *receptive telepathy*.

A Very Difficult *sense* roll means you successfully read all the assistant's surface thoughts. You learn *receptive*

*telepathy*. You gain a +2 Force bonus on *sense* checks made to use *receptive telepathy*. The difficulty to use *receptive telepathy* against an unwilling target is reduced one level.

### Oxygen Bottle



**Source:** Galaxy Guide 9: Fragments from the Rim pages 74-5

**Converted from:** Jedi Academy Training Manual page 12

**Duration:** One hour

**Target:** Participant only

**Preparation:** Glass bottle with vacuseal stopper

**Training exercise:** The object of this training exercise is, starting with an empty bottle and a vacuseal stopper, to finish with a bottle of pure oxygen, extracted from the air, using only Force skills. It is yet another test of a Jedi's mental discipline and concentration and teaches the student how to extend his awareness and control beyond the readily perceptible. The base time to perform this exercise is one day. This task requires knowledge of the *telekinesis* power, and all difficulties apply to this power.

#### Step One: Emptying the Bottle

First, the bottle must be completely emptied. Jedi tend to take a very literal view of this type of instruction; completely emptying the bottle means evacuating it to as close to a 100% vacuum as possible. A 10% vacuum requires a Difficult roll (this reduces the pressure inside the bottle from 1 atmosphere to 0.9 atmospheres). A 90% vacuum requires a Very Difficult roll, a 99.9% vacuum requires a Heroic (with +15 modifier) and so on. This power must be kept up or the bottle will immediately flood with air again.

At any time, a roll of 60 will tell the Jedi exactly how many molecules remain within the bottle at any given time. One corollary of this is that on a Very Difficult *sense* roll for any Jedi with the *telekinesis* power, the Jedi can tell how much something weighs to the nearest 0.001 milligram.

#### Step Two: Filling with Oxygen

This is the *really* difficult part. The Jedi must now permit oxygen molecules (and no others) to re-enter the bottle. His earlier *telekinesis* roll must be kept up, he needs a Difficult *sense* roll in order to identify the molecules he is supposed to be admitting, and he needs a Heroic *telekinesis* roll in order to make his barrier selectively permeable.

This process normally takes 12 hours. The Jedi must roll once for each hour. The Jedi may speed up the process, by adding +10 to the difficulty of each roll for each hour saved.

**Purpose:** To learn to sense and manipulate matter on a molecular scale.



**Reward:** Increase *alter* by +1D. If a successful *sense* roll is made, increase *sense* by +1D. Can choose to learn *art of the small (control and alter)* provided *art of the small (control)* is already known.

## Quiet the Mind

**Converted from:** Jedi Academy Training Manual page 11

**Duration:** One hour

**Target:** Participant only

**Training exercise:** This regimen trains you to block out distractions and stray thoughts. It requires little more than finding a quiet, secluded spot and slipping into a meditative trance to clear your mind of doubt, questions, fear, and the chaos of the galaxy. Jedi use this technique to open themselves to the flow of the Force, allowing them to see distant places and events.

**Purpose:** To quiet the mind and see distant places and events.

**Reward:** A Moderate *control* and *sense* roll means you meditate, but your mind is still clouded by external stimuli.

A Difficult *control* and *sense* roll means you meditate, quieting your mind but for a few distractions.

A Very Difficult *control* and *sense* roll means you meditate, quieting your mind entirely. Increase *control* by +1 and *sense* by +1. Learn *farseeing*.

## Telekinesis Practice

**Source:** Galaxy Guide 9: Fragments from the Rim pages 75-7

**Converted from:** Jedi Academy Training Manual page 12

**Duration:** One hour

**Target:** Participant only

**Preparation:** You will need one small ball, ideally marble-sized, and hollow hemisphere of at most twenty-five times the radius of the smaller ball.

**Task:** Place the hemisphere on a flat surface with the ball inside it. Then use the Force to anchor the position of the hemisphere so that it does not rock. Having done this, use the *telekinesis* power to exert a perpendicular force between the marble and the hemisphere. Finally, begin *rolling* the marble up the inside of the dish.

The dish must remain completely steady, despite the normal force acting upon it, and the marble must not slip. If it does slip, or if the bowl moves, you are applying insufficient force. Roll the marble up the side of the dish and “curl it out” onto the hemisphere’s lip.

Rest.

Then roll the marble back down to the center of the bowl. Do not permit it to roll of its own accord, or to overshoot the mark. Once you believe that the marble is at the bottom of the bowl, release your hold on it. If it moves perceptibly, you are not placing it accurately enough. If the bowl moves, you are applying too much force.

Repeat 35 times, rolling the marble out to a different point on the lip of the hemisphere each time.

As a variant, invert the bowl and place the marble next to it on the floor. Then roll the marble up the outside of the hemisphere until it has reached the middle. Release your hold momentarily, then re-engage before the marble has moved. The accuracy of the placement is of paramount importance; otherwise, you will not have time to release and re-exert your hold before the ball has begun to move. Finally, roll the marble back down the hemisphere to a different point on the floor. Repeat 35 times.

A second variant on this exercise involves precisely anchoring the position of the ball, rather than the bowl, then sliding the bowl out from under it in such a way that the friction between the marble and the bowl is sufficient to cause the marble to rotate in place. Once the marble is free, continue to rotate the bowl in space until the opposite engages the marble once more. Continue until the marble is once more at the bottom of the bowl. Release your hold. If the bowl moves noticeably after you have released it, you have either overshot with your rotation, or not gone far enough. If the marble moves, then you allowed its position to drift during the exercise. As before, repeat 35 times, turning the bowl in a different direction each time.

**Game Notes:** This task requires an Easy *telekinesis* total, with a +15 difficulty modifier due to the complexity and subtlety of the maneuvers.

**Purpose:** To learn to manipulate objects.

**Reward:** Increase *alter* by +1. Gain two temporary Force Points that can only be used on *alter* checks when using a telekinetic power or to reroll an *alter* check when using a telekinetic Force power, keeping the second result.

### Telekinesis Practice Two

**Duration:** One hour

**Target:** Participant only

**Preparation:** You will require a number of balls of equal size. 3D-billiards balls are a good size to use to begin with.

**Task:** In the simplest exercise, simply stack the balls one atop the other as high as you can go. Then experiment with forming arches, free-floating structures, inverted pyramids, orbital systems, and so on. Try building balls in as many different orders as possible – from the floor upwards, from the apex downwards, from the center outwards, and at random – so that you have to levitate and insert balls through narrow gaps.

**Game Notes:** This task requires the *telekinesis* Force power, requiring anywhere from a Moderate to Heroic totals; additional modifiers may be applied as necessary.

**Purpose:** To learn to manipulate objects.

**Reward:** Increase *alter* by +1.



## Lightsaber Training Regimens

### Sparring Practice

**Source:** Conveted from Jedi Academy Training Manual pages 11-2

**Duration:** Two hours

**Target:** Participant only

**Preparation:** Lightsaber or training lightsaber and a sparring partner

**Training exercise:** The simple regimen allows you to practice against another living opponent, simulating one-on-one combat. During sparring practice, each combatant attempts to strike the other while exercising restraint and control. If you use a training lightsaber, you can spar without fear of harming your opponent.

**Purpose:** To hone your sparring skills.

**Reward:** Making a successful Difficult *control* and *sense* roll means you have honed your lightsaber skills, but see little in the way of improvement. You gain a temporary Force point that can only be spent on a *melee parry* check to block a lightsaber.

Making a successful Very Difficult *control* and *sense* roll means you have honed your lightsaber skills, improving your technique by small degrees. You gain a temporary Force point that can only be spent on a *melee parry* check to block a lightsaber. You gain a temporary Force point to use for either a *control* or *sense* check when using *lightsaber combat*. Increase *lightsaber* by +1 and *melee parry* by +1.

Making a successful Very Difficult *control* and *sense* roll means you have honed your lightsaber skills, improving your technique by small degrees. You gain a temporary Force point that can only be spent on a *melee parry* check to block a lightsaber. You gain two temporary Force points to use for either a *control* or *sense* check when using *lightsaber combat*. Increase *lightsaber* by +1, *melee parry* by +1, *control* by +1, and *sense* by +1.

### Training Remote



**Source:** Galaxy Guide 9: Fragments from the Rim page 74

**Converted from:** Jedi Academy Training Manual page 12

**Duration:** One hour

**Target:** Participant only

**Preparation:** Lightsaber, training remote, a helmet with a blast shield

**Training exercise:** The remote is a very old and surprisingly subtle form of Force training. The object is for the student to use his *lightsaber combat* skill to reflect an attack back at the globe sufficiently accurately to deactivate it (See page 157 of *Star Wars: The Roleplaying Game, Second Edition*). Most

remotes contain an on-board micro-processor that allows it to perform under its own power, and can have anything from 2D to 6D in *stunner* and/or *dodge*. The bolts it fires can likewise be set to do from 1D to 3D stun damage. The globe may be set to have 1D to 7D *Strength* for damage resistance purposes. More lethal versions of remotes have been known to be employed as sentry or assassination units.

Tricks such as using *absorb/dissipate energy* to fend off stun bolts should be used by the pupil to help him complete the exercises. While acting under tuition, the tutor may forbid the pupil from using some of these tricks in order to stretch different areas of his skill, and may also require the student to be blindfolded, to use his lightsaber left- or two-handed, or to only draw it on being attacked in order to make the exercise more difficult.

One major point that this exercise covers is “what if the Jedi-to-be uses his *sense* skill to guide a lightsaber attack against the globe itself?” This is using the Force for attack, which is an offense that would normally gain the pupil a Dark Side Point. Fortunately, because this is a training exercise, this penalty does not apply, and the flaw may be corrected without further harm being done, though the pupil may be rebuked by the Master for violating the procedures of a defensive exercise.

**Purpose:** To learn to control the lightsaber. To sense the movements of the remote and anticipate when the remote will fire so you parry or even redirect the shot with your lightsaber.

**Reward:** Making a successful Difficult *control* and *sense* roll means you have honed your lightsaber skills, but the training remote got several hits on you. You can spend a “free” Force Point towards your roll when deflecting a blaster shot with your lightsaber.

Making a successful Very Difficult *control* and *sense* roll means you have honed your lightsaber skills, but the training remote got a few small hits on you. You can spend a “free” Force Point towards your roll when deflecting a blaster shot. You also gain a temporary Force point that can only be used towards your roll when deflecting a blaster shot with your lightsaber.

Making a successful Very Difficult +5 *control* and *sense* roll means you have honed your lightsaber skills, and the training remote never harms you. Increase *lightsaber* by +1, *control* by +1, and *sense* by +1. You can spend a “free” Force Point towards your roll when deflecting a blaster shot. You also gain two temporary Force points that can only be used towards your roll when deflecting a blaster shot with your lightsaber.

### Vo'ren Faalo's Cadences

**Source:** Galaxy Guide 9: Fragments from the Rim pages 70-4

**Converted from:** Jedi Academy Training Manual pages 12-4

*“While it is true that a Jedi uses his power only for defense, never for attack, it is equally true that a Jedi must nevertheless prepare with great vigilance, for only the Force knows when you may face your greatest battle.”*

- Excerpt from Jedi Master Vo'ren Faalo's *Book of Practical Lightsaber Technique*.



The Jedi are renowned for their skill with that most elegant of personal weapons: the Jedi lightsaber.

While there is no denying that the

lightsaber's lethal in skilled hands, the amount of training and practice required to achieve any degree of skill is staggering. The competence comes from not only training the reflexes, but from training the mind as well. All too often the young Jedi has superior physical skills, yet their ability to concentrate and relax their minds is lacking.

Vo'ren Faalo was a Jedi battlemaster during the days of the Old Republic. Considered one of the greatest lightsaber instructors of all time, Vo'ren Faalo is credited with having such an intimate knowledge of lightsaber combat that he could teach anyone to master any known lightsaber combat form. Master Faalo taught his students that mastery of the lightsaber has little, if anything, to do with physical strength or manual dexterity, but that a Jedi's lightsaber was the focus for his own mental discipline and sensitivity to the Force. Master Faalo created five training regimens, known as cadences, that helped his students control their lightsabers by mastering their own self-control. According to Vo'ren Faalo, lightsaber mastery was dependent on the *control* and *sense* aspects of the Force, and only through the strictest mental discipline and through the stillness of the mind could a lightsaber be wielded with the necessary precision. Master Faalo's students often became unparalleled battlemasters and weapon masters in their own right, so few would argue with the effectiveness of this philosophy.

Like other Masters before him, Jedi Master Vo'ren Faalo developed his own formal lightsaber training for his young apprentices. Some Masters studied his practice techniques (which he called “cadences”) and adopted them as part of their own training for their Jedi. The following descriptions of Faalo's Jedi cadences are extracted from volume seven of Faalo's writings on lightsaber technique.

### Material

Faalo's cadences require several specific materials. Steel ball bearings of no more than 1 millimeter in diameter are recommended for these exercises; half a kilo is just under 100,000 bearings and costs no more than 3-5 credits. The candles can be produced by any autochef.

On some worlds, where mass-produced steel ball bearings, autochefs, and wax tapers are not so commonly available, this exercise is done using unlit candles. The object is to light each candle by contacting the lightsaber blade with the wick. This exercise would seem easier than the traditional technique were it not for the fact that the candles, particularly those created on low-tech worlds, do not show the consistency of length that many Jedi rely on to complete this exercise. This cancels out the bonus attached to hitting the larger wick target. Some Masters prefer this less technologically-based exercise as more elegant and aesthetically pleasing.

### First Cadence

**Duration:** One hour

**Target:** Participant only

**Preparation:** Make a batch of 19 wax cylinders (10 centimeters high and half a centimeter in diameter) using an autochef. Also obtain 196 metal (ideally steel) ball bearings.

**Cadence:** Start by placing one cylinder upright directly ahead of you at a distance of one to one and a half meters (so that you can just reach it with the tip of your lightsaber), and place one of the ball bearings on top of it. Then, from the rest position, draw your saber, ignite it, and strike the ball bearing. Your object is to completely evaporate the ball bearing without harming the wax cylinder it rests on. This requires you to strike to within one millimeter accuracy.

During the early stages of this cadence, a slight scorching of the cylinder is acceptable. If, however, it is physically distorted to a perceptible degree (by touch; remember the Guide of Perception), then you have made an error, and you should restart the cadence from the beginning.

Having successfully completed one ball bearing, place two directly ahead of you, *by hand*, with a 10-degree angle between them. The first few times you perform this maneuver, you should check the accuracy of your placement with a protractor or anglebeam. No more than a two-degree error is permissible.

When you become comfortable with this exercise, you should be able to place the cylinders with no more than a tenth of a degree error without needing to check. Talk to your tutor if you find this difficult.

Having successfully completed two cylinders, you should attempt three, again spaced out at 10-degree intervals ahead of you. Then four cylinders, then five, and so on until you cover the full 180 degree spread with nineteen cylinders.

Once you have completed all nineteen cylinders, you may want to obtain additional ball bearings for repetition purposes. There are a number of orders that you should remove the ball bearings in: From right to left; left to right; alternate left and right working out from the center; alternate left and right working in to the center; and random. Your teacher might suggest others. Only when you can perform all permutations, two-handed, left-handed, right-handed, and blindfolded with equal facility are you ready to advance to the Second Cadence.

**Game Notes:** This cadence, while seemingly a physical task, requires the utmost in mental discipline and calm to successfully complete. The difficulty to place the cylinders for the first cadence is Moderate with *control*, Easy with *sense*, and Very Difficult if using *Dexterity* or *Perception*. Hence Vo'ren Faalo's warning: "If you find this difficult, consult your tutor." If the Jedi-in-training is trying to use one of his attributes to perform this exercise, he has failed to understand exactly what is required of him.

Performing the initial exercise (one cylinder and ball bearing) requires a Heroic *lightsaber* skill roll, a Difficult *lightsaber* roll if used with a Moderate *control* roll, or a Moderate *lightsaber* roll if used with a Moderate *sense* roll. Each time the Jedi completes one phase of the cadence, reduce the difficulty by one level (minimum of Easy difficulty).

Each subsequent step of the cadence has the same level of difficulty as the initial task, with modifiers based on the number of cylinders:

+5 for two to ten cylinders.

+10 for eleven to nineteen cylinders.

Each time a phase of the cadence is completed, reduce the difficulty by one level (with a minimum of Easy).

The gamemaster may also add modifiers based on variations, for example, adding +5 to the difficulty for left-handed; +10 for drawing the saber and left-handed; +20 for blindfolded, drawing the saber, and left-handed.

The student is expected to learn to spend time preparing for this task, and he must master keeping his *control* roll up while demonstrating their proficiency with the lightsaber.

In order to advance to the second cadence, the entire set of exercises must be completed one after the other within the allotted one hour. This cadence may be simulated by only two or three die roll instead of rolling for every ball bearing.

If the student has any Dark Side Points, every Dark Side Point raises the difficulty of the exercise by five points. This is because the lesson requires a great deal of inner calm to be completed, and the Dark Side destroys this calm. An astute Jedi might use this cadence as an indication of how badly they have been tainted by the Dark Side.

Once the cadence has been completed, the Jedi will always be able to complete it at will, unless his difficulty number rises later for some reason (such as gaining a Dark Side Point). Therefore, even though the dice might not cooperate, once a Jedi has succeeded once, he will always be able to manage this exercise unless he has accumulated Dark Side Points.

**Purpose:** To teach precision through control of one's body and sensory awareness.

**Reward:** Increase *lightsaber* by +1, *willpower* by +2, *control* by +1, and *sense* by +1.

### Second Cadence

**Duration:** Two hours

**Target:** Participant only

**Preparation:** The second cadence requires 72 cylinders and 2,701 ball bearings.

**Cadence:** The cylinders must be placed at five-degree intervals (rather than 10-degree intervals); by the end of the cadence a full 360-degree circle is covered. There should be two ball bearings at the zero-degree position, so that you can start and end at zero degrees.

Where the first cadence allows over 18 seconds to place each cylinder and complete the saber strike, the second cadence permits just under three seconds to complete each one.

The cadence requires the Jedi to be able to strike accurately at all points around him. In the easier versions, you are permitted to turn to face the point at which you are striking. Once you have mastered this, you are expected to be able to strike at any point around you without having to turn at all; simply reach with the saber and use the Force to guide the stroke.

**Game Notes:** The second cadence requires a Moderate *control* roll to place the cylinders (or an Easy *sense* roll). Completing each step of the cadence requires a Heroic *lightsaber* roll with a Moderate *control* or a Moderate *lightsaber* roll with a Difficult *control* roll. Make six rolls to summarize the entire cadence. This assumes that the Jedi has completed the first cadence.

**Purpose:** To teach control and spatial awareness. The cadence hones your ability to strike at enemies coming from all sides.

**Reward:** Increase *lightsaber* by +1, and *control* by +1. Gain +2 Force bonus on lightsaber attack rolls against targets that flank you.

### Third Cadence

**Duration:** Three hours

**Target:** Participant only

**Preparation:** The third cadence requires a total of 186 cylinders and 16,290 ball bearings.

**Cadence:** The cylinders are placed at 2-degree intervals and the strike patterns used generally involve destroying every fifth ball bearing, then every fourth of the remainder, then every third, and so on until none are left. The exercise allows only one third of a second to complete all placements and all strikes.

**Game Notes:** The third cadence requires a Difficult *sense* roll to place the cylinders. Completing the cadence requires a Heroic *lightsaber* total, a Heroic (with a +15 modifier to the difficulty) *control*, and a Difficult *sense* total, rolling once for each hour of the cadence.

**Purpose:** To teach precision through control of one's body and sensory awareness. The cadence prepares you for irregular attack patterns from all sides.

**Reward:** Increase *lightsaber* by +2, *control* by +2, and *sense* by +2. Receive +2 Force bonus to lightsaber rolls when

redirecting a blaster shot back at the opponent. Any Force points spent for the purpose of blocking an attack or deflecting a blaster shot using *lightsaber* is regained at the end of the encounter.

### Fourth Cadence

**Duration:** Four hours

**Target:** Participant only

**Preparation:** This cadence requires 360 cylinders. By now the student should know whether his strike is accurate enough and therefore no ball bearings should be needed. Instead, the cylinders themselves should be 10.1 centimeters long with a raised center.

**Cadence:** Place the cylinders at 1-degree intervals. The saber strikes must be made in patterns corresponding to a series of complex mathematical equations. This means that on top of the fact that the Jedi can afford barely over one fifth of a second to strike, he also has to perform the complex calculations needed in his head without error and without slowing down.

**Game Notes:** The fourth cadence requires a Heroic *lightsaber* total, a Heroic (with a +25 modifier to the difficulty) *control*, and a Heroic *sense* roll while performing complex mental calculations (a Difficult *Knowledge* roll, or an additional Difficult *control* roll). Roll once for every ten minutes of the cadence. Many Jedi are still working on this Cadence at the time they complete their training.

**Purpose:** To teach composure and quick thinking amid the chaos of battle. The cadence teaches you to perform incredibly taxing mental tasks while also focusing on the external chaos of combat.

**Reward:** Increase *lightsaber* by +2, *control* by +2, and *sense* by +2. Receive +2 bonus to all checks necessary to keep a Force power active after sustaining damage. Can choose to learn *instinctive astrogation control* if not already known.

### Fifth Cadence

**Duration:** Three hours

**Target:** Participant only

**Preparation:** By this stage there is no longer any need to use large numbers of ball bearings or wax cylinders.

**Cadence:** Completing this cadence is the mark of a Jedi Master. The Jedi can know exactly where the cylinders would have been; therefore, they are no longer needed.

For the first two hours, the Jedi must concentrate to make the strikes at the appropriate locations, with a Heroic (with +25 modifier) *lightsaber* total, a Heroic (with +35 modifier) *control*, and a Heroic (with +25 modifier) *sense* roll, while performing complex mental calculations (a Difficult *Knowledge* roll, or an additional Difficult *control* roll). Roll once for every ten minutes.

For the final third of the cadence, the Jedi must use the *telekinesis* Force power to levitate their lightsaber and perform

the saber strikes. The Jedi must stand in the “middle” of the imaginary candle circle, so the lightsaber must be maneuvered around him. This requires a Heroic *control* roll, and the *telekinesis* difficulty is Heroic +60 (to be rolled once every ten minutes).

**Purpose:** To teach composure and quick thinking amid the chaos of battle. The cadence teaches you to perform incredibly taxing mental tasks while also focusing on the external chaos of combat.

**Reward:** Increase *lightsaber* by +1D, *control* by +1D, and *sense* by +1D. Receive +2 bonus to *alter* checks when using *telekinesis* to levitate light objects. Learns *kinetic combat*. Can choose to learn *instinctive astrogation control* if not already known. Can spend a Force point to reroll any *alter* check when using a telekinetic Force power, keeping the better result.

### Zatoichi

**Source:** Ahsoka TV series

**Target:** Participant only

**Preparation:** Bokken saber, a helmet with a blast shield

**Training exercise:** While this can be an integral part of the training remote exercise, it can be used separately as needed.

The purpose of the blast shield on the training helmet is to have the student sense the movements of the remote. *Zatoichi* builds upon this – forcing the student to rely on their senses and their connection to the Force to anticipate their opponent’s next moves. As this involves melee combat with another individual rather than with a remote, *zatoichi* training takes place after the training remote exercise has been completed.

While this is generally used to further a Jedi’s training in the Force, it can serve a more practical purpose. If the individual loses their sight and is a Jedi, or at least an individual who believes in the Force, the individual can use this training to learn to interact with their surroundings and to navigate their way across the galaxy.

**Purpose:** To learn to control the lightsaber. To sense the opponent’s movements and anticipate their next moves. To sense their surroundings and allow them to move about and interact with their surroundings with ease.

**Reward:** Increase *sense* by +1. Learn the sense Force if not already known. Can choose to learn *sense Force surroundings*. Those who are not Force-sensitive and receive this training will be able to make their rolls without suffering penalties due to blindness. If Jedi undergo this training as part of their lightsaber combat training, increase *lightsaber* by +1.



# Lightsabers

“This is the formal weapon of a Jedi Knight. Not as clumsy or random as a blaster. More skill than simple sight was required for its use. An elegant weapon. It was a symbol as well. Anyone can use a blaster or a fusioncutter – but to use a lightsaber well was a mark of someone a cut above the ordinary.” Those were the words Obi-Wan Kenobi said to Luke Skywalker to describe the lightsaber. It is almost impossible for anyone to think about the Jedi or the lightsaber without the other. And Obi-Wan Kenobi is right about the lightsaber – it is an elegant weapon, and anyone who wields it with skill and proficiency is a cut above the ordinary fighter or warrior.



The earliest record of the lightsaber is the Forcesaber – a precursor created by the Rakata. Those who used the Forcesaber channeled the dark side of the Force through alchemically-grown crystals that created the glowing energy blades. These gave the Rakatan agents an edge against the members of the Je’daii Order until the Je’daii Rangers managed to acquire the alien weapon from the Rakatan agents. After studying it, they combined it with a forging ritual in the Temple of Vur Tepe on Tython to “freeze” a laser beam, allowing them to create their own counterparts of the Forcesaber. However, the Forcesabers did not remain in existence after the Force Wars, and the Je’daii Order and its successor the Jedi Order used bladed weapons like swords as ceremonial weapons.

It was only by the time of the Duinuogwuin Contention around 15,500 years before the Battle of Yavin that the research into “frozen blaster” technology reappeared and yielded success. The Jedi researchers developed a method of generating a focused beam of energy that arced in a circumferential path back to its source, creating a controlled energy circuit which led to the first portable high-energy blade. But these lightsaber prototypes were highly unstable that required them to be connected to a belt-mounted power supply with a flexible cable. In addition, these prototypes were highly inefficient, guzzling energy. And they could only be used for a brief duration before overheating. Because of this, these first lightsabers were little more than ceremonial objects, seldomly worn and utilized even less.

Over the millennia, the flaws in the initial designs were corrected, and the cumbersome weapons became more elegant. But they still suffered from the power consumption issues and required belt-worn power packs. The power cable that connected the lightsaber to the power pack restricted the

wielder’s movements. This prevented Jedi from using telekinetic powers associated with the lightsaber like *kinetic combat*. But these blades were stable, granting Jedi a superior advantage in hand-to-hand combat against heavily-armored foes. During the Hundred-Year Darkness, the Jedi used these early lightsabers a great deal.

When the exiled Jedi found the Sith and became the Sith Lords, they brought the early lightsabers with them. It was the Sith Lords who were ultimately responsible for advancing the design of the lightsabers, replacing the belt-mounted power packs with a power cell inside the hilt. An internal superconductor was also introduced, which transferred the returning looped energy from the negative-charged flux aperture back into the power cell. This solved the power supply problem, as the power cell would only expend power whenever the energy loop was broken, such as when the lightsaber blade cuts something. Once this was done, the Sith created the schematics for the first double-bladed lightsabers. Very few of these Sith utilized these original modern lightsabers. Noted users were Karness Muur and the crew of the *Omen*. Karness Muur seemed to have been one of the Sith Lords to establish the tradition of wielding lightsabers with synthetic lightsaber crystals. Most of the Sith Lords favored Sith swords forged from Sith alchemy and used them when they invaded the Galactic Republic five millennia before the Battle of Yavin. The Jedi faced the Sith with protosabers that still required the belt-mounted power pack and cable. By the time Great Hyperspace War ended, the Jedi found the few lightsabers used by the Sith and studied them. This gave them the knowledge needed to solve the problems of the protosabers. Within two centuries of the Great Hyperspace War, the Jedi have universally utilized the modern lightsaber.

During the Sith War four millennia before the Battle of Yavin, Exar Kun modified his lightsaber into a double-bladed one utilizing schematics from the Sith holocron he acquired from Odan-Urr. Though he was defeated, the Jedi found his modified weapon, studied it, and some Jedi like Bastila Shan chose to use a double-bladed lightsaber or saberstaff as their preferred weapon of choice.

During the Jedi Civil War, the Dark Wars, and the Great Galactic Wars, the Republic faced the Sith and Dark Jedi. In response, the Republic developed for their armed forces personal energy shields and vibroswords forged from metals that were resistant to the lightsaber blade.

While technological progress saw the development of new materials and more powerful, more efficient power cells, the design of the lightsaber remained largely unchanged since the Sith War. Several variants for the lightsaber were created over the millennia, but the overall design for the lightsaber remained unchanged throughout the New Sith Wars, the Clone Wars, the Dark Times, and the Galactic Civil War. The one exception might perhaps have been the lightsabers used by the Inquisitors. Though their lightsabers appeared to be double-bladed, the emitters were affixed to a ring, and the hilt was inside the ring. Using the Force, the Inquisitors were able to



move the ring, causing the ring and the attached blade emitters to spin around the hilt of the lightsaber. This design turned their lightsabers into spinning blades of destruction.

Aside from the rediscovery of lost manuscripts and Jedi holocrons detailing the construction of lightsabers, the only significant development in lightsaber construction came during the conflict with the Reborn and the Disciples of Ragnos the time of the New Republic several years after Palpatine's final death. After turning to the dark side and joining an Imperial faction, Desann created the cult known as the Reborn. Due to the large number of Dark Jedi who were created by a special cloning method that granted Force-sensitivity, Desann was forced to manufacture lightsabers for the group. This resulted in a notable innovation in lightsaber construction techniques, allowing him to mass produce lightsabers and especially the critical lightsaber crystals. This was originally impossible because of the non-uniform nature of the crystals which required painstaking, individual fine-tuning. Presumably, Desann found a way to fabricate crystals that were ready for use in the lightsaber without the required painstaking, individual fine-tuning. These manufacturing processes continued with the successor for the Reborn – the Disciples of Ragnos.

Despite these advancements in lightsaber construction, the New Jedi Order and the Jensaarai kept to the old methods – students fabricating their own lightsabers which led to the individualization of these lightsabers and which tested the abilities of the adepts in question.

When the Imperial Remnant formed their own Force Order – the Imperial Knights – the Imperial Knights built their own weapons, but they followed the same design and used the same crystal for their lightsabers. This made the Imperial Knights' lightsabers indistinguishable from each other.

The lightsaber construction used by Darth Krayt's One Sith was very different from the Jedi and the Imperial Knights. Though they used synthetic crystals, the lightsabers were constructed from a material that was like the yorik coral used by the Yuuzhan Vong.

### *Lightsaber mechanics*

The hilt of the lightsaber is typically a metal cylinder between twenty-four and thirty centimeters in length, though the hilt is tailored to the creator's specific needs and preferences. At the bottom of the hilt is a pommel cap which can sometimes hold a backup power cell. A belt ring is attached to the pommel cap which allows the Jedi to hang the lightsaber from their utility belt. A handgrip attachment is affixed to the metal cylinder to facilitate holding the weapon. The power source for the lightsaber is a high-output diatium power cell. This is the same type of power cell used in small blasters and glowpanels. Surrounding the power cell is a power field conductor containing power vortex rings, and surrounding that is an inert power insulator. The power insulator provides a

means of insulating the power cell from the handle itself, preventing any leakage from electrocuting the lightsaber's owner. While a diatium power cell is the standard, some Jedi choose a discharge energy cell instead, which increases the lightsaber's power output and allows a Jedi to deliver powerful attacks.

At the output of the power cell are a series of focusing lenses and energizers that converted the energy into positively-charged plasma. Above the focusing lenses and energizers is the crystal energy chamber. While only one lightsaber crystal is required, Jedi in the past have found that certain crystals can give the lightsaber blades additional properties. To accommodate this fact, Jedi during the Jedi Civil War and the Dark Wars enlarged the crystal energy chamber to accommodate up to two additional focusing or modulating crystals. The enlarged crystal energy chamber had an energy gate surrounding the primary crystal mount. Attached to the energy gate was the focusing crystal activator which included mounting ridges that could hold one or two additional focusing crystals. The additional focusing crystals are balanced so precariously on the mounting ridges that they could be easily disturbed. Should that happen, the energy flowing through the crystals will be disrupted, and the lightsaber will not work until this is corrected. The primary lightsaber crystal determines the color of the blade, while the additional focusing crystal alters the properties of the energy flowing through it from the power cell. By the time of the New Sith Wars, the crystal energy chamber was changed back to its original configuration, allowing only one focusing crystal within the chamber, though some lightsabers retained the enlarged crystal energy chamber design to allow the use of additional focusing crystals. But the records of the enlarged crystal energy chamber were kept, and the Jedi Master Nejaa Halcyon saved a copy of these records along with a manual for constructing a lightsaber. These instruction materials eventually found their way to his grandson, Rogue Squadron pilot and former Corellian Security Forces officer Corran Horn, who used them to construct his own lightsaber using three crystals – a durindfire, which served as the primary focusing crystal, an emerald, and what was thought to be a diamond but was instead a Kubindi xirkonia. The Kubindi xirkonia was later replaced with a real diamond. He eventually turned these materials to Jedi Master Luke Skywalker. Though he and his students used the one-crystal configuration, Jedi Master Luke Skywalker found that the design was adaptable enough that any crystal could be used as the focusing crystal, provided the crystal was the proper size and did not have any flaws.

After traveling through the focusing crystal or crystals, the energy beam travels through a blade energy channel which is surrounded by cycling field energizers. As the energy passes through the blade energy channel, the cycling field energizers further focused the plasma, making it into a coherent beam of energy. The activation button for the lightsaber is usually located above the energizers. Within the lightsaber at this

same location are energy modulation circuits which are connected to a blade power adjustment knob near the top of the lightsaber. These knobs allow the Jedi to adjust the intensity and the length of the blade, respectively. Some Jedi choose to have a recharge port at this location as well, but this feature is optional.

Above this area are the radiator casing segment and the blade arc tip. At the top of the lightsaber is the blade emitter, which contains the emitter matrix and the emitter itself from which the blade protruded. Also referred to as the high energy flux aperture, the emitter matrix is a crucial component. Contained within the emitter matrix is a magnetic stabilizing ring. The magnetic stabilizing ring creates a tightly wrapped magnetic field on the beam that allows the beam to extend to a predetermined length – usually a meter. The magnetic stabilizing ring is also connected to the energy modulation circuits, which is connected to a blade adjustment knob that can adjust the length of the lightsaber blade, which is usually 130 centimeters. The blade adjustment knob is usually located close to the blade power adjustment knob. The magnetic stabilizing ring generates a magnetic containment field that focuses the blade within the containment field and allows it to reliably extend to the predetermined length. At the top of the blade emitter is another focusing lens which further regulates the beam of the lightsaber and allows the blade to terminate at a given point. The magnetic stabilizing ring also arcs the containment field back to a negatively charged fissure that rings around the emitter. The negatively charged fissure ring channels the energy back to the power cell by a superconductor that surrounds the power cell, which returns the energy back to the power cell, thus completing the circuit and recharging the power cell. The blade emitter sometimes has a ring tuning flange and a blade emitter shroud. If the emitter matrix is installed inverted, the lightsaber explodes shortly after ignition.

Sometimes, the Jedi covers the emitter matrix with an emitter shroud that can prevent the wielder of the weapon from inadvertently touching the blade while in combat, injuring themselves in the process.

When two lightsabers clash, it is the containment field that is making contact. When Jedi deflect blaster shots with their lightsaber, the coherent energy within the blaster fire is deflected by the containment field. The electromagnetic energy field generated by force fields also deflects the containment field. Without the energy containment field, the energy from the lightsaber blade will pass through other forms of energy without interaction.

The plasma beam and the confinement field operate on the principle of tightly controlled arc-wave energy. Though the beams are massless, the arc wave that is within the beam is generated electromagnetically by the cycling field energizers. This creates a strong gyroscopic effect on the handle. This gyroscopic effect and the massless blade are what make the lightsaber so difficult to wield, necessitating the special training – both physical and in the Force – the Jedi receive so

they can wield the weapon without risking injury to themselves and their allies.

The superconductors within the lightsaber hilt and the containment field for the plasma blade allows the lightsaber to emit no heat. The power of the blade is so great that it can cut through almost anything, though the density of the material can sometimes slow the speed at which the lightsaber cuts through the material. When it encounters matter, the containment field is disrupted, and the energy and heat from the plasma blade is transferred to the interacting matter. This is what causes the lightsaber to cut through most matter with ease. It also cauterizes wounds on a microscopic scale, which prevents the profuse blood loss that normally accompanies the severing of a limb.

The disruption of the containment field, whether by contact with matter, a force field, a blaster bolt, or another lightsaber, will cause the lightsaber to expend energy and the power cell to lose its initial charge. This also happens when the energy and heat from the plasma blade is transferred to the interacting matter when the containment field is disrupted.

### *Lightsaber components*

The method of constructing a lightsaber has remained unchanged for millennia. The advancement of technology and the discovery of new materials that could be used in the construction of the lightsaber have resulted in variations of several of the lightsaber components. These variations have influenced the energy blade of the lightsaber. The lightsaber components that featured various varieties over the course of the millennia fall into several categories: the hilt or sleeve, the material making up the hilt, the activation switch, the power cell, the blade emitter, the focusing lens, and the lightsaber crystals. The material making up the hilt has no effect on the properties of the lightsaber blade.

**Author's Note:** In this section, I made annotations on how certain damage ranges could be converted to D6 and what certain lightsaber blade features mean in D6. These annotations are listed here, so if the readers see a superscript letter, refer to here on what it means.

<sup>a</sup> – to determine the value, roll 1D. Half the result, then round up to nearest whole number.

<sup>b</sup> – to determine the value, roll 1D. If result is 5 or 6, reroll.

<sup>c</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D, then accept result. If result is 4 or more, roll 2D. If result is higher than 8, reroll.

<sup>d</sup> – A lightsaber blade that is keen has a containment field that contains the plasma beam more tightly. This does not reduce the damage the lightsaber blade can inflict. It does allow the Jedi to ignore the protection offered by any armor or shield the target is wearing or any cover the target may be hiding behind when determining damage. This does not apply to any species' *natural armor* the target might have.

<sup>e</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D, then accept result. If result is 4 or more, roll 2D. If result is higher than 10, reroll.

<sup>f</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D, then accept result. If result is 4 or more, roll 2D. If result is higher than 8, reroll. Perform this twice and add the results.

## Lightsaber hilts/sleeves

The hilt has remained the same for the standard lightsaber – twenty-four to thirty centimeters in length. The only necessary adjustment a Jedi may make to the lightsaber hilt is to adjust the length and diameter of the lightsaber hilt to fit their anatomy. Any other adjustment is for aesthetic reasons. There is not much information for the hilts/sleeves during most of the time periods. Over the course of his journeys to learn about the Zeffo and to retrieve Eno Cordova's holocron, and later his quest to locate Tanalorr, Cal Kestis found several lightsaber hilts/sleeves that he could use for his lightsaber. Some were based on themes practiced by the Jedi and shockingly the Sith: Duty and Resolve – a rugged and practical style; two versions of Elemental Nature – where the hilt made use of primal elements like bone and wood; two versions of Passion and Strength – which gave the hilt a sinister appearance; two versions of Peace and Justice – making the lightsaber silver and black; two versions of Power and Control – a design used by the Sith that was angular and dark in color; Valor and Wisdom – a classic design of the Jedi Order; and two versions of Protection and Defense. There were hilts based on other themes like Detachment, Diligence, Enforcer, Harmony, Justice, Patience, Persistence, Serenity, Showdown, and Temperance. Two of the hilts matched where they seemed to have been manufactured: Assembly – as if it came from an assembly line; and Scrapyard. Yet others matched certain professions: Duelist; Edgehawk; Hermit; Hunter; and Rebel Hero. He also used the hilt/sleeve of lightsabers belonging to the other Jedi he had encountered, specifically Jaro Tapal, Cere Junda, Eno Cordova, Santara Khri, and Taron Malicos, though Malicos' was referred to as Magus. He even used lightsaber hilts/sleeves that were designed for specific planets or campaigns from the Clone Wars – the Mygeeto Campaign and the Umbaran Campaign.

When Luke Skywalker restored the Jedi order, his students made their lightsabers from a wide variety of materials. The Mon Calamari Jedi Cilghal crafted the hilt of her lightsaber to resemble the coral on her homeworld. But many of the students seem to build their lightsabers in one of nine styles: Adept, which featured a guard below the emitter; Adjucator; Arbiter; Consul; Defender, which featured a tapered lightsaber hilt; Firebrand, which was an all-black hilt equipped with a stable hilt and a thin deflector ring to protect the wielder from energy backwash; Praetor, which followed a simple design and had a hilt that was longer than most single-bladed designs; Retaliator; and Sentinel. The Dark Jedi Alora used two Adept model lightsabers.

## Material for the hilt

The material making up the hilt depends on the preferences of the Jedi. Not much is known about this for many of the time frames. It is known that Aayla Secura used durasteel for her hilt. The blind Jedi Master Zao used a long wooden cane for the hilt of his lightsaber. The Wookie Padawan Gungi carved a hilt from a block of wood from a Brylar tree, into which he affixed the internal mechanisms of his lightsaber. Darth Sidious gave his lightsaber an electrum finish.

During his campaign against the Empire, Cal Kestis found the following metals proved to be useable in fashioning the hilt: alloy metal, arcetron, aurodium, bronzium, brushed durasteel, cerakote, chromium, copper, corundum, crodium, dark iron, dolovite, doonium, duralium, duraplast, durasteel, durite, electrum-plated, greel wood, Haysian smelt, lamina steel, matte, metal alloy, neuranium, orichalc, osmiridium, polished bronzium, silver, Slivian iron, stainless steel, and trimantium. He even used metallic alloys that were designed for specific planets or campaigns from the Clone Wars – the Mygeeto Campaign and the Umbaran Campaign.

He would sometimes give his lightsaber a paint job of various color schemes: bumper rubber, coated metal, Coruscant paint, hard leather, hard plastoid, Imperial paint, Inquisitor paint, Jedha paint, Jedi paint, Kashyyyk paint, light metal, Rebel paint, soft leather, starter metal, starter non-metal, textured rubber, two-tone metal, unique metal, unique non-metal, warm metal, and worn metal. He would then give it an aged, ancient, pristine, well-kept, or worn finish.

When Luke Skywalker restored the Jedi order, his students made their lightsabers from a wide variety of materials. The Jedi scholar Tionne Solusar used a spiral-mist horn for the hilt of her lightsaber. The Hapan Princess Tenel Ka Ta'Djo used a rancor tooth for each of her lightsabers, giving her lightsaber an Elemental Nature theme, just like Gungi's lightsaber.

After the Yuuzhan Vong invaded the galaxy, some Sith Lords fashioned their hilts from yorik coral.

After the Battle of Exegol, Rey constructed her own lightsaber, and the material from the hilt came from parts she salvaged from her quarterstaff.

## Activation switch

The activation switch remains the same in terms of overall construction. Any other adjustment is for aesthetic reasons. There is not much information for the activation switch during most of the time frames.

Over the course of his journeys to learn about the Zeffo and to retrieve Eno Cordova's holocron, and later his quest to locate Tanalorr, Cal Kestis found several activation switches that he could use for his lightsaber. Some were based on themes practiced by the Jedi and shockingly the Sith: Duty and Resolve – a rugged and practical style; two versions of Elemental Nature – where the hilt made use of primal

elements like bone and wood; two versions of Passion and Strength – which gave the hilt a sinister appearance; two versions of Peace and Justice – making the lightsaber silver and black; two versions of Power and Control – a design used by the Sith that was angular and dark in color; Valor and Wisdom – a classic design of the Jedi Order; and two versions of Protection and Defense. There were also activation switches based on other themes like Detachment, Diligence, Enforcer, Harmony, Justice, Patience, Persistence, Serenity, Showdown, and Temperance. Two of the activation switches matched where they seemed to have been manufactured: Assembly – as if it came from an assembly line; and Scrapyard. Yet others matched certain professions: Duelist; Edgehawk; Hermit; Hunter; and Rebel Hero. He also used the activation switches of lightsabers belonging to the other Jedi he had encountered, specifically Jaro Tapal, Cere Junda, Eno Cordova, Santara Khri, and Taron Malicos, though Malicos' was referred to as Magus. He even used activation switches that were designed for specific planets or campaigns from the Clone Wars – the Mygeeto Campaign and the Umbaran Campaign.

After the Battle of Exegol, Rey constructed her own lightsaber. There did not seem to be any activation switch or other adjustment controls on the hilt. She chose instead to adjust the blade emitter to allow her to activate and deactivate her lightsaber.

### Power cell

After the Great Hyperspace War, the Jedi adapted their lightsabers so they contained a superconducting power cell, eliminating the need for connecting the lightsaber to a battery pack worn on their belt via power cable. The power cell remained unchanged through the Great Sith War, after the events of that conflict and then the Mandalorian Wars, the Jedi began experimenting with different power cells for the purpose of creating more powerful lightsabers. Some of the power cells yielded those results, while others gave the resulting lightsaber blade unique properties.

The diatium power cell is considered the standard power cell for the lightsaber. In GM terms, a diatium power cell gives the lightsaber blade its base damage. The following listing will show the effect different power cells have on the lightsaber blade. A Jedi lands a critical hit when his *lightsaber* roll exceeds the difficulty by 10 or more.

Improved diatium energy cell: Base damage +1  
 Superior diatium energy cell: Base damage +3  
 Ultimate diatium energy cell: Base damage +4  
 Discharge energy cell: Add +1-3<sup>a</sup> damage on a critical hit  
 Improved discharge energy cell: Add +1D damage on a critical hit  
 Superior discharge energy cell: Add +1-8<sup>c</sup> damage on a critical hit

Ion energy cell: Add +1-4<sup>b</sup> damage on a critical hit, add an additional +1-4<sup>b</sup> ion damage vs. droids  
 Improved ion energy cell: Add +1-3<sup>a</sup> damage on a critical hit, add +1 ion damage to base damage, add an additional +1-8<sup>c</sup> ion damage vs. droids  
 Superior ion energy cell: Add +1D damage on a critical hit, add +2 ion damage to base damage, add an additional +2D ion damage vs. droids  
 Telgorn jolt cell Mk 1: Add +1-3<sup>a</sup> electricity damage to base damage  
 Telgorn jolt cell Mk 2: Add +1-4<sup>b</sup> electricity damage to base damage  
 Telgorn jolt cell Mk 3: Add +1-8<sup>c</sup> electricity damage to base damage

The listing above applies to the power cells of lightsabers during the Jedi Civil War and the Dark Wars. After the Dark Wars, the Jedi ceased the experimenting and returned to the standard diatium power cell, standardizing the lightsaber damage.

### Blade emitter

While the Jedi were experimenting with different power cells, they experimented on other components of the lightsaber to see if changing any other components could also change the properties of the lightsabers. One of them was the blade emitter.

The following listing will show the effect different blade emitters have on the lightsaber blade.

Deflection emitter: Add +1 to *lightsaber* roll when deflecting blaster fire  
 Improved deflection emitter: Add +2 to *lightsaber* roll when deflecting blaster fire, increases protection provided by any armor Jedi is wearing by +1  
 Expert deflection emitter: Add +4 to *lightsaber* roll when deflecting blaster fire, increases protection provided by any armor Jedi is wearing by +1  
 Disrupting emitter: Decreases protection provided by any armor Jedi is wearing by -1, target must make an Easy *Strength* or *stamina* roll or target's Move reduced by 25% for two rounds  
 Advanced disrupting emitter: Decreases protection provided by any armor Jedi is wearing by -1, target must make an Easy *Strength* or *stamina* roll or target is *stunned* for two rounds  
 Superior disrupting emitter: Target must make a Moderate *Strength* or *stamina* roll or be *stunned* for three rounds  
 Crude phobium emitter: Decrease protection provided by any armor Jedi is wearing by -3, target makes a Moderate *Strength* or *stamina* roll or target's Move reduced by 25% for two rounds  
 Synthesized phobium emitter: Decrease protection provided by any armor Jedi is wearing by -3, target makes a Moderate



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*Strength* or *stamina* roll or target's Move reduced by 25% for two rounds

Phobium alloy emitter: Decrease protection provided by any armor Jedi is wearing by -3, target makes a Difficult *Strength* or *stamina* roll or target's Move reduced by 25% for three rounds

Refined phobium emitter: Decrease protection provided by any armor Jedi is wearing by -1, target makes a Difficult *Strength* or *stamina* roll or target's Move reduced by 50% for three rounds

Fencing emitter: Increase protection provided by any armor Jedi is wearing by +1, subtract -2 to *lightsaber* roll when deflecting blaster fire

Improved fencing emitter: Increase the protection provided by any armor Jedi is wearing by +2, subtract -2 to *lightsaber* roll when deflecting blaster fire, base damage +2

Expert fencing emitter: Increase the protection provided by any armor Jedi is wearing by +2, base damage +2

The listing above applies to the blade emitters of lightsabers during the Jedi Civil War and the Dark Wars.

After the Dark Wars, the blade emitter becomes standardized in terms of overall construction. Any other adjustment is for aesthetic reasons. There is not much information for the blade emitter from the time of the New Sith Wars to the rise of the Empire.

Over the course of his journeys to learn about the Zeffo and to retrieve Eno Cordova's holocron, and later his quest to locate Tanalorr, Cal Kestis found several blade emitters that he could use for his lightsaber. Some were based on themes practiced by the Jedi and shockingly the Sith: Duty and Resolve – a rugged and practical style; two versions of Elemental Nature – where the hilt made use of primal elements like bone and wood; two versions of Passion and Strength – which gave the hilt a sinister appearance; two versions of Peace and Justice – making the lightsaber silver and black; two versions of Power and Control – a design used by the Sith that was angular and dark in color; Valor and Wisdom – a classic design of the Jedi Order; and two versions of Protection and Defense. There were also blade emitters based on other themes like Detachment, Diligence, Enforcer, Harmony, Justice, Patience, Persistence, Serenity, Showdown, and Temperance. Two of the blade emitters matched where they seemed to have been manufactured: Assembly – as if it came from an assembly line; and Scrapyard. Yet others matched certain professions: Duelist; Edgehawk; Hermit; Hunter; and Rebel Hero. He also used the blade emitters of lightsabers belonging to the other Jedi he had encountered, specifically Jaro Tapal, Cere Junda, Eno Cordova, Santara Khri, and Taron Malicos, though Malicos' was referred to as Magus. He even used blade emitters that were designed for specific planets or campaigns from the Clone Wars – the Mygeeto Campaign and the Umbaran Campaign.

After the Battle of Exegol, Rey constructed her own lightsaber. There did not seem to be any activation switch or

other adjustment controls on the hilt. She affixed a rotating gear-like mechanism to the emitter matrix. She chose instead to adjust the blade emitter to allow her to activate and deactivate her lightsaber.

### Focusing lens

While the Jedi were experimenting with different power cells, they experimented on other components of the lightsaber to see if changing any other components could also change the properties of the lightsabers. One of them was the focusing lens.

The following listing will show the effect different focusing lenses have on the lightsaber blade.

Synthesized Kunda lens: Add +1 to *lightsaber* roll when deflecting blaster fire

Pure Kunda lens: Add +2 to *lightsaber* roll when deflecting blaster fire, add +1 to *lightsaber* roll when in melee

Ossus dueling lens: Add +3 to the *lightsaber* roll when deflecting blaster fire, add +2 to *lightsaber* roll when in melee

Dragite lens: Base damage +2

Adegan lens: Base damage +2D

Pontite lens: Base damage +2D, add +1 to *lightsaber* roll when in melee

Synthesized bryothsis lens: Add +1 to *lightsaber* roll when in melee, subtract -2 to *lightsaber* roll when deflecting blaster fire, base damage +1

Pure bryothsis lens: Add +2 to *lightsaber* roll when in melee, subtract -3 to *lightsaber* roll when deflecting blaster fire, base damage +2

Enhanced bryothsis lens: Add +3 to *lightsaber* roll when in melee, subtract -4 to *lightsaber* roll when deflecting blaster fire, base damage +4

Beam gem lens: Makes lightsaber keen<sup>d</sup>

Improved gem lens: Makes lightsaber keen<sup>d</sup>, base damage +2, add +1 to *lightsaber* roll when in melee

Vibration lens: Subtract -1 to *lightsaber* roll when in melee, decrease protection provided by any armor Jedi is wearing by -1, base damage +1-8<sup>c</sup>

Improved vibration lens: Subtract -1 to *lightsaber* roll when in melee, decrease protection provided by any armor Jedi is wearing by -1, base damage +2D

After the Dark Wars, the focusing lens becomes standardized in terms of overall construction.

### Pommel

Over the course of his quest to locate Tanalorr, Cal Kestis strangely enough found several pommels that he could use for his lightsaber. Some were based on themes like Detachment, Diligence, Enforcer, Harmony, Justice, Patience, Persistence, Serenity, Showdown, and Temperance. Two of the pommels



matched where they seemed to have been manufactured: Assembly – as if it came from an assembly line; and Scrapyard. Yet others matched certain professions: Duelist; Edgehawk; Hermit; Hunter; and Rebel Hero. He also used the pommels of lightsabers belonging to the other Jedi he had encountered, specifically Jaro Tapal, Cere Junda, Eno Cordova, and Santara Khri.

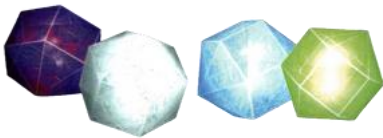
## Vents

Over the course of his quest to locate Tanalorr, Cal Kestis acquired a crossguard lightsaber, which is described later in this section. A distinguishing characteristic of the crossguard lightsaber is the presence of two small vents below the primary blade positioned opposite each other on the hilt. Small energy beams were emitted from these vents whenever Cal Kestis activated his crossguard lightsaber. Since his acquisition of the crossguard lightsaber, he came across several designs, which he would sometimes place on his crossguard lightsaber. There were vents based on themes like Detachment, Diligence, Enforcer, Harmony, Justice, Patience, Persistence, Serenity, Showdown, and Temperance. Two of the vents matched where they seemed to have been manufactures: Assembly – as if it came from an assembly line; and Scrapyard. Yet others matched certain professions: Duelist; Edgehawk; Hermit; Hunter; and Rebel Hero.

## Lightsaber crystals

If there is any part of the lightsaber that has undergone the most changes throughout the history of the Jedi Order, it is the lightsaber crystal. This is due to the events in the galaxy forcing the Jedi to change in order to adapt to the times. When the Je'daii adopted the Forcesaber from the Rakatan Empire, they used alchemically grown crystals.

After the Je'daii Order left Tython and resettled on Ossus, they found the crystals located there were ideal to serve as focusing crystals for the protosabers and later lightsabers. Collectively called Adegan crystals or "Illum crystals," though they did not come from Ilum, the Jedi also found Adegan crystals on Halm, Mygeeto, and in the asteroid belt of the Cularin system as well.



Adegan crystals

The Jedi found that the Adegan crystals had a special connection to the Force, and by using these Adegan crystals, the Jedi created a bond between themselves, the Force, and the lightsaber. In establishing this bond, the Jedi established a ritual in the construction of the lightsaber. The Jedi would

spend a minimum of a month gathering the components for the lightsaber and assembling the components. After testing the lightsaber to make certain it worked properly, the Jedi would have all the components assembled before them, and then use the Force to assemble the components and attune the lightsaber to himself.

## Lightsaber Construction

**Status:** Canon

**Control Difficulty:** Easy, trained only

**Sense Difficulty:** Moderate, trained only

**Alter Difficulty:** Moderate, trained only

**Required Powers:** *Emptiness (or rage), hibernation trance, lightsaber combat, sense Force, telekinesis*

**Effect:** The user spends one day (8-12 hours) in meditation with the lightsaber, fine-tuning the mechanism by instinct and attuning the weapon to the Force. Once the meditation is complete, the lightsaber no longer has a chance of breaking down when used. Also, while it is in the user's possession, the user's living Force flows through it – within the Force, it is treated as an extension of the character's body rather than an ordinary object. The user's *control* dice are added to the difficulty of any Force power that targets the weapon, such as *telekinesis*.

At the gamemaster's discretion, this effect ends if the lightsaber is heavily damaged or extensively modified.

**Author's Note:** This power has been used by the Jedi for most of their history. The only exceptions were the Pre-Republic years, when the Je'daii were still on Tython, and the time of the Rebellion, as Luke Skywalker did not use this power when he built his first lightsaber. Corran Horn rediscovered this power from the journal of his paternal grandfather Nejaa Halcyon and made it available to his classmates and Luke Skywalker. Since then, this power has been available to the Jedi of Luke Skywalker's order.

After the Jedi finished using *lightsaber construction*, the Adegan crystal within the lightsaber would give off a weak Force signature that any Jedi could sense.

There are five types of Adegan crystals. The type of Adegan crystal used in the lightsaber determines the base damage of the lightsaber. The following list provides the name of the crystals, their rarity, and the base damage the lightsaber would have with said crystal.

Crystal name	Rarity	Base lightsaber damage
Kathracite	Common	3D+2
Relacite	Uncommon	4D
Danite	Rare	4D+2
Mephite	Very Rare	5D
Pontite	Nearly Impossible	5D+2

Kathracite, relacite, and danite did not focus the energy from the power cell as well as their rarer cousins. Thus, Jedi reserved these crystals for training sabers. Mephite was the most common crystal Jedi used in their lightsabers.



Pontite was the rarest and most powerful of the Adegan crystals. They were nearly impossible to find, but when used in a lightsaber, it resonated with a powerful aura that cooled both the Jedi's skin and temperament. If a Jedi uses an Adegan crystal, the lightsaber blade will be blue or green in color.

When the Cron Drift Nebula went supernova during the Great Sith War, the Jedi were forced to evacuate Ossus before the shockwave from the supernova devastated the Adegan system. Some Jedi and ordinary citizens were unable to evacuate in time and managed to survive by finding shelter from the supernova. These survivors eventually became the Ysanna. However, the Jedi would not return to Ossus for several millennia, by which time, the Jedi would have found other crystals to serve as focusing crystals.

Though the Jedi used the Adegan crystals almost exclusively as the focusing crystals for their lightsabers, they did discover other crystals that could serve as the focusing crystals. With the loss of Ossus, and the events leading up to the Jedi Civil War and the Dark Wars, the Jedi Order made use of those other crystals and searched for additional focusing crystals. They also altered the design of the crystal energy chamber to hold up to three crystals – a primary crystal and two secondary modulating crystals. The secondary modulating crystals were crystals that proved unsuitable to serve as the primary focusing crystal. However, study and experimentation of the crystals determined that the combination of a primary focusing crystal and a secondary modulating crystal gave the lightsaber blade additional properties. Additional study found that up to two secondary modulating crystals could be combined with the primary focusing crystals, with the result being the additional properties provided by each modulating crystal stacking together.

There was another fallout from the destruction of Ossus. While there were other sources for Adegan crystals besides Ossus, Ossus was the primary source. As a result of these events and fallouts, the Adegan crystals shifted from being primary crystals to secondary modulating crystals.

Many of the primary and secondary modulating crystals that the Jedi found lacked the connection to the Force that the Adegan crystals did. While these crystals did their role in producing the lightsaber blade, the Jedi wanted to have that bond between themselves, the Force, and the lightsaber that the Adegan crystals once provided. Using the *lightsaber construction* power as a guide, the Jedi created a power that would allow them to recreate this bond.

## Harmonize Lightsaber Crystal

**Status:** Legends

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Difficult, trained only

**Alter Difficulty:** Difficult, trained only

**Prerequisites:** *Lightsaber repair/engineering 5D, emptiness (or rage), hibernation trance, lightsaber combat, lightsaber construction, sense Force, telekinesis*

**Effect:** When a Jedi is ready to build their own lightsaber, or wants to improve an existing one, they must prepare the crystals by balancing and imbuing them with the Force to properly activate any properties that might be within the crystals. The character spends one day meditating with a crystal to be used in a lightsaber, harmonizing it with the Force and gaining an instinctive understanding of how to use it. Whether or not any crystal can be harmonized with this power is at the GM's discretion – some crystals simply cannot be harmonized because of flaws, brittleness, or other factors.

The Jedi must make three tests to successfully attune the desired crystal. First, the user must harmonize himself or herself with a Difficult *control* roll. Then the user must harmonize with the Force surrounding them with a Difficult *sense* roll. Finally, the user must make a Difficult *alter* roll to harmonize and imbue the crystal. The user cannot prepare or “take time” for this ceremony, but for each additional week spent in meditation, one of the skill roll difficulties can be reduced one level, to a minimum of Easy. When all three tests are made, the Jedi must spend a Force point. The first time this is done successfully, the Jedi becomes stronger in the Force and receives an extra Force point in return. Should the Jedi fail any of the tests, the Jedi must still spend the Force point, but does not receive an extra Force point back.

**Note:** This ability was uncommon in many eras. The Adegan crystals made this power unnecessary, but the Jedi created this power after the devastation of Ossus. Once the Jedi found Ilum and began using kyber crystals, which were in tune with the Force, this power fell out of use, and few Jedi during this time were even aware of its existence. The ability to *harmonize lightsaber crystal* was later rediscovered and is now commonly used by students at Luke Skywalker's academy on Yavin IV.

A Jedi must use this power on every crystal they wish to use in their lightsaber. If the crystal is already attuned to the Force like the Adegan crystals were, it is unnecessary for the Jedi to use this power. The Jedi must also harmonize all the crystals they intend to use in their lightsaber **before** assembling the lightsaber and using *lightsaber construction*.

As a good number of the Sith who participated in the Jedi Civil War and the Dark Wars were former Jedi before falling to the dark side, they knew about these crystals and the changes to the lightsabers. Thus, the Sith during these times used them as well. After turning to the dark side, these fallen Jedi altered the *harmonize lightsaber crystal* power to suit

their needs and draw on the dark side, substituting *rage* for *emptiness* as a prerequisite.

The Jedi found three sources of primary crystals. The first source was the Dantari crystals. There are caves on Dantooine that serve as homes for hives of kinraths – large, dangerous arachnoids. The kinraths sometimes lay eggs in crystal formations on the cavern floor. These crystal formations are the Dantari crystals. As a Jedi would be intruding into the kinraths' lair and potentially harming their eggs, the kinraths will defend their home and eggs violently.

The color of the Dantari crystal determined the color of the lightsaber blade. Blue and green crystals were common. Yellow crystals were uncommon. Red and purple crystals were rarely found. Bronze, cyan, orange, silver, and viridian crystals were extremely rare. However, red crystals were known to form inside kinrath eggs. Destroying the eggs to acquire the crystal within was an evil act, and any Jedi performing such an act receives a Dark Side Point.

Jedi Guardians typically used blue crystals. Consulars green, and Sentinels yellow.

A lightsaber with a Dantari crystal as the primary focusing crystal has a base damage of 4D+1.

The value of the Dantari crystal during the Jedi Civil War and the Dark Wars varied depending on the color of the crystal. Blue and green crystals were worth 4,500 credits. Yellow crystals were worth 8,000. Red crystals were worth 15,000. Violet crystals were worth 20,000. By the time of the Galactic Civil War, the Dantari crystal, regardless of color, was worth 12,000 credits.



The second source was the synthetic lightsaber crystal. Commonly referred to as a synth-crystal, this crystal was created artificially, rather than naturally through geological processes. To grow a synthetic crystal, the Jedi used a machine known as a geological compressor. The original purpose of these compressors was to replicate the geological conditions on distant worlds in a laboratory setting. As crystals are the result of geological processes, the geological compressor could be easily adapted to create synthetic crystals. The Jedi could easily find the raw material for the crystal, as the material was simply minerals with high concentrations of carbon. The Jedi placed the raw material within the compressor and essentially left to bake for twenty-four hours. During this time, the Jedi creating the crystal would meditate on it with the Force, guiding the formation of the crystal and increasing its potency – allowing a Jedi to create a crystal best suited to their own needs.

Though a synth-crystals can be of any color through special manipulations of the creation process or on the crystal itself through the Force, the Sith discovered that they could create red synth-crystals in geological compressors which they energized, magnetized, and modified with the dark side of the Force. As a result of these manipulations, the red synth-crystals glowed in harmonic vibration with the Sith that grew them and with the dark side of the Force.

Dark Jedi and Sith came to consider the creation of synth-crystals superior to the more passive Jedi method of gathering natural crystals, as they looked upon this Jedi practice as relying on the “untamed wilds of space” to provide crystals. Dark Jedi and Sith came to view synth-crystal creation as a sign of greater mastery over the Force.

Jedi, on the other hand, frowned on the creation and use of synth-crystals, associated them as taking the quick and easy path. Jedi believed they should rely on crystals found naturally across the galaxy; however, sometimes a Jedi was forced to create synth-crystals when a weapon was needed and naturally occurring crystals were inaccessible. Using an instruction manual found in Obi-Wan Kenobi's residence on Tatooine, Luke Skywalker used a furnace to grow a synth-crystal when he built his own lightsaber. His crystal was green. His niece Jaina Solo used the same procedure, growing a violet crystal. This was proof that it was not an evil act to use a geological compressor to grow a crystal, or to use the Force to guide and manipulate the growth of the crystal. Drawing on the dark side to influence the growth and shaping of the crystal was. In fact, because Darth Sidious had most of the sites where lightsaber crystals occurred naturally looted or destroyed during his reign, many of Luke Skywalker's students had to rely on synth-crystals.

The process of growing synth-crystals yielded three results. The first was a standard synthetic crystal, which was created through the successful replication of the geological structure of natural crystals. These standard crystals set the baseline for synthetic crystals in general; they generated a more powerful lightsaber blade than natural crystals. A standard synth-crystal was usually red in color, but the coloration could be controlled during the creation process. Sith Lords aim to create this type of crystal because the lightsaber blade generated by the synth-crystal was so powerful that it had the rare potential to “break the blade” of an opponent's standard lightsaber by overloading the energy matrix and instantly burning out the other lightsaber. Despite this extremely rare occurrence, it had been witnessed enough times that it was a known and frightening possibility in combat. However, lightsaber blades generated by synth-crystals were less maneuverable and generally more unstable than the blades generated by natural crystals.

In GM terms, the standard synth-crystal has the same damage code as that of the original type of crystal. The most important ability is the ability to “break the blade.” If a lightsaber blade powered by a synth-crystal strikes a standard lightsaber blade during melee combat, the GM must roll a wild die. If the result is a 1, the standard lightsaber overloads and is disabled until it is properly repaired.

A compressed synth-crystal was the result of a failure to replicate accurately the natural geological process that formed crystals. The result was a synth-crystal that was far more compressed than natural crystals, which generated a blade that was considerably thinner than a standard lightsaber blade and that had oscillations of energy running along the length of the blade at regular, though rapid intervals. A byproduct of the

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thinner blade was that it allowed for greater precision and control.

In GM terms, the compressed synth-crystal has a damage code reduced by -1D compared to a natural type of crystal, but it grants the wielder a +1D bonus to the *lightsaber* roll when in melee.

An unstable crystal was the result of a failure to replicate accurately the natural formation processes of the crystals. When placed within a lightsaber, an unstable crystal generated a lightsaber blade that was more unstable than normal. The plasma blade generated from an unstable crystal was more intense, and the confinement field would be strained to contain it properly. The result was a lightsaber blade that would crackle with energy at erratic intervals. This would sometimes cause sparks to fly or streaks of electrical energy to run along the length of the beam. While the unstable crystal would create a blade that would inflict more damage than normal, it made the lightsaber more prone to shorting out.

In GM terms, the unstable crystal has a damage code increased by +1D compared to a natural type of crystal, but the GM must roll a wild die each round the lightsaber is activated. On the result of 1, the blade is deactivated for the rest of the round and cannot be reactivated until the end of the next round.

### Cleanse

**Status:** Canon

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Emptiness, harmonize lightsaber crystals, hibernation trance, lightsaber combat, lightsaber construction, sense Force, telekinesis*

**Time to Use:** Ten minutes

**Effect:** This is a highly skilled application of the Force. One of the key components of the lightsaber is the focusing crystal. Because of the flexibility in the design of the lightsaber, virtually any crystal can serve as a focusing crystal. However, the crystal must not have any impurities, as it could cause the lightsaber to produce an unstable energy blade. With this power, a Jedi can cleanse the crystal of all chemical impurities, but it cannot remove any physical imperfections like cracks and brittleness.

Some Sith lords used a brood furnace to cook the raw elements used to grow a synthetic crystal and used the Force to shape the crystal as it grew. When a Jedi uses this power on a synthetic crystal, not only will it remove any chemical impurities contained within the crystal, but it will also change the crystal's color. The GM should roll a d6 and consult the following table to determine the new color of the crystal, which will be the same color as the energy beam of the lightsaber into which the crystal is installed.

**Roll Common color**  
1 Blue

**Rare color**  
Cyan

2	Green	Teal
3	Yellow	Viridian
4	Violet	Gold
5	Orange	Silver
6	Reroll and check rare color table	Red

It is extremely rare for a red synthetic crystal to retain its original red color after being *cleansed*, but it has happened before.

This power has only been used on synthetic crystals. It has yet to be used on ordinary crystals, but it is likely that this power would work on natural crystals as well. This power cannot be used on kyber crystals, on crystalline or silicon-based creatures or individuals like the Shards and the rainbow gems of Gallinore, or on the Yuuzhan Vong's lambents because all such crystals are sentient, semi-sentient, or naturally connects to the Force.

**Author's Note:** When Jaden Korr used the Force to purify the focusing crystal in *Riptide*, I thought he used *Force light* to remove the dark side taint, and then used *harmonize lightsaber crystals* to remove the impurities. However, the latter power only makes the crystal more suitable to function as a focusing crystal. As for the former, according to *Force light*, it is used on characters, dark side spirits, and dark side nexuses. A tainted dark side crystal would be too small or have too small a dark side taint for the *Force light* power to be economically feasible. With Ahsoka using this power to purify the kyber crystals she got from the lightsaber of Bil Valen/Sixth Brother, I knew the two instances were identical. So, I created this power.

However, when I went to this power's entry on the Wookieepedia, I noticed it had a Canon entry and a Legends entry. When I read the article further, I found that not only did these entries have different names assigned to the power, but the description of this power was different in each case. Thus, I decided to split my previous description of cleanse into two Force powers. This power – *cleanse* – is the power Jaden Korr used in *Riptide*. The power Jedi Malli, Orla Jareni, Ahsoka Tano, and Luke Skywalker used is now called *purification*, and it was once a Fallanassi power that the Jedi Order soon learned to use as well.

**Appeared where:** *Riptide*

**Example:** Jaden Korr used this to cleanse the focusing crystal of the Kam Solusar clone Alpha's lightsaber, removing the taint of the dark side.

The third source are the so-called "artifact crystals," which had proven to be the most elusive of all the crystals. Legends and myths surrounded these crystals, drawing the interests of treasure hunters throughout the galaxy. To find them, these treasure hunters often made an epic journey, which the GM could use as a theme for an RPG campaign. Jedi would also search for these crystals, as some would have had visions of these crystals fulfilling a specific role in the future. As of the



Jedi Civil War and the Dark Wars, only two artifact crystals have been found.



The first was called the Heart of the Guardian. Its origins have been lost, but the Heart of the Guardian had been rumored to have been instrumental in the founding of the Jedi Order. While nothing further about this crystal has been mentioned anywhere within the Jedi archives, both the Jedi and the Sith whisper their own legends about this artifact. The Jedi believe the Heart of the Guardian will appear in a time of greatest turmoil and deliver the galaxy to salvation. The Sith, however, believe the Heart of the Guardian to be an object of their heritage, and with it in their hands, they will bring the galaxy under their dominion.

The apprentice of a Baragwin weaponsmith, the Rodian Suvam Tan was a merchant, mechanic, and inventor during the Jedi Civil War. During his search for salvageable parts after the Great Sith War, he found the Heart of the Guardian. The Heart of the Guardian appeared to be a magnificently shaped lightsaber crystal of unknown composition. Suvam Tan analyzed the crystals, hoping to learn about its properties. Yet, the scans yielded inconclusive results, and he was unable to identify what type of material composed the Heart of the Guardian. He had even begun to wonder if it was a normal crystal at all, for at times it almost seemed alive. There were times he wondered if it was a normal crystal at all.

After rescuing Suvam Tan from Trandoshan mercenaries, Revan was able to buy the Heart of the Guardian from Suvam Tan for an expensive fee. He and other Jedi soon found that several modulating crystals seem to have a strange resonance with the Heart of the Guardian. When in proximity of the Heart of the Guardian, the properties of these modulating crystals were altered or enhanced.

The Heart of the Guardian could only be used a primary focusing crystal, and since it was attuned to the Force, Jedi did not need to use *harmonize lightsaber crystal* on it. A lightsaber with the Heart of the Guardian had an orange blade of exceptional clarity with a base damage was 5D. In addition to changing the properties of some modulating crystals, when the Jedi is using *lightsaber combat*, the Jedi is allowed to treat any 6's they might roll as Wild Dice, reroll those dice, and add the result. If any of these Wild Dice get a result of 1, the Jedi may reroll that die once each round when using making a *lightsaber* roll to attack.



The second was called the Mantle of the Force. Suvam Tan assembled this crystal from pieces found among the ruins of Exar Kun's temples on Yavin IV. These pieces appeared to be the remains of even older artifact of unknown origins. There were many mysteries behind the Mantle of the Force. Did Exar Kun use the original artifact? Or was the original artifact just uncovered when the temples were destroyed and was subsequently destroyed? What were the original properties of the original artifact? While there were no answers to the first two, when one

considered the current properties of the Mantle of the Force, it would suggest that the original artifact had been truly fearsome indeed. The destruction of the original artifact might have been a profound loss in the archaeological sense, but it might have been a blessing in disguise.

The Mantle of the Force is a crystalline lattice resembling a lightsaber crystal in many ways, but it had the property of being able to radically alter the flow of energy that passes through it. Like with the Heart of the Guardian, Revan was able to buy the Mantle of the Force from Suvam Tan for an expensive fee after rescuing Suvam Tan from Trandoshan mercenaries. He and other Jedi soon found that the Mantle of the Force warped the properties of several modulating crystals, enhancing the properties to incredible levels. In addition, the Mantle of the Force seemed to act like a focusing tool for Jedi and other Force-sensitive individuals. This led some to believe the original artifact might have once been a powerful tool of the Sith, or it might have been something they took with them during the Great Schism.

The Mantle of the Force could only be used a primary focusing crystal, and since it was attuned to the Force, Jedi did not need to use *harmonize lightsaber crystal* on it. A lightsaber with the Mantle of the Force had a cyan blade of exceptional clarity with a base damage was 4D+2. In addition to changing the properties of some modulating crystals, a Jedi receives a +3D bonus on all Force skills when using Force powers that have the Jedi as the sole target. If the Wild Dice gets a result of 1, the Jedi may reroll that die once for each Force skill used in that round.

Installing either of these artifact crystals requires a Very Difficult *lightsaber repair/engineering* roll.

Unfortunately, after the Jedi Civil War, both crystals disappeared. With their disappearance, the Jedi were unable to learn what effect either would have on modulating crystals that they have found in the years between the Jedi Civil War and the Dark Wars. To date, the whereabouts of the Heart of the Guardian and the Mantle of the Force remain unknown.

It is reasonable to believe that other artifact crystals exist, but their existence, properties, and whereabouts remain unknown. Considering how Revan paid a high monetary fee to acquire the Heart of the Guardian and the Mantle of the Force each, it is likely that any Jedi would need to pay a similar monetary amount to acquire an artifact crystal from someone who had already purchased one

### Modulating crystals

As stated previously, after the Great Sith War, the Jedi searched for new crystals to serve as focusing crystals for their lightsabers. Some of the crystals proved unsuitable to serve as the primary focusing crystal, yet when placed as a modulating crystal, these crystals gave the lightsaber blade additional properties. Having two different modulating crystals allowed the lightsaber blade to have properties from both crystals,



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while having two of the same modulating crystals increased the properties offered by just one of them alone. And the properties were changed when exposed to the Heart of the Guardian and the Mantle of the Force.

A Jedi wishing to add or remove a modulating crystal did not need to rebuild the lightsaber. The Jedi would need to make a Very Difficult *lightsaber repair/engineering* roll to accomplish this. Some crystals had certain properties that would add to the difficulty. If a Jedi failed to make the roll, the lightsaber would continue to function as normal, but it would not gain any bonuses from the modulation crystals that were installed. A Jedi wishing to construct a lightsaber that was customizable must make a Heroic *lightsaber repair/engineering* roll, and the parts required for this lightsaber were 25% more expensive.

This section will cover the modulating crystals the Jedi and the Sith used during the Jedi Civil War and the Dark Wars, starting with those modulating crystals that were found between the Great Sith War and the Jedi Civil War. The Jedi were able to discover how the Heart of the Guardian and the Mantle of the Force affected most of these modulating crystals. As such, the effect the two crystals have on the modulating crystals will be presented in orange and blue text appropriately. As these modulating crystals were common during the Mandalorian War, it was possible for a Jedi to buy a modulating crystal. By the same token, a Jedi could sell a modulating crystal for emergency funds. The listing will also include the price for these crystals.

To use these modulating crystals in the lightsabers, the Jedi must use *harmonize lightsaber crystal* on them first.

### Bondar crystal



Mined on a far-orbit asteroid circling the Alderaan system, this crystal produced a volatile lightsaber blade that pulsed on impact, discharging part of its energy. This discharge was capable of briefly stunning an opponent.

In GM terms, should a lightsaber inflict damage on an opponent, the opponent must make an Easy/Moderate/Moderate *Strength* or *stamina* roll or be *stunned* /*stunned*/*paralyzed* for two rounds.

Having two bondar crystals increases the difficulty level to avoid being *stunned* or *paralyzed* by one level.

A bondar crystal was worth 980 credits.

### Damind crystal



Found on the desert world of Daminia, this crystal produced a clearly defined lightsaber blade that was subtly wider and longer.

In GM terms, the damind crystal allows the Jedi to add +3/+3/+1 to the *lightsaber* roll when in melee and +2/+1 to the lightsaber's damage. When paired with the Mantle of the Force, a damind crystal allows a Jedi to add +2 to his *Strength* roll when healing naturally.

This does not apply to *first aid* or to using the Force to heal from injuries.

In addition, when a Jedi is using *lightsaber combat*, the Jedi receives a +1D bonus to *lightsaber* rolls in deflecting blaster fire.

Having two damind crystals increases the bonus to deflecting blaster fire to +1D+1.

A damind crystal was worth 1,980 credits.

### Eralam crystal



This crystal was once mined on the third moon of Erai, but ancient Sith bombardment shattered much that remained. If these crystals could be found, they would produce a clear, superior

lightsaber beam.

In GM terms, the eralam crystal allows the Jedi to add +2 to the *lightsaber* roll when in melee and +2 to the lightsaber's damage.

It is unknown how the properties of the eralam crystal might have changed when paired with another eralam crystal, the Heart of the Guardian, or the Mantle of the Force. Any record containing this information has been lost.

Having two eralam crystals doubles the bonus to the lightsaber's damage.

An eralam crystal was worth 1,800 credits.

### Firkrann crystal



The natives of Rafa V collected this heavy crystal. Placed in a lightsaber, it produced an electrically charged beam that was much easier to manipulate than standard lightsaber beams.

In GM terms, the firkrann crystal allows the Jedi to add +2/+3/+3 to the *lightsaber* roll when in melee and +2D/+3D/+3D to the lightsaber's damage against droids and electronic devices.

Having two firkrann crystals increases the bonus to the lightsaber's damage against droids and electronic devices to 3D.

A firkrann crystal was worth 2,480 credits.

### Jenruax crystal



A jenruax crystal was a refined form of opila that has been cleansed of all impurities. When placed in a lightsaber, it produced a lightsaber blade of unerring quickness.

In GM terms, the jenruax crystal allows the Jedi to add +5/+7/+5 to the *lightsaber* roll when deflecting blaster bolts and +2/+2/+2 to the lightsaber's damage. When paired with the Mantle of the Force, the jenruax crystal grants a +1 bonus to all *Dexterity* attribute and skill rolls.

When the Jedi is using *lightsaber combat*, the Jedi receives a +1D bonus to the *lightsaber* roll when parrying blaster bolts.

Having two jenruax crystals doubles the bonus to the *lightsaber* roll when parrying blaster bolts while the Jedi is using *lightsaber combat*.

A jenruax crystal was worth 980 credits.

### Krayt dragon pearl



Taken from the gullet of a slain krayt dragon, this crystalline pearl appears to have refractory qualities that might allow it to function as a lightsaber crystal once it is properly adapted.

In GM terms, the krayt dragon pearl allows the Jedi to add  $+3/+3/+4$  to the *lightsaber* roll when in melee and  $+2/+1-8^c$  to the lightsaber's damage. When paired with the Mantle of the Force, the krayt dragon pearl allows a Jedi to add  $+3$  to his *lightsaber* roll when deflecting blaster fire.

Having two krayt dragon pearls increases the bonus to the lightsaber's damage to  $+1D+2$  when the Jedi is using *lightsaber combat*.

A krayt dragon pearl was worth 2,500 credits during the Dark Wars. By the time of the Galactic Civil War, it was 15,000.

### Luxum crystal



When the planet Ambria was in the grip of the dark side, Jedi Master Thon managed to confine the evil to Lake Natth after years of mental battle. Luxum crystals can be formed from the tainted water through long and deep meditation. They were more effective against

droids, imparting an ion effect to the lightsaber when used in the construction of the weapon.

In GM terms, the luxum crystal allows the Jedi to add  $+2/+3/+3$  to the *lightsaber* roll when in melee and  $+1D/+2D/+2D$  to the lightsaber's damage against droids and electronic devices.

As luxum crystals are grown near a nexus of dark side energy, these crystals are tainted with the dark side of the Force. When a light-side character uses *lightsaber combat* with a lightsaber that has a luxum crystal must make a Difficult *willpower* roll or gain a Dark Side Point. If the wielder is a dark-side character, the wielder gains an additional  $+2$  bonus to the *lightsaber* roll when in a melee.

Having two luxum crystals doubles the bonuses to the *lightsaber* roll and the lightsaber's damage, but they also double the number of dark side points a light-side character gains on a failed *willpower* roll.

A luxum crystal was worth 1,480 credits.

### Nextor crystal



Mined in the mountains of the planet M'haeli, this crystal produced a volatile lightsaber blade that does surprising amounts of damage.

In GM terms, the nextor crystal allows the Jedi to add  $+1/+1/+1$  to the *lightsaber* roll when in melee and  $+1D/+1D+1/+1D+1$  to the lightsaber's damage. The nextor crystal makes the lightsaber blade keen<sup>d</sup>, but only if it is not paired with either the Heart of the Guardian or the Mantle of the Force.

A nextor crystal also increases the *control* and *sense* difficulties for *lightsaber combat* by one level.

Having two nextor crystals increases the *control* and *sense* difficulties for *lightsaber combat* by two level.

A nextor crystal was worth 3,980 credits.

### Opila crystal



Found in the asteroid field of the Fyrth system, this crystal could produce an intense lightsaber beam that seemed extraordinarily quick to cut. When set within a lightsaber's crystal chamber, an opila crystal generated an intense blade capable of cutting through most materials quickly.

In GM terms, the opila crystal allows the Jedi to add  $+2/+2$  to the *lightsaber* roll when in melee and  $+3/+3/+3$  to the lightsaber's damage. The opila crystal can add  $+2D/+2D/+2D$  to the lightsaber's damage on a critical hit, and an additional  $+2D/+2D/+2D$  to the lightsaber's damage against droids.

Having two opila crystals reduces the body strength of inorganic objects and armors struck by the lightsaber to resist damage by  $-1D$ .

An opila crystal was worth 2,980 credits.

### Phond crystal



The phond crystal was a strange byproduct of rare impurities bonding during the making of certain alloys due to as-yet-unknown external conditions. Despite the questions surrounding the formation of this crystal, a phond crystal produced a fiercely burning lightsaber beam.

In GM terms, the phond crystal allows the Jedi to  $+1D/+1-10^c/+1-10^c$  to the lightsaber's damage.

A phond crystal also adds  $+2$  to the lightsaber's damage against targets with an active energy shield, but it increases the *sense* difficulty for lightsaber combat by one level.

Having two phond crystals increases the lightsaber's damage against targets with an active energy shield to  $+1D$ , but the increase to the *sense* difficulty remains the same.

A phond crystal was worth 1,480 credits.

### Rubat crystal



Mined on the planet Phemis, a rubat crystal produced a clearly defined lightsaber blade that a Jedi could easily focus on. This allows the Jedi to track the blade, making it easier to hit opponents.

In GM terms, the rubat crystal allows the Jedi to add  $+1/+2$  to the *lightsaber* roll when in melee and  $+1/+2$  to the

lightsaber's damage. When paired with the Mantle of the Force, a rubat crystal allows a Jedi to add +3 to his *Strength* roll when healing naturally. This does not apply to *first aid* or to using the Force to heal from injuries.

The rubat crystal also allows a Jedi, once per encounter, to reroll one total damage roll from a lightsaber and keep the better result. This does not apply on character points spent to increase the damage after the roll is made, but it can be used with Force points.

Having two rubat crystals allows a Jedi to reroll twice per encounter.

A rubat crystal was worth 980 credits.

### Sapith crystal



This crystallized material was excreted once every eleven years by the ancient voice worm of Lwhekk, which is now extinct. Placing the crystal in a lightsaber produced a more intense lightsaber beam which granted greater control.

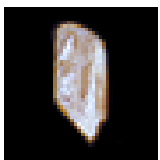
In GM terms, the sapith crystal allows the Jedi to add +2/+3/+3 to the *lightsaber* roll when in melee and +3/+4/+4 to the lightsaber's damage.

When a Jedi uses *lightsaber combat*, the sapith crystal also granted the Jedi a +1D bonus to the *lightsaber* roll when deflecting blaster fire back to the source.

Having two sapith crystals doubles the bonuses.

A sapith crystal was not available for sale.

### Sigil crystal



Mined in the Sigil system, this expensive crystal produced a fiercely bright lightsaber blade that sears on contact.

The crystal was brownish-yellow in nature, and when used in a lightsaber, the lightsaber blade was incredibly potent and dealt greater

damage.

In GM terms, the sigil crystal allows the Jedi to add +1/+2/+2 to the *lightsaber* roll when in melee and +1D/+1-8°/+1-8° to the lightsaber's damage.

Having two sigil crystals doubles the bonus to the lightsaber's damage.

A sigil crystal was worth 2,980 credits.

### Solari crystal



There were many famous lightsaber crystals spoken of in the history of the Jedi Order, though few were as powerful as the legendary Solari crystal. An artifact of true light side power, only those Jedi who were pure in spirit could wield a lightsaber equipped with this gleaming light orange gem. When the great Jedi Master Ood Bnar initiated his life-cycle change after serving the Order for a thousand years, he bequeathed the solari crystal to his most promising student – a young female Jedi named Shaela Nuur. When Shaela Nuur

disappeared shortly after the time of the Great Hunt, the solari crystal vanished with her. It was later found in the remains of Shaela Nuur on Korriban by Revan and his party during the Jedi Civil War.

According to legends, there was another solari crystal, but its exact whereabouts were unknown. Some scholars said it was only visible in the late evening and found on Sacorria – a peaceful yet secretive planet. Others claimed the crystal was on the frozen world of Rhen Var.

Utilizing the crystal in one's lightsaber would increase the width of the blade, increasing a Jedi's ability to deflect blaster bolts.

As it was an artifact of the light side, no Dark Jedi or Sith could use it.

In GM terms, the solari crystal allows the Jedi to add +3/+2/+4 to the *lightsaber* roll when in melee and +3/+1-10°/+1-8° to the lightsaber's damage. The solari crystal also allows a Jedi to add an additional +1-8°/+2D to the lightsaber's damage when facing servants of the dark side. When paired with the Heart of the Guardian, the solari crystal allows a Jedi to add +4 to the *lightsaber* roll when deflecting blaster bolts.

As it was an artifact of the light side, should a Jedi have any Dark Side Points, then the *control* and *sense* difficulties for *lightsaber combat* will increase one level for each Dark Side Point the user has.

There was only one solari crystal, and it was not available for sale during the Dark Wars. By the time of the Galactic Civil War, it was worth 16,000.

### Upari crystal



Strangely, this crystal was usually encountered scattered in orbit of primarily forested worlds. Though brittle, it was versatile, and a Jedi Master could get it to produce many effects. How the crystal was cut altered the effects of the crystal, which in turn made it more powerful.

In GM terms, the upari crystal allows the Jedi to add +3/+4/+2 to the *lightsaber* roll when in melee and +1-8°/+2D/+1D to the lightsaber's damage. When paired with the Mantle of the Force, the upari crystal also adds +8 to the *lightsaber* roll when deflecting blaster fire.

The upari crystal also allows the Jedi to add a +1D bonus to one of the bonuses offered by *lightsaber combat* (damage, *lightsaber* skill rolls when in melee, or *lightsaber* skill rolls when deflecting blaster fire), or to reduce one skill (*control* or *sense*) difficulty for *lightsaber combat* by one level. The Jedi must choose the benefit upon installing the upari crystal. Installing an upari crystal into a lightsaber will increase the *lightsaber repair/engineering* difficulty by one level because of the brittle nature of the upari crystal.

If the Jedi installs two upari crystals into the same lightsaber, the Jedi can choose the benefits for each of them

normally. However, having two upari crystals increases the *lightsaber repair/engineering* difficulty two levels.

There is a special feature with the upari crystal. The wielder can make a Heroic *lightsaber repair/engineering* roll to alter the cutting of the upari crystal and increase the power of the crystal. A successful roll increases the bonus to +2D, but a failed roll means the upari crystal was destroyed.

An upari crystal was worth 4,980 credits.

Now the crystals found between the Jedi Civil War and the Dark Wars will be considered. By the time of the Dark Wars, the Heart of the Guardian and the Mantle of the Force were lost, so the Jedi Order was unable to learn how these crystals could have affected the new modulation crystals discovered during this time frame. And with their loss, the Jedi Order used the Dantari crystals exclusively as the primary focusing crystals for their lightsabers.

Except for the krayt dragon pearl and luxum crystal, all the previously listed modulating crystals were available during the Dark Wars. The Jedi also started using the smaller Adegan crystals as modulating crystals. Thus, the damage lightsabers were capable of inflicting was based on the Dantari crystals – 4D+1 – rather than the Adegan crystals. However, Jedi have found that using any of the Adegan crystals as modulating crystals increased the damage lightsaber could inflict. In GM terms, in addition to whatever property they add to the lightsaber blade, each Adegan crystals placed within the lightsaber increases the lightsaber damage by +2.

Except for the Adegan crystals, unless indicated otherwise, the Jedi must use *harmonize lightsaber crystal* on these modulating crystals before installing them within their lightsabers.

### Ankarres Sapphire



Also known as the Antares crystal, the Ankarres Sapphire was a crystal that possessed legendary healing powers and numerous other effects. It is one of the most potent crystals to be used in the construction of lightsabers. It is also a crystal of great power that could aid a Jedi in battle. Legends had it that this sapphire could only have been wielded by light-siders. If a darksider or Sith were to touch the crystal or the lightsaber containing the crystal, it would slowly heat up and eventually burn their hand. This effect could apparently be reversed if it were to fall into the wrong hands. The Jedi Exile Meetra Surik might have found this crystal at some point in 3,951 BBY (Before the Battle of Yavin).

In GM terms, the Ankarres Sapphire grants the Jedi a +1 bonus to all *Dexterity* attribute and skill rolls and a +2 bonus to all *Strength* attribute and skill rolls. The Ankarres Sapphire also allows a Jedi to add +2 to his *Strength* roll when healing naturally. This does not apply to *first aid* or to using the Force to heal from injuries.

A Jedi with no dark side points could touch the crystal or the lightsaber containing the crystal and try to use its power. Any light-side Force-sensitive character could use *accelerate another's healing*, *accelerate healing*, *control another's disease*, *control disease*, *detoxify poison*, and *detoxify poison in another* as if they had these powers and receive a special +1D bonus to all Force skills associated with these powers. Any Jedi knowing any of these powers still receive the bonus. A character who was not Force-sensitive could receive the full benefits from the powers of the crystal without any roll to activate them if they were to spend a Force point per desired power per target.

If a Dark Jedi or a Sith grabs the crystal or the lightsaber containing the crystal, the individual suffers 2D heat damage per round.

If a Jedi uses an Ankarres Sapphire, the lightsaber blade will be blue in color.

The Ankarres Sapphire was not available for sale, and since it was already attuned to and infused by the Force, *harmonize lightsaber crystal* was not necessary for this crystal.

### Danite crystal

The expensive danite crystal had the same effect on a lightsaber when used as a modulating crystal as a kathracite crystal. Adding additional Adegan crystals to a lightsaber allowed more power to flow through the blade.

In GM terms, a lightsaber with a danite crystal as a modulating crystal inflicts *stun* damage rather than normal lightsaber damage.

A danite crystal was worth 6,000 credits.

### Dragite crystal



A dragite crystal was found in the caves and caverns of the D'olop Mountain Range on M'haeli. Small, dull, and brittle, dragite crystals were one of the most brittle lightsaber modulating crystals ever encountered. When struck, a dragite crystal produced a loud ringing that was quite disorienting. When used as a modulating crystal, the lightsaber blade pulsed and hummed loudly. When this lightsaber blade struck a solid target, the blade produced a deafening crack and a shockwave that could disorient and even harm its target.

In GM terms, when a lightsaber with a dragite crystal strikes a target, even if the lightsaber deals no damage, the target must make an Easy *Strength* roll or be disoriented and lose -1D to the *Dexterity* for the remainder of the round and the next one. If the Jedi lands a critical hit when his *lightsaber* roll exceeds the difficulty by 10 or more, the target receives *stun* damage on a failed roll equal to the lightsaber's damage for the same amount of time.

Having two dragite crystals would double the bonus to the lightsaber's damage.



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Because of the brittleness of the dragite crystal, installing one carefully into a lightsaber requires a Heroic *lightsaber repair/engineering* roll.

A dragite crystal was worth 500 credits during the Dark Wars. By the time of the Galactic Civil War, it was 14,000.

### Kaiburr crystal



The kaiburr crystal was a unique crystal found at the Temple of Pomojema on Mimban. The special properties of the kaiburr crystal can be found in the [Splinter of the Mind's Eye Sourcebook](#) that is available at The Rancor Pit website. Perhaps one of the most powerful crystals that could be used in a lightsaber, the kaiburr crystal bestowed insight and fortitude upon its owner. If it were taken away from Mimban, it could be used as a modulating crystal.

In GM terms, the Kaiburr crystal shard adds a bonus of +2 to the lightsaber damage and a bonus of +2 to all *lightsaber* rolls. In addition, the kaiburr crystal allows a Jedi to add +3 to his *Strength* roll when healing naturally. This does not apply to *first aid* or to using the Force to heal from injuries.

The bonuses granted by the kaiburr crystal can only be applied if the kaiburr crystal is away from Mimban.

If a Jedi uses kaiburr crystal, the lightsaber blade will be crimson in color.

There was only one kaiburr crystal, and it was not available for sale.

### Kasha crystal



Native to Cerea, the kasha crystal was traditionally used by Cereans as a meditation tool. They were used to clear the mind of distractions in order to create a perfect meditation environment. Scribed onto each face of the crystal were patterns to harness its full energy potential. These patterns were possibly created by Bi-Dar Tyunda thousands of years before. When placed in a lightsaber, the kasha crystal helped clear the wielder's mind of distractions, even during intense combat.

In GM terms, the kasha crystal adds a bonus of +1 to *lightsaber* rolls in melee. If a Cerean Jedi uses this crystal in their lightsaber, the Jedi gains a bonus of +2 to their *willpower* roll when *force of will* is active.

Having two kasha crystals increases the bonus to *willpower* to +1D.

Kasha crystals were not available for sale.

### Kathracite crystal

A kathracite crystal was the most common and cheapest of the Adegan crystals to be used as modulating crystals. Adding additional Adegan crystals to a lightsaber allowed more power to flow through the blade.

In GM terms, a lightsaber with a kathracite crystal as a modulating crystal inflicts *stun* damage rather than normal lightsaber damage.

A kathracite crystal was worth 980 credits.

### Mephite crystal

A mephite crystal was a good modulating crystal, but the Miner's Guild and other unscrupulous merchants asked a high price for this crystal. Adding additional Adegan crystals to a lightsaber allowed more power to flow through the blade.

In GM terms, a lightsaber with a mephite crystal as a modulating crystal adds +1 to the *lightsaber* roll in melee for each mephite crystal installed, up to a maximum of +2.

A mephite crystal was worth 9,800 credits during the Dark Wars. By the time of the Galactic Civil War, it was 10,000.

### Pontite crystal

While they could still be used as the primary crystal, the Jedi had found pontite shards to be remarkable modulating crystals because they produced subsonic waves that most sentient species found soothing. The subsonic waves surround the Jedi and others in an aura that cools the skin and tempers.

In GM terms, a lightsaber with a pontite crystal as a modulating crystal adds +1-10° cold damage to the base lightsaber damage, unless the target is protected from the cold. When the lightsaber is active, the Jedi also receives a +1D bonus to all *persuasion* rolls against targets in a 10-meter radius.

There were no detectable benefits to having two pontite crystals as modulating crystals in a lightsaber. Having one as the primary focusing crystal and one as a modulating crystal grants the Jedi the benefits of both.

A pontite crystal was 15,000 credits.

### Qixonite crystal



Qixonite crystals were exceedingly rare dark red crystals that were formed on a planet that was destroyed millennia ago when its star went supernova. The heat and energy of the star caused metals and minerals on the planet to fuse into these crystals, which were then blasted into the Qixonite Nebula after the planet was destroyed.

The Jedi obtained several of these crystals and found them to make powerful lightsaber focusing crystals. However, the violence of the destruction of the planet and star that forged these crystals tainted them with the dark side. Thus, while the Jedi generally shunned them, Dark Jedi and Sith coveted them.

In GM terms, the qixonite crystal adds a bonus of +1D+2 to the lightsaber damage. However, the qixonite crystal adds +10 to the control and sense difficulties for lightsaber combat, and leaves the Jedi at risk of receiving a Dark Side Point. If the Jedi fails to make either roll, the Jedi can only use lightsaber combat by accepting a Dark Side Point. The qixonite crystal also allows a Jedi to recover from fatigue and failed stamina



rolls in half the normal time, but the Jedi receives a Dark Side Point in the process.

The Jedi Exile Meetra Surik discovered that when a qixoni crystal and solari crystal were placed in a lightsaber as modulating crystals, the dark side taint of the qixoni crystal and the light side power contained in the solari crystal balance each other out, allowing the Jedi to draw upon the benefits of both modulating crystals without gaining Dark Side Points.

Having two qixoni crystals increases the bonus to the lightsaber damage to +3D+1.

If a Jedi uses a qixoni crystal, the lightsaber blade will be a crimson color regardless of the primary crystal color or the influence of any other modulating crystals.

A qixoni crystal was worth 5,000 credits, and since it was already attuned to and infused by the Force, *harmonize lightsaber crystal* was not necessary for this crystal.

### Relacite crystal

A relacite crystal had the same effect on lightsabers as danite and kathracite crystals as modulating crystals. Adding additional Adegan crystals to a lightsaber allowed more power to flow through the blade.

In GM terms, a lightsaber with a kathracite crystal as a modulating crystal inflicts *stun* damage rather than normal lightsaber damage.

A relacite crystal was worth 2,500 credits.

### Ruusan crystal



These crystals were native to the Mid Rim planet of the same name. They did not affect the lightsaber blade, but they did aid a Jedi in focusing the Force.

In GM terms, when a Jedi wields a lightsaber with a Ruusan crystal as a modulating crystal and uses *lightsaber combat*, the Jedi gains a bonus of +1 to all Force skills for each Ruusan crystal placed in the lightsaber. Note – maintaining *lightsaber combat* still has the -1D penalty. The bonus provided by the Ruusan crystal mitigates some of the penalty.

A Ruusan crystal was worth 980 credits.

### Stygius crystal



These crystals were only found on Aeten II, 224Core, and Maramere. In its pure crystal form, it was a suitable lightsaber crystal.

When placed in a lightsaber, the natural cloaking attributes of the crystal would augment the power of a stealth-minded Jedi in remaining unseen.

In GM terms, the stygius crystal adds a bonus of +1 to *lightsaber* rolls in melee and a bonus of +1 to all *Dexterity* attribute and skill rolls. While it does not change the color of the blade, a pure stygius crystal generates a diffuse blur around the wielder when the lightsaber is active. This grants a +2 bonus to all *sneak* rolls.

The refined crystal grants the basic bonus of the pure form and has a more powerful emanation that a Jedi can manipulate up to a 5-meter radius. The Jedi makes an *alter* roll against the opponent's *Perception* roll. If the Jedi wins, the opponent has a weird feeling that he is being watched, but he cannot locate the source. The Jedi can be detected by aural-, heat-, and infrared-based sensors, but to the naked eye and visual sensors, the Jedi is a blur.

Droids can also be fooled, but the Jedi must make a Very Difficult *alter* roll. If successful, the Jedi sends wrong readings to the droids, and he is treated like a small interference in the droid's sensors.

Having two stygius crystals increases the bonus to *sneak* to +5.

A stygius crystal was worth 3,245 credits.

The Jedi were also able to find a select few crystals that could serve as a primary focusing crystal or a modulating crystal. Regardless of how they were used, these crystals gave the lightsaber blade unique properties, but when used as the primary focusing crystal, the crystal produced a lightsaber blade with a distinct color.

### Barab ore ingot



Barab ore was a resource for the Barabels on Barab I. The ore was on the planet's surface in small clusters in the mountainous regions, where it was exposed to high doses of radiation and torrential downpours daily. Found inside the Barab ore were Barab ore ingots, also called Barab ingots. The Barab ore ingot were hot to the touch and glowed with a fierce inner light because the ingots stored and magnified the radiation.

Though the radiation on the surface made it difficult to find these crystals, Jedi were able to find some that were suitable for lightsaber crystals. When placed within a lightsaber, the ingot produced a blade that burned almost to the point of losing its cohesion.

In GM terms, a Barab ore ingot adds +2-16<sup>f</sup> fire damage to the lightsaber damage. Even if the target is somehow protected from fire or intense heat, the lightsaber blade will cut through the protection, exposing the target to the intense heat.

If a Jedi uses a Barab ore ingot as the primary crystal, the lightsaber blade will be white-gray in color.

Despite the bonus, the Barab ore ingot has several drawbacks. First, the Jedi have found that having two Barab ore ingots in the same lightsaber will melt the lightsaber if ignited by the wielder. The wielder will suffer the same heat damage. Second, as the Barab ingot ore stores and magnifies the radiation that bathes the surface of the planet, the crystal is radioactive. When placed in a lightsaber, it makes the lightsaber slightly radioactive. Unless the Jedi is a member of a species that is resistant to radiation, wears protective clothing, constructs his lightsaber with radiation-resistant

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materials, or uses *absorb/dissipate energy*, the Jedi will have to be wary of radiation poisoning. The potential hazards associated with the drawbacks limited the use of this crystal in lightsabers.

A Barab ore ingot was worth 8,700 credits during the Dark Wars. By the time of the Galactic Civil War, it was 15,000 credits.

### Hurrikaine crystal



A Hurrikaine crystal were deep blue to violet crystals from the planet Hurikane and were admired for their unparalleled beauty. When placed in a lightsaber, it created a blade that was very good at penetrating defenses. As thanks for helping the stone-encrusted native species of Hurikane, then Padawan Mace Windu was given a handful of these crystals, which he later used as focusing crystals for his lightsaber.

In GM terms, a lightsaber with a Hurrikaine crystal makes the lightsaber blade keen<sup>d</sup>. It also adds +1-8° to the lightsaber damage.

In addition, the Hurrikaine crystal grants the wielder a +1D to the *lightsaber* roll in melee to strike a mark of contact against an opponent with protection of any kind.

Having two Hurrikaine crystals doubles the bonus to the *lightsaber* roll.

If a Jedi uses a Hurrikaine crystal as the primary crystal, the lightsaber blade will be blue or purple in color.

A Hurrikaine crystal was worth 2,000 credits.

### Lorrdian gemstone



During the Kanz Disorders, the enslaved Lorrdians of Lorr were banned from speaking to each other and were forced to develop kinetic communication to communicate with one another. This gave the Lorrdians the ability to better predict the actions of others, including their Argazdan overlords, by careful observation of subtle changes in body languages. A few Force-sensitive Lorrdians found these Lorrdian gemstones and imbued them with similar abilities to read an opponent.

Only a Lorrdian Jedi can use *harmonize lightsaber crystal* on a Lorrdian gemstone. If a Lorrdian Jedi finds some of these crystals in a natural setting on Lorr, the Jedi rolls 1D. If the result is a 6, then the Lorrdian gemstone is already attuned to and imbued with the Force and can be used as a lightsaber crystal without the need to use *harmonize lightsaber crystal*.

In GM terms, the Lorrdian gemstone grants the Jedi a +3 to *lightsaber* rolls when deflecting blaster fire and increases the protection provided by any armor the Jedi is wearing by +2. The Lorrdian gemstone also adds +3 to all attack and defense rolls with *lightsaber* when *combat sense* is active. *Combat sense* also affects the blaster deflection rolls in the same manner.

If a Lorrdian Jedi uses a Lorrdian gemstone as the primary crystal, the color of the lightsaber blade will vary according to the color of the Lorrdian gemstone.

The benefits provided by the Lorrdian gemstone can only be given to a Lorrdian Jedi. Any non-Lorrdian Jedi wielding a lightsaber with a Lorrdian gemstone will not receive the benefits.

There were no detectable benefits to having two Lorrdian gemstones in a lightsaber.

A Lorrdian gemstone was worth 6,450 credits during the Dark Wars. By the time of the Galactic Civil War, it was 9,600.

### Ultima-pearl



Ultima-pearls were uncommon, silvery, lustrous, spherical pearl found on the deep ocean floor of Dac. It could be used as a form of lightsaber crystal, but it required considerable skill to properly install one into a lightsaber. Jedi Master Cilghal used an ultima-pearl in her lightsaber.

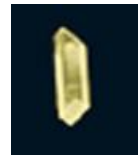
In GM terms, the ultima-pearl adds a bonus of +1D+1 to *lightsaber* rolls in melee and a bonus of +2D to lightsaber damage. The ultima-pearl also allows the Jedi to add +1D to lightsaber damage on a critical hit.

If a Jedi uses an ultima-pearl as the primary crystal, the lightsaber blade will be viridian in color.

Installing an ultima-pearl into a lightsaber requires a Heroic *lightsaber repair/engineering* roll.

Having two ultima-pearls increases the bonus to *lightsaber* rolls in melee to +2D.

### Velmorite crystal



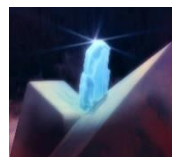
Velmorite was a yellow lightsaber crystal found only on the planet Velmor. While they were used to produce high-quality Velmorite energy swords, they were also used in a lightsaber, where they created a fine, thin blade for graceful, fluid wielding.

In GM terms, the velmorite crystal adds a +1 bonus to all *Dexterity* attribute and skill rolls and makes the lightsaber blade keen<sup>d</sup>. The velmorite crystal also adds a bonus of +2D+2 to *lightsaber* rolls in melee.

If a Jedi uses a velmorite crystal as the primary crystal, the lightsaber blade will be light yellow in color.

Having two velmorite crystals increases the bonus to *lightsaber* rolls in melee to +3D.

A velmorite crystal was worth 3,000 credits.



After the Dark Wars, the Jedi found the planet Iulum in the Unknown Regions and the kyber crystals within the caves on the icy world. The Jedi Order built a Jedi Temple at the entrance of these caves and soon formed a rite of passage for the Jedi initiates called The Gathering.

Escorted by a Jedi of higher rank, like a Jedi Master or even a Padawan, a clan of six to eight younglings travels to Ilum. Upon arriving at the Temple, the younglings face their first test of skill, where they are tasked with clearing the entrance to the Temple, which is often blocked by fallen snow, ice, and other debris.

Once inside, the younglings gather at the heart of the Temple, where the group leader leads them in a lecture on the nature of the kyber crystal, lightsabers, and their place in the lore of the Jedi. The journey to Ilum is timed so that as the sun rises over the Temple, its light shines through a gap in the Temple’s ceiling where it is focused through a massive kyber crystal. The kyber crystal then emits a beam of sunlight towards a frozen waterfall covering the gates to the Crystal Caves, melting it. The star Ilum orbits is weak, and the star is only in position to melt the waterfall every seventeen days.

Before descending into the catacombs of the Crystal Caves on their own, the higher-ranking Jedi encourages them to take great haste in their quest, for the waterfall would freeze over in a matter of hours, trapping them within the catacombs. This is an intentionally false statement since the waterfall can be shattered open with the Force. The fabrication is used to encourage a sense of seriousness and urgency within the younglings and to help them break through the strange illusory effects of the caves.

Once inside the labyrinth, the younglings use the Force to search the caves to find a kyber crystal that is calling to each of them through the Force. But the journey also becomes more personalized to each individual youngling. There is a vergerence within the caves that permeates the very stone of the caves, causing an intensification of the Force. This has a direct effect on the younglings, as the vergerence exploits the deepest insecurities of those who enter the caves, exposing an individual’s weaknesses and shortcomings. The test is for each youngling to overcome their fears, weaknesses, and/or shortcomings. If successful, a unique kyber crystal near them appears to illuminate. It is as if the kyber crystal has acknowledged the youngling’s presence and wants to be with the youngling. The glow is usually blue or green, though in some instances the kyber crystal glows in a different color. The crystal retains that hue from then on and determines the color of the lightsaber blade the youngling will soon construct. Failure to overcome the test results in an overwhelming sense of self-doubt and fear gripping the student, which can potentially prevent them from ever finding a kyber crystal.

After the youngling completes the initial construction of their lightsaber, the youngling must establish a bond with the kyber crystal, and with the kyber crystal being attuned to the Force and exhibiting a form of “collective consciousness” bordering on sentience, the youngling must use a power similar, yet fundamentally different from the one used by Jedi before the Dark Wars.

## Kyber Bond

**Status:** Canon

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Difficult, trained only

**Alter Difficulty:** Difficult, trained only

**Prerequisites:** *Lightsaber repair/engineering 5D, emptiness, hibernation trance, life detection, life sense, lightsaber combat, lightsaber construction, magnify senses, sense Force, telekinesis*

**Effect:** The purpose of this power is the same as *harmonize lightsaber crystal* – to prepare the crystal before inserting it into the lightsaber and completing its construction. The main distinction between the two powers is that while the kyber crystal is attuned to the Force, like the Adegan crystals, the Ankarres Sapphire, and the Qixonon crystal, the kyber crystal has a form of “collective consciousness” bordering on sentience. Thus, the Jedi generally treated the kyber crystals as if they were alive. Thus, establishing a bond with a kyber crystal is very different from establishing a bond with any other crystals.

Sometimes, when a kyber crystal illuminates near a Jedi youngling, it will glow a certain color. The color of the glow will determine the color of the youngling’s lightsaber. Other times, when a kyber crystal illuminates near a Jedi youngling, it remains clear. When a youngling successfully uses this power to create a bond with a kyber crystal, the kyber crystal will change its color. The GM must roll a d6 and consult the table below for the result.

Roll result	Color	Rare Color
1	Yellow	Purple
2-3	Blue	Cyan
4-5	Green	Magenta
6	Roll and consult rare color table	Indigo

When the youngling is ready to bond with the kyber crystal, the youngling spends one day meditating with the crystal, gaining an instinctive understanding of how to use it.

The youngling must make three tests to successfully attune the desired crystal. First, the youngling must harmonize himself or herself with a Difficult *control* roll. Then the youngling must harmonize with the Force surrounding them with a Difficult *sense* roll. Finally, the youngling must make a Difficult *alter* roll to establish the bond with the kyber crystal. The user cannot prepare or “take time” for this ceremony, but for each additional day spent in meditation, one of the skill roll difficulties can be reduced one level, to a minimum of Easy. When all three tests are made, the youngling must spend a Force point. The first time this is done successfully, the youngling becomes stronger in the Force and receives an extra Force point in return. Should the youngling fail any of the tests, the youngling must still spend the Force point, but does not receive an extra Force point back.

Even though the youngling can use this power to establish a bond with the kyber crystal, it does not mean that the kyber crystal is immune from further influence. Another Jedi can

use this power on a kyber crystal that has been previously affected by this power. Also, a bonded kyber crystal can be affected by *bleeding* and *purification*, both of which are explained later.

At times, the following mantra helps the Jedi younglings meditate and either find their kyber crystal or construct their own lightsaber.

The crystal is the heart of the blade.

The heart is the crystal of the Jedi.

The Jedi is the crystal of the Force.

The Force is the blade of the heart.

All are intertwined: the crystal, the blade, the Jedi. We are one.

Though they were used exclusively by the Jedi and the Sith, and the location of Ilum was kept a secret from the rest of the galaxy, smugglers and other such individuals learned about these crystals. They found that the kyber crystals were worth 9,000 credits.

A lightsaber with a kyber crystal as the focusing crystal has a base damage of 5D.

Sometimes, usually because of damage sustained to the lightsaber hilt or due to extreme stress placed on the lightsaber blade by the Jedi, the kyber crystal sustained damage as well. The damage to the kyber crystal could only be hairline fractures, but it would be enough to cause power to leak out of the crystal. Should the lightsaber hilt suffer a damaging hit, the GM must roll a wild die. If the result is 1, the hit to the lightsaber damages the kyber crystal as well. When this happens, the GM must roll a wild die at random intervals. If the result is 1, the lightsaber sputters and deactivates. The Jedi cannot ignite the lightsaber for an hour while the built-up energy either returns to the power cell or leaks out of the hilt. If the lightsaber hilt was destroyed or suffers critical damage, like Anakin Skywalker's lightsaber did while on the assembly lines of the droid factories on Geonosis, the kyber crystal would suffer multiple, noticeable cracks if it was not destroyed outright.

The Jedi can find that the kyber crystal has been damaged by performing a Difficult *lightsaber repair/engineering* roll to detect the damage to the crystal. Or the Jedi can check the rest of the lightsaber with *lightsaber repair/engineering* to see what might have been damaged, and upon finding nothing realize the kyber crystal has been damaged. At the time, the only option was to return to Ilum and find a new kyber crystal or find another crystal that could function as a focusing crystal. By studying Luke Skywalker's notes and the books he had collected, Rey created the *accelerate crystal growth* power, which allowed her to repair the damage sustained to the kyber crystal in Anakin Skywalker's lightsaber when it was violently split in half during the telekinetic tug-of-war between herself and Kylo Ren. Any future Jedi Rey would

train would be able to learn this power and use it to repair the focusing crystal should it be damaged.

Though the Jedi used kyber crystals in their lightsabers almost exclusively, they did find several crystals that could be used as focusing crystals for their lightsabers. The previously mentioned Hurrikaine crystal was one of them.

### Durindfire crystal

The durindfire crystal was found only on Tatooine, where most of the inhabitants believe it to be worthless.

When placed in a lightsaber, the durindfire crystal was the key to adding a distinctive silver sheen to any lightsaber blade. The durindfire crystal was traditionally used by the Jedi of the Halcyon/Horn bloodline.

In GM terms, the durindfire crystal generates a lightsaber blade that inflicts 5D damage. In addition, a lightsaber with a durindfire crystal emits a glow comparable to a fusion lantern, providing bright illumination in an area with a ten-meter radius.

A durindfire crystal was worth 10,000 credits.

### Etaan crystal

The etaan crystal formed in the depths of caverns deep within the crust of the Mid Rim world of Etai. The etaan crystals were difficult to find, as they were usually located 500 meters to over a kilometer below the surface. However, the crystals echo any nearby sound with a humming resonance, which guided prospectors to them. With the destruction of Etai, finding these crystals elsewhere in the galaxy is nearly impossible.

When harvested, the etaan crystals retain their resonant properties. When incorporated into a lightsaber hilt, the emitted blade thrummed in harmony with the motion of the blade. The lightsaber blade even chimed at nearby sounds. The lightsaber blade responded well when clashing against another lightsaber blade or blocking a blaster bolt, emitting a near-deafening crack and a bright flare of energy. A lightsaber blade powered by an etaan crystal would cause other lightsaber blades to bounce off. However, blaster bolts absorbed some of the energy from the reaction with the resonant blade and became increasingly dangerous.

In GM terms, the etaan crystal generates a lightsaber blade that inflicts 5D damage. Since the lightsaber blade receives the resonant properties of the etaan crystal, when activated it grants the Jedi a +1D bonus to *Perception* and *search* rolls when trying to find a hidden opponent by sound.

When engaged in melee combat, every time the opponent strikes a Jedi's lightsaber that is powered by an etaan crystal, the opponent must make a Moderate *Strength* or *stamina* roll or be stunned.

When a Jedi wielding a lightsaber powered by an etaan crystal deflects or redirects a blaster bolt, the blaster bolt absorbs some of the resonant energy from the contact. A blaster bolt deflected or redirected from such a lightsaber adds +1D to its damage should it strike a target.



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An etaan crystal was worth 12,000 credits.

### Ghostfire crystal

The ghostfire crystal was a rare crystal that was found on various Outer Rim planets. They grew from rocky formations and formed precarious and nearly invisible spires on mountain peaks. The Jedi have found that when harvested and placed in a lightsaber, the crystal produced a nearly translucent blade that shone dimly. The lightsaber blade also did not resonate with the legendary thrum of most lightsabers; instead, the lightsaber blade was almost completely silent. Perhaps the most peculiar property of the ghostfire crystal was the ability to create illusory afterimages of the lightsaber that follows the wielder's motions. This disorients foes and disguises the true position of the lightsaber blade.

In GM terms, the ghostfire crystal generates a lightsaber blade that inflicts 5D damage. Since the lightsaber blade is translucent and silent, a Jedi can have the lightsaber active while sneaking past an opponent. Thus, when the lightsaber is activated, the ghostfire crystal grants a +1D bonus to *sneak* rolls in such situations.

The lack of color and sound and the illusory afterimages make it harder for an opposing Dark Jedi or Sith to track the Jedi's lightsaber in combat. When facing a Jedi with a ghostfire crystal in combat, the difficulty levels associated with *lightsaber* and *melee parry* are increased two levels – one for the lack of color and sound, and one for the illusory afterimages. If the Dark Jedi or Sith makes a Very Difficult *Perception* roll, the Dark Jedi or Sith can see through the illusory afterimages, reducing the difficulty increase to one level.

The Jedi can use the illusory afterimage to his advantage. If the Jedi were to use a Force power to hide in plain sight, like *Force haze*, or a Force power to generate illusions, like *illusion*, the ghostfire crystal grants the Jedi a +1D bonus to all Force skill rolls associated with those powers. When combining *illusion* with the illusory afterimages, the illusion must be associated with the afterimages in some way. A Jedi creating afterimages of himself to match the afterimages of the lightsaber will allow the Jedi to receive the bonus. Creating the illusion of a hawkbat swooping in for an attack will not allow the Jedi to gain the bonus.

A ghostfire crystal was worth 14,000 credits.

### Jedha crystal



The Jedha crystals were found on Jedha, a moon in the Mid Rim. Jedi and members of the Church of the Force treasured these crystals as artifacts from Jedha.

Jedi have found that the Jedha crystals were virtually identical to kyber crystals. When placed in a lightsaber, the Jedha crystals produced lightsaber blades that were identical to those produced by kyber crystals. With the destruction of Jedha, any Jedha crystals found will be cracked.

The features of a cracked Jedha crystal are the same as those of a cracked kyber crystal.

In GM terms, the Jedha crystal generates a lightsaber blade that inflicts 5D damage.

A cracked Jedha crystal was worth 8,000 credits.

### Kimber stone

The kimber stones were produced by the volcanic activity on the moon of Y'ness in the N'zoth system. Jedi found that kimber stones produced a nonlethal blade, and while most Jedi did not use them, some did. By the time of the Empire, kimber stones were sold as simple trinkets on the black market by individuals who did not understand their true nature and value.

In GM terms, the kimber stone generates a lightsaber blade that inflicts 5D stun damage.

A kimber stone was worth 6,500 credits.

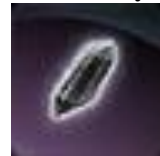
### Kohlen crystal

Located on Pijal's moon were crystals that were structurally similar to kyber crystals on a macroscopic scale, but they were fundamentally different than kyber crystals on a microscopic scale. Called kohlen crystals, they were also attuned to the Force. During an investigation on Pijal, Qui-Gon Jinn and Obi-Wan Kenobi learned that a group known as blackguards were using the kohlen crystals to create a personal energy shield that was impervious to lightsaber blades. They also learned, quite by accident, that swapping out a kyber crystal for a kohlen crystal would produce an unusually low-powered orange blade capable of slicing through the personal energy shields the blackguards were using.

In GM terms, the kohlen crystal generates a lightsaber blade that only inflicts 3D damage. Also, the lightsaber blade from a kohlen crystal ignores the protection offered by a personal energy shield powered by a kohlen crystal.

If a Jedi uses a kohlen crystal as the primary crystal, the lightsaber blade will be orange in color.

### Marilite crystal



This was a type of gem that could be used as an energy source. Jedi have found that this gem could serve as a focusing crystal in their lightsabers.

In GM terms, the marilite generates a lightsaber blade that inflicts 5D damage.

### Nishalorite stone

Discovered by a wandering Jedi Seeker, the nishalorite stones were found on a world with particularly strong magnetic fields. The stone was usually dark gray or blue-black in color and possessed powerful magnetic properties. Because of the magnetic properties, the stones were often used in electronics and magnetic navigation equipment.

When properly cleaned, refined, and placed within a lightsaber, a nishalorite stone produced a dense crackling



blade with a subdued color that intensified in the direction of a planet's magnetic north. The color also intensified when it detected natural or artificially generated magnetic fields, such as those produced by generators or powerful electronic systems.

In GM terms, the nishalorite stone generates a lightsaber blade that inflicts 5D damage. Since the color of the lightsaber blade intensifies when pointing in the direction of a planet's magnetic north or the magnetic fields produced by generators or powerful electronic systems, the lightsaber can serve as a makeshift compass or direction fighter depending on the circumstances.

A nishalorite stone was worth 12,500 credits.

### Seeker crystal

The origin of the seeker crystals was shrouded in mysteries and dark rumors. Some said they came from the deepest edges of the galaxy, from stars yet unknown, or perhaps even outside the edges of the galaxy. Some said they came from black markets that are so secretive that none but a select handful of beings know about them. Some said that the original purpose of these crystals was quite different than for powering a lightsaber.

The origins of these crystals were unknown, but the effect they had on lightsabers was well known. Though they were few, they served their users well, allowing them to avoid ambushes and surprise attacks. Jedi who used a seeker crystal in their lightsabers seemed to instinctively know when they were being secretly observed or when their charges were in danger from hidden assassins. When ignited, the lightsaber connected users to the Force in such a way that they were able to detect those who hide nearby. It did not serve as a compass pointing the way to hidden beings, but it did allow a wielder to know without a doubt that a concealed foe was nearby.

In GM terms, the seeker crystal generates a lightsaber blade that inflicts 5D damage. When the lightsaber is ignited, the seeker crystal grants a +1D bonus to all *sense* rolls when using *combat sense*, *danger sense*, or *life detection*.

If a Jedi uses a seeker crystal as the primary crystal, the lightsaber blade will be soft pink in color.

A seeker crystal was worth 16,000 credits.

### Sorian crystal

None could confirm accurately the origins of the sorian crystal, but many traders easily recognize these crystals by their radiance. The crystals reflected light in swirling, intricate patterns reminiscent of dancing flames. These crystals were scarce, so few realized their potential to serve as focusing crystals for lightsabers.

When placed in a lightsaber, the sorian crystal produced a blade that would release a surge of power each time it met another object moving at high speed. The power surge was a slight but sudden jolt that emanated from the blade and was often enough to throw an opponent off balance in a lightsaber duel, allowing the Jedi wielding a sorian-powered blade time

for a counterstrike. The added resistance also made it harder to slice apart an opponent in a single stroke. Over the course of a long duel between skilled fighters, the unique edge it provided could make the difference between life and death.

In GM terms, the sorian crystal generates a lightsaber blade that inflicts 5D damage. When struck by another lightsaber, the contact triggers a jolt from the sorian-powered lightsaber that throws the attacker off balance. The attacker must make a Moderate *Strength* or *stamina* roll or be unable to take any action in the next round.

A sorian crystal was worth 16,000 credits.

### Tainted Nightsister crystal

A tainted Nightsister crystal were once pure kyber crystals. Soaking them in the waters of life perverted their connection to the Force.

When active, the lightsaber blade will be green in color and emit a putrid, choking green smoke, courtesy of the perversion caused by the immersion into the waters of life.

In GM terms, the tainted Nightsister crystal generates a lightsaber blade that inflicts 5D damage.

A tainted Nightsister crystal was worth 13,000 credits.

### Varpeline crystal

A varpeline crystal was a hard, super-dense mineral found on the Outer Rim world of Mearalis II. They ranged from white to a rich gold in color and were scattered throughout the extensive mountain ranges found on Mearalis II. When properly worked, varpeline crystals could be used to slice through nearly any substance known in the galaxy; thus, they were typically used in industrial cutting machinery and precision fabrication instruments.

When placed in a lightsaber, a varpeline crystal produced a blade that emitted a short, sharp ringing tone when striking an object. The blade could also cut through the thickest armor or toughest materials with greater ease than lightsaber blades produced by other crystals. The blade generated by a varpeline crystal tends to be quite effective in dismembering a target.

In GM terms, the varpeline crystal generates a lightsaber blade that inflicts 5D damage. The lightsaber blade from a varpeline crystal is keen<sup>d</sup> and reduces by one level the difficulty to perform any mark of contact except *dun möch*. However, because the lightsaber blade emits a short, sharp ringing tone when it strikes an object, it is not conducive to stealth. If a Jedi using a lightsaber with a varpeline crystal strikes an object, opponents searching for the Jedi gains a +1D bonus to *Perception* or *search* rolls when searching for the Jedi audially by listening to noises or using audial sensors.

A varpeline crystal was worth 14,000 credits.

After Darth Sidious seized control of the Old Republic and transformed it into the Empire, Ilum and Jedha were strip-mined for their kyber crystals to serve in the construction of the superlasers on both Death Stars and Starkiller Base. All

other locations were looted or destroyed during his reign. Any crystal that could be used as lightsaber focusing crystals were only available on the black market at high prices. However, a good number of unique crystals were found that could serve as focusing crystals.

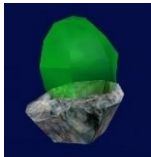
### Allya's Exile



Named after the rogue Jedi Allya, this was a powerful crystal that generated an outstanding amount of heat. When placed in a lightsaber, the lightsaber blade was an amazing scarlet which reflected the crystal's color and unbelievable hot qualities. While identical to the sigil crystal in usage, its properties exceeded the properties of the sigil crystal.

In GM terms, Allya's Exile generates a lightsaber blade that inflicts 5D damage plus an additional +2D heat damage. As the lightsaber blade can cut through most material, it can cut through any heat-resistant clothing or gear that the victim might be wearing. Thus, wearing such gear will not provide protection from the additional heat damage granted by Allya's Exile. Only the heat resistance special quality offered by a species' or a creature's trait can offer some protection from the heat damage.

### Allya's Redemption



Named after the rogue Jedi Allya, this was a powerful green crystal that possessed a venomous nature. When placed in a lightsaber, the lightsaber blade was an elusive light green with a yellow core. Through some unknown means, the crystal also granted the lightsaber blade an acidic effect that inflicted a straining amount of poisoning upon the victim at the same time.

In GM terms, Allya's Exile generates a lightsaber blade that inflicts 5D damage plus an additional +2D+1 acid damage. The target also suffers 10+1D poison damage immediately, and will remain poisoned until treated.

### Amplification

Very little is known about the amplification crystal. Two of these crystals were used by Maulkiller – an experiment of Darth Vader who was created the being by combining genetic data from Galen Marek and Darth Maul. Maulkiller eventually died due to mental and physical instabilities. The fate of these crystals, which were probably used in Maulkiller's lightsaber, remains unknown.

### Baas' Wisdom

Named after either Bodo Baas or Vodo Siosk-Baas, when placed in a lightsaber, the lightsaber blade was a noticeable navy blue in color. The crystal also allowed the lightsaber blade to impart a freezing effect when used in combat, inflicting a minor amount of frostbite.

In GM terms, Baas' Wisdom generates a lightsaber blade that inflicts 5D damage plus an additional +1D cold damage.

As the lightsaber blade can cut through most material, it can cut through any cold-resistant clothing or gear that the victim might be wearing. Thus, wearing such gear will not provide protection from the additional cold damage granted by Baas' Wisdom. Only the cold resistance special quality offered by a species' or a creature's trait can offer some protection from the cold damage.

### Bane's Heart



This was a unique carmine lightsaber crystal named after the infamous Darth Bane. He gave this crystal to his apprentice Darth Zannah to use in her double-bladed lightsaber, which shared the same name as the lightsaber crystal. Both were passed on to various individuals during the centuries after Darth Zannah's death.

In GM terms, Bane's Heart generates a lightsaber blade that inflicts 5D damage. When a Jedi attunes this crystal to their lightsaber, it ensures that no one other than rightful owner can use that lightsaber. Anyone else wielding the lightsaber will experience an electrical discharge from the crystal and the lightsaber, making it difficult for a stranger to wield the lightsaber.

### Blackwing crystal



This unique crystal was an unexpected byproduct of the Blackwing virus – a Sith bioweapon created by the Empire that transforms its victims into undead cannibals. When placed in a lightsaber, the lightsaber blade was dark, smokey ash in color.

In GM terms, the Blackwing crystal generates a lightsaber blade that inflicts 5D damage.

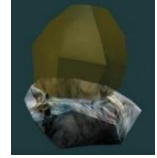
### Bnar's Sacrifice



This unique brown crystal once belonged to the legendary Jedi Master Ood Bnar. When a Jedi attuned this crystal to their lightsaber, no one else but that Jedi could use that lightsaber.

In GM terms, the Blackwing crystal generates a lightsaber blade that inflicts 5D damage.

### Bondara's Folly



Named after the Twi'lek Jedi Master Anoon Bondara, when a Jedi attuned this crystal to their lightsaber, no one else but that Jedi could use that lightsaber. The lightsaber blade was light-brown.

In GM terms, Bondara's Folly generates a lightsaber blade that inflicts 5D damage.

## Bravis Sith Lightsaber Crystal



This was a lightsaber crystal used by the Bravis Sith, a group of Sith who once existed in the Bravis system. By the time of the Clone Wars, they have long since been extinct, but some of their relics, like their attire, their lightsabers, and these crystals could still be found in the system.

When this crystal was placed in a lightsaber, the energy beam was red, as expected from the Sith. But certain properties of the crystal caused the energy beam to sparkle as well.

## Christophsis crystal

The Christophsis crystal was a form of kyber crystal found on the Outer Rim planet of Christophsis.

When placed in a lightsaber, a Christophsis crystal amplified kinetic energy in a unique way among lightsabers. This amplification resulted in powerful impacts.

In GM terms, the Christophsis crystal generates a lightsaber blade that inflicts 5D damage plus an additional +3D impact damage.

A Christophsis crystal was worth 11,000 credits.

## Corrosion crystal

This was a red compressed energy crystal that Galen Marek's clone, Starkiller, found and used in his lightsaber. Through some unknown means, the crystal also granted the lightsaber blade a corrosive effect on any object it touched.

In GM terms, a lightsaber with this crystal inflicts 5D damage plus an additional +3D corrosive damage. The lightsaber blade is red in color.

## Crimson Prowler Lightsaber Crystal

The Crimson Prowler Lightsaber crystal was often used with the Crimson Prowler lightsaber. Both items were associated with the Sith and were sold by 6U-N5 in the Republic outpost on Felucia. The blade created by the Crimson Prowler Lightsaber crystal was characterized by a unique, sparkling aura.

## Cunning of Tyranus



Named after Dooku/Darth Tyranus, this was a unique red lightsaber crystal. When a Jedi attuned this crystal to their lightsaber, no one else but that Jedi could use that lightsaber. The lightsaber blade was red in color.

In GM terms, Cunning of Tyranus generates a lightsaber blade that inflicts 5D damage.

## Dahgee crystal

The Dahgee crystal was a form of kyber crystal found on the Mid Rim planet Dahgee. A sect of Jedi known as the Dahgee Jedi once thrived on Dahgee during the Galactic Republic. They used these crystals as focusing crystals for their lightsabers. The resulting lightsaber blades had unique properties, resembling zigzagging rods with a dark silver or black core and a colored aura. Since the Jedi Order were unwilling to send new Jedi to Dahgee, the Dahgee Jedi were extinct by the time of the Clone Wars.

In GM terms, the Dahgee crystal generates a lightsaber blade that inflicts 5D damage. But because of the jagged shape of the lightsaber blade, the difficulties for *lightsaber* and *lightsaber combat* were increased one level.

## Dawn of Dagobah

This crystal was seldomly used in the construction of a lightsaber. When placed in a lightsaber, the lightsaber blade was a distinctive teal color. Through some unknown means, the crystal also granted the lightsaber blade an acidic effect that inflicted a minor amount of poisoning upon the victim at the same time.

In GM terms, Dawn of Dagobah generates a lightsaber blade that inflicts 5D damage plus an additional +1D acid damage. The target also suffers 5+1D poison damage immediately, and will remain poisoned until treated.

## Impact crystal

This was a yellow compressed energy crystal that Galen Marek's clone, Starkiller, found and used in his lightsaber. The crystal allowed Starkiller to deal more damage with his lightsabers.

In GM terms, a lightsaber with this crystal inflicts 5D damage plus an additional +2D impact damage. The lightsaber blade is yellow in color.

## Incineration crystal

This was an orange compressed energy crystal that Galen Marek's clone, Starkiller, found and used in his lightsaber. When a lightsaber blade with this crystal touched an opponent, the opponent would burst into flames.

In GM terms, a lightsaber with this crystal inflicts 5D damage plus an additional +2D fire damage. As the lightsaber blade can cut through most material, it can cut through any heat-resistant clothing or gear that the victim might be wearing. Thus, wearing such gear will not provide protection against fire damage in this case. Only the heat resistance special quality offered by a species' or a creature's trait can offer some protection from the fire damage. The lightsaber blade is orange in color.

## Katak crystal

Very little was known about katak crystals or their origins. They were generally found only in the lightsabers of Dark Jedi and Sith. Those who use this crystal in their lightsabers drain

some of the life force from those within close vicinity. While not enough to fatigue the victim instantly, prolonged exposure would prove to be fatal.

In GM terms, the katak crystal generates a lightsaber blade that inflicts 5D damage. Upon a successful hit, the dark Jedi improves their wound status by one level.

### Kenobi's Legacy



in color.

In GM terms, Kenobi's Legacy generates a lightsaber blade that inflicts 5D damage.

### Lava crystal



powerful.

When placed in a lightsaber, a lava crystal produced a blade that greatly resembled lava. The less focused and less concentrated nature of lava crystals caused the magnetic containment field of the lightsaber blade to be weaker than normal. As a result, bits of plasma would often seep through the magnetic containment field, making it look as if plasma were dripping and splashing out of the blade itself.

In GM terms, the lava crystal generates a lightsaber blade that inflicts 6D damage. Since plasma is leaking from the lightsaber blade, there is a chance for a character to suffer damage if hit by the plasma splash. Unless the target makes a successful *dodge* roll, the character suffers 5D damage from the plasma splash.

If a Jedi uses a lava crystal as the primary crystal, the lightsaber blade will be fiery orange in color. This helps give the image that a lightsaber with a lava crystal was generating lava that could not be fully contained by the magnetic containment field, resulting in lava dripping and splashing from the lightsaber blade.

There was no commercial value for the lava crystal.

### Life Drain

This was a green compressed energy crystal that Galen Marek's clone, Starkiller, found and used in his lightsaber. The crystal allowed Starkiller to drain the life of others.

In GM terms, a lightsaber with this crystal inflicts 5D damage. Upon a successful hit, the Dark Jedi improves their wound status by one level.

### Lignan crystal



Lignan crystals were powerful lightsaber crystals crafted from lignan ore – an ore that was very powerful in the dark side of the Force.

When placed in a lightsaber, a lignan crystal produced a blade that lasted longer and burned hotter than normal crystals. This allowed the user to burn through objects faster. The lignan crystal also enhanced the dark side user's Force powers.

In GM terms, the lignan crystal generates a lightsaber blade that inflicts 6D damage. The lignan crystal also grants a Dark Jedi or a Sith a +1D bonus to all Force skills.

### Meditation crystal



This was a naturally-occurring green rock that grew on the Deep Core world of Tython. Used to assist in inducing meditation, slivers of a meditation crystal could be placed in a lightsaber to produce a coherent beam of energy. The crystal also assists the wielder to maintain a closer connection to the Force during combat, which allowed the user to retain energy while fighting rather than losing it.

In GM terms, a lightsaber with this crystal inflicts 5D damage. The crystal also grants a +1D bonus to all Force skill rolls.

### Mestare crystal



This crystal was a type of crystal found only on Mestare. When used as a lightsaber crystal, the crystal made the lightsaber blade curved, like the curved blades of ancient Jedi katanas. The crystal also made the lightsaber blade to cut through cortosis without suffering the feedback associated with cortosis.

In GM terms, the mestare crystal generates a lightsaber blade that inflicts 5D damage.

### Nak'tra crystal



This crystal was a type of crystal found in the Myyydril Caverns on Kashyyyk. The Myyydril tribe maintained crystal gardens to use the harvested crystals in their crystal rifles. The crystal was sometimes found in the stomachs of slain urnsor'is. Jedi have found that the nak'tra crystal could be used as a focusing crystal in the lightsaber.

In GM terms, the nak'tra crystal generates a lightsaber blade that inflicts 5D damage.

### Permafrost crystal



The permafrost crystal was a unique crystal native to Hoth, though how it was created on Hoth was unknown.

When placed in a lightsaber, a permafrost crystal produced a blade that did



not resonate with the legendary thrum of most lightsabers; instead, the lightsaber blade was almost completely silent. This trait was also featured in lightsabers with the ghostfire crystal.

In GM terms, the permafrost crystal generates a lightsaber blade that inflicts 5D damage. Since the lightsaber blade is silent, a Jedi can have the lightsaber active while sneaking past an opponent. Thus, when the lightsaber is activated, the permafrost crystal grants a +2 bonus to *sneak* rolls in such situations.

If a Jedi uses the permafrost crystal as the primary crystal, the lightsaber blade will be deep, icy blue in color.

A permafrost crystal was worth 2,000 credits.

**Prowess of Plo Koon**



Named after Jedi Master Plo Koon, this was a unique purple lightsaber crystal. When a Jedi attuned this crystal to their lightsaber, no one else but that Jedi could use that lightsaber. The lightsaber blade was purple in color.

In GM terms, Prowess of Plo Koon generates a lightsaber blade that inflicts 5D damage.

**Sunrider’s Destiny**

Named after Nomi Da-Boda Sunrider, this was a unique aquamarine lightsaber crystal. When a Jedi attuned this crystal to their lightsaber, no one else but that Jedi could use that lightsaber. The lightsaber blade was teal in color.

In GM terms, Sunrider’s Destiny generates a lightsaber blade that inflicts 5D damage.

**Thontiin crystal**

The thontiin crystals were used by Jedi healers as healing aids in easing the pain of a patient. During the Clone Wars, a Jedi Knight was forced to use a thontinn crystal to replace the kyber crystal in his lightsaber after the lightsaber had sustained a disastrous amount of damage. After repairing the lightsaber, the Jedi found that the crystal’s healing properties were greatly focused through the lightsaber in new ways, allowing the Jedi to battle through debilitating pain.

In GM terms, the thontiin crystal generates a lightsaber blade that inflicts 5D damage. When activated, the lightsaber grants a +2D bonus to *control* rolls when using *control pain* or a +1D bonus to *control* and *alter* rolls when using *control another’s pain*.

**Vexxtal crystal**

Very little is known about vexxtal crystals or their origins. They were generally found in lightsabers used by Dark Jedi or Sith.

In GM terms, the vexxtal crystal generates a lightsaber blade that inflicts 5D damage. The lightsaber blade powered by a vexxtal crystal leaves a corrupting aura on those wounded by the lightsaber blade. If the lightsaber hits a *wounded*

character, the Dark Jedi deals extra damage equal to half the *alter* skill die rounded up. In the next round, the character suffers half the extra damage. In the second round after the attack hits, the character suffers a quarter of the extra damage. Each time an attack hits a wounded character, the Jedi receives a Dark Side Point.

If a Dark Jedi uses the vexxtal crystal as the primary crystal, the lightsaber blade will be blazing red in color.

Having two vexxtal crystals adds a bonus of +1 to the normal damage inflicted by the lightsaber.

There was no commercial value for the vexxtal crystal.

**Zophis crystal**

The zophis crystal was a crystal native to Zoph. Some Jedi Padawans traveled to Zoph to seek these crystals for use in their lightsabers. The unique resonance of the crystal created a devastating but unstable blade. The resulting lightsaber blade could cut through durasteel plating with ease, but suffered from vulnerability to fluctuations in power from their crystal core.

In GM terms, the zophis crystal generates a lightsaber blade that inflicts 5D damage. The lightsaber blade from a zophis crystal is keen<sup>d</sup>. However, the fluctuations in power from the crystal will affect how much damage the lightsaber blade can inflict. Every round the lightsaber is active, the GM rolls a wild die. On the result of 1, the power fluctuates. While the fluctuation is not enough to shut down the lightsaber, it is enough to reduce the damage the lightsaber inflicts. The GM rolls 1D. On the result of 1-3, the GM rolls 1D and consults the table below for the result. On the result of 4-6, the GM rolls 2D and consults the table below for the result.

Result	Lightsaber damage reduction	Duration
1-3	-1D	4 rounds
4-6	-2D	3 rounds
7-9	-3D	2 rounds
10-12	-4D	1 round

A zophis crystal was worth 11,000 credits.

When Luke Skywalker formed the New Jedi Order, many of his students were unable to find the previously mentioned focusing crystals for their lightsabers and had to resort to other options. His students Cilghal and Corran Horn were fortunate in that they each found one of the previously mentioned crystals for their lightsabers – an ultima-pearl for Cilghal and a durindfire crystal for Corran Horn. Some like Jaina Solo used synthetic crystals. Others were able find other crystals that served as focusing crystals for their lightsabers.



### Corusca gem



This expensive jewel is harvested from the depths of several gas giants, including Yavin Prime. It was formed by a combination of the extreme pressures present – pressures great enough to crush elements together – and the scraping of the liquefied air of the planet against its metallic core. They were valued mostly for their beauty. The way the light reflected inside a corusca gem made it seem as if it had a furnace within it. Corusca gems were also some of the hardest known objects known in the galaxy, which gave them industrial as well as decorative applications.

The versatility of the corusca gem meant it could be used as a primary crystal or a modulating crystal.

In GM terms, the corusca gem generates a lightsaber blade that inflicts 5D damage. The lightsaber blade powered by a corusca gem adds a bonus of +1D+1 to the lightsaber damage when used against targets wearing any kind of armor.

If a Jedi uses a corusca gem as the primary crystal, the lightsaber blade will be in various colors. Jacen Solo's lightsaber was emerald green, while Ganner Rhysode's was sulfurous yellow.

Having two corusca gems doubles the bonus against armored opponents.

A corusca gem was worth more than 7,000 credits.

### Enhancement jewel

While searching for components for his lightsaber, the Wookiee Jedi trainee Lowbacca found a spherical enhancement jewel that was part of the high-resolution projection system which was left behind by the Rebel technicians in the Great Temple on Yavin IV.

In GM terms, the enhancement jewel generates a lightsaber blade that inflicts 5D damage.

If a Jedi uses the enhancement jewel as the primary crystal, the lightsaber blade will be bronze in color.

### Rainbow gem



A rainbow gem was a brilliant treasure that was not a gem, but a silicon-based lifeform native to the planet Gallinore. They matured only after thousands of years, and the glow they produced was caused by their inner light. They were often used in medallions, and one was worth the price of a Mon Calamari cruiser.

Despite their biological nature, the Hapan Princess Tenel Ka Djo used some of the crystals from her royal tiara in her second lightsaber.

The versatility of the rainbow gem meant it could be used as a primary crystal or a modulating crystal.

In GM terms, the rainbow gem generates a lightsaber blade that inflicts 5D damage. The rainbow gem grants the Jedi a +1D bonus to all *sense* skill rolls. Because of their biological nature, installing a rainbow gem as a lightsaber crystal

increases the *lightsaber engineering/repair* difficulty by three levels.

If a Jedi uses a rainbow gem as the primary crystal, the lightsaber blade will be teal in color. If the Jedi has three rainbow gems in the lightsaber – one for the primary focusing crystal and two for the modulating crystals, the lightsaber blade will have a rainbow effect.

Adding additional rainbow gems increases the bonus to *sense* skill rolls by +1D. The maximum bonus is +3D.

A rainbow gem was estimated to be worth 125 million credits.

During the Yuuzhan Vong war, Anakin Solo's lightsaber crystal was damaged. He replaced it after attuning himself to a lambent – an organic crystal used by the Yuuzhan Vong. This generated a unique result – one so unique that it will be discussed in the future section of this work called *Vongsense*.

## Lightsaber variants

The lightsaber that has been the topic of this section so far is the standard variety – a hilt twenty-four to thirty centimeters in length emitting an energy blade a meter in length. Over the millennia, variant designs for the lightsaber have appeared. In some cases, the Jedi is of a size that makes the standard lightsaber impractical. In other cases, the Jedi builds a new lightsaber later in their career that is better suited to their personality or their fighting style.

## Training lightsaber

Training sabers are shorter than the typical lightsaber, designed to fit in young hands. The energy blade is set to a low intensity to prevent serious injury. Though the blade is not lethal and will not risk dismemberment, it is powerful enough to pain if a sentient is struck by one. The injury will be a shock that temporarily numbs muscles, a burn that can produce a bruise or a welt, or singed fur.

Before a Jedi Youngling can even wield a standard lightsaber, the Jedi Youngling must complete the sevinte cadence where strikes are carried out within a hands-breadth of the opponent.

The training lightsaber inflicts 2D *stun* damage.



## Holographic lightsaber



A holographic lightsaber was a type of lightsaber used in Jedi training. It consisted of a larger than average lightsaber hilt projecting a thick yellow blade which the trainee had to deflect in accordance with saberfighting techniques. The holographic lightsaber could record the

hits it took during the session and display them for the Jedi Master to judge their trainee's success.

As the blades are holograms rather than real energy blades, the holographic lightsaber inflicts no damage.

Name: Holographic lightsaber

Type: Training weapon

Scale: Character

Skill: Lightsaber

Cost: Unavailable for sale

Availability: 3, X

Difficulty: Difficult

Damage: NA

Game Notes: Used for practice sparring against other holographic lightsabers or training remotes, and will record successful hits and signal to remotes when they have been hit.  
Source: RPGGamer.org website

## Broadsaber

The broadsaber is a specialized variant that saw limited use. Specialized focusing lenses and emitters created a lightsaber blade that was broader and flatter than a standard lightsaber's cylindrical blade. This gives the broadsaber a profile closer to that of a traditional metal sword.



While the broadsaber provides a larger overall surface area for the blade, it loses the advantages of an omnidirectional cutting edge. This feature makes it unpopular among members of the Jedi Order, with many Jedi masters believing it is less elegant than standard lightsabers. Despite this, broadsabers are well suited for Form I techniques, so some Shii-Cho masters use

the broadsaber.

The specialized focusing lenses and emitters for this variant adds +10 to the Very Difficult *lightsaber engineering/repair* roll required to build a broadsaber.

The broadsaber inflicts 5D damage.

## Cane lightsaber



The cane lightsaber, or sabercane, is a lightsaber with a hilt

disguised as a handle of a cane. The blade emitter can be connected to the shaft of the cane. To activate the sabercane, the user must first remove the shaft of the cane from the emitter. A user can use the shaft of the cane as a bludgeoning weapon in the off-hand, thus permitting the user the possibility of using Jar'Kai techniques. Often, elderly Jedi built sabercanes to serve as their lightsabers and to help them get around. After Order 66, some Jedi modified their lightsabers into sabercanes to hide their weapons in plain sight.

The Sith Acolyte Haazen used a sabercane, as did Jedi Master Tera Sinube.

The sabercane grants the user a +5 bonus to *hide* rolls to conceal the sabercane.

The lightsaber inflicts 5D damage, while the shaft of the cane can inflict STR+1D damage.

## Crossguard lightsaber

The crossguard lightsaber is an ancient lightsaber variant. Similar in size to a standard lightsaber, crossguard lightsabers possesses two small vents below the primary blade positioned opposite each other on the hilt. The vents, called quillons, project two smaller blades that are tributaries of the main blade created using an array of focusing crystal activators to split the energy from the kyber crystal inside. Emitter shrouds protect the wielder's hands from injury. These smaller blades serve to shunt power away from the main blade and to catch an opponent's blade. While most crossguard lightsabers had two vents, some only had one which was set at various angles.

The Jedi Master Dazh Ranos used a standard configuration of the crossguard lightsaber during the war against Zakuul.



The crossguard lightsaber was once popular among Makashi practitioners, many of whom fought and died at the Great Scourge of Malachor. Ezra Bridger found an ancient green-bladed crossguard lightsaber while on Malachor, but it broke and deactivated itself almost immediately after he activated it.

Jedi Master Stellan Gios owned a crossguard lightsaber with a retractable physical crossguard. When inactive, the arms of the crossguard would fold up. When ignited, the arms would fold out and support two quillon beams and provide an additional layer of hand protection.

Jedi Master Roblio Darté used a crossguard lightsaber variant called a forked lightsaber. It had only one secondary emitter angled 45° from the main blade.

Crossguard lightsabers were not exclusive to the Jedi. Darth Atrius owned a pair of these lightsabers, which were eventually destroyed by Luke Skywalker and Darth Vader.

A group of Nightsisters in league with Sai Sircu wielded the standard configuration of the crossguard lightsaber.



During his campaign against the Empire, Cal Kestis fought against the Bedlam Raiders on Koboh. Several of Rayvis' lieutenants, including Drya Thorne, wielded crossguard lightsabers that Rayvis had taken from dead Jedi. Cal Kestis eventually claimed a crossguard lightsaber for himself.



Kylo Ren built his own crossguard lightsaber after turning to the dark side, but it was unstable because he used a cracked kyber crystal. There are records of a saberstaff with power vents forming smaller blades on the sides. Nothing more about this unique lightsaber is known currently.

The crossguard lightsaber is designed primarily for dueling. When used to deflect blaster fire, the presence of the quillons restricts the movements of the Jedi in deflecting and redirecting the blaster fire. As a result, the Jedi suffers a -2 penalty to *lightsaber* and *lightsaber* combat rolls to deflect and redirect blaster fire.

Constructing a crossguard lightsaber requires a Heroic *lightsaber engineering/repair* roll. The main lightsaber blade of a crossguard lightsaber inflicts 5D damage. The smaller blades projected by the quillons inflict only 2D damage.

### Curved-hilt lightsaber



The curved-hilt lightsaber, often called a dueling lightsaber, is perhaps the least radical of all the variants. It has an extended handle to accommodate a slight bend that seldom exceeds 30°. These types of lightsabers need to be held more in the palm, farther away from the fingertips.

This variant is common among Makashi practitioners who prefer its balanced weight and precise handling for saber-to-saber dueling.

Dooku used this variant throughout his career as a Jedi and a Sith Lord. Other noted users of the curved-hilt lightsaber were Karness Muur, Sonam-Ha'ar, Saes Rogon, Tott Doneeta, Aloysius Kallig, Darth Nox, Darth Bane, Lycan, Na'daz, Cohmac Vitus, Torban Buck, Obratuk Glii, Tyvokka, Asajj Ventress, Komari Vosa, Kirak Infil'a, and Ahsoka Tano.

The power cell and crystal chambers had to be specially designed for this variant. Not only do they need to accommodate the curvature of the hilt, but they must also make the plasma beam bend while traveling from the power cell to the emitter. Because of this, building a curve-hilt lightsaber requires a *lightsaber engineering/repair* roll against a Heroic difficulty.

The curved-hilt lightsaber grants a +1-equipment bonus to the *lightsaber* roll when striking a mark of contact.

The curved-hilt lightsaber inflicts 5D damage.

### Double-bladed lightsaber



A legacy of Exar Kun, the double-bladed lightsaber, also known as the dual-bladed lightsaber, lightstaff, lightsaber lance, doublesaber, dualsaber, or saberstaff, is known as a Sith weapon. But there is nothing inherently wicked in its design; thus, several Jedi have chosen to wield a saberstaff.

Unlike Exar Kun's modified lightsaber, most saberstaves are simply two separate lightsabers with connected pommels. The design, while less elaborate, results in a considerably lengthened handle. A Jedi using a saberstaff has the option of fighting with a blade ignited from one end only or from both ends. The fusion of the two lightsabers can be permanent, resulting in one hilt, or interlocking, giving the user the option of separating the hilt into two distinct lightsabers and fighting using the Jar'Kai style.

The primary purpose of the double-bladed lightsaber is to allow for a faster rate of attack, unleashing a rapid assault with only a minimum of movement. Saberstaves are also excellent defensive weapons, as the doubled length of the weapon provides more surface area for deflecting and parrying. Complimenting the practical benefits of the weapon is the psychological impact. The dual-blades increases the visual impact of the weapon. In combat, opponents would intuitively try to track the blades separately rather than as a single weapon. Attempting this overwhelms the opponents. If a Jedi uses *kinetic combat* with a saberstaff, the results are twice as deadly.

Despite all the advantages the saberstaff offers, it has obvious weaknesses. To wield the weapon effectively requires special training, else those attempting to use the weapon without such training are at risk of impaling or bisecting themselves. The required training takes years to complete, and there are very few Jedi who use the saberstaff, which complicates matters.

Attacking and parrying with both ends ignited is limited because unlike a normal lightsaber, one cannot simply readjust their posture. Thus, the saberstaff requires the user to hold it either horizontally or vertically when fighting. Techniques employed with a saberstaff are extremely limited because the second blade renders many positions and movements impossible to execute or required the wielder to twist oneself awkwardly around the weapon to do so. Many of the techniques used by the saberstaff requires the user to perform elaborate flourishes to move the staff around their body, leaving them open to attack and making any sort of fighting method that focuses on power or penetration difficult to apply.

The enlarged hilt common to most saberstaves present a large target, making it difficult for a Jedi to defend. Even experienced saberstaff wielders are vulnerable to the sun djem contact mark; however, contemporary saberstaff designs – a separate lightsaber mechanism for each emitter – allows the Jedi at least one half of the weapon to continue function if



sundered by sun djem. If such a saberstaff suffers the blow at the point where the pommels were fused, the Jedi can continue to fight with two separate lightsabers using the Jar’Kai form.

It is due to these drawbacks that most Jedi opt for the standard lightsaber. This choice provides most saberstaff wielders with an additional edge as their opponents lack any experience against such a weapon. A Jedi can counter this edge by partaking in quarterstaff training, which prepares one to engage against a saberstaff wielder.

Exar Kun was the one who made the saberstaff known to the Jedi. Bastila Shan, Jedi Master Zez-Kai Ell, Darth Thanaton, Vindican, Barel Ovair, Jaesa Willsaam, and Bastila Shan’s descendant Jedi Grand Master Satele Shan used saberstaffs. The Sith Blademaster Kas’im used a saberstaff, as did Darth Zannah and the Jedi Knight Sarro Xaj. Jedi Knight Keeve Treannis used a green-bladed saberstaff that could be split



in two.

Both Darth Maul and his brother Savage Opress used saberstaffs.

Asajj Ventress could combine her curved-hilt lightsabers into a saberstaff, though she rarely used this configuration.

The Lasat Jedi Master Jaro Tapal wielded a blue saberstaff during the Clone Wars. The Zygerrian Jedi Master Tosan wielded a yellow saberstaff. The Jedi Jastus Farr also used a saberstaff. Cal Kestis, the Padawan of Jaro Tapal and a survivor of Order 66, built a saberstaff in split configuration using the components from his lightsaber, his former master Jaro Tapal’s lightsaber, and his new master Cere Junda’s lightsaber.

Qimir also used an unusual saberstaff in a split configuration. Instead of two lightsabers joined together, he combined a lightsaber with a shoto lightsaber. However, in combat, he never ignited both blades while joined together. He fought with the lightsaber end ignited. Once his Jedi opponent was lulled into a false sense of security, he quickly separated the shoto lightsaber and ignited it, allowing him to catch his opponent off guard and stab them before they could recover.

When Luke Skywalker reestablished the Jedi Order, he allowed his students to wield the saberstaff, but very few of them did so. The saberstaffs were more popular among the New Reborn of the Disciples of Ragnos.

The Twi’lek Shado Vao used a saberstaff, but his resembled Exar Kun’s in that it was only slightly longer than a standard lightsaber. The Sith Lord Darth Azard was one of the few members of the One Sith to wield a saberstaff.

The saberstaff inflicts 5D damage.

## Double-bladed spinning lightsaber



The double-bladed spinning lightsaber, also known as the double-bladed Inquisitor lightsaber, Inquisitorius lightsaber, or the Inquisitor lightsaber, is a specially designed lightsaber used by the Inquisitors. A stark contrast between this lightsaber and other double-bladed lightsabers is the double-bladed spinning lightsaber is not any bigger than a standard lightsaber. Affixed to this lightsaber is a disc that can be folded into a crescent. In the crescent configuration, it produces a single blade. In the disc formation, the weapon can produce two blades. In addition, when in disc formation, the blade emitters can spin along tracks built within the disc while the hilt, forming the diameter of the disc, remains stationary in relation. This allows for more emphasis on attack while maintaining a better degree of control over the weapon.

When spinning, the blade emitters are still producing the energy blades. This suggests that built within the disc is some sort of blade energy channel ring that is designed to channel the energy from the cycling field energizers to the blade emitters. As the name suggests, the blade energy channel ring is a ring built within the disc. The inner half of the disc is connected to the hilt and remains fixed, as does the inner half of the blade energy channel ring. The tracks built within the disc are also within the blade energy channel ring. This allows the outer half of the blade energy channel ring to spin, and as the blade emitters are affixed to the outer half, this allows the blade emitters to emit the lightsaber blades.

This is the standard configuration for the spinning lightsaber, allowing for variations to appear based on the user’s preferences. The Third Sister’s double-bladed spinning lightsaber was also a split saber, allowing her to wield two standard lightsabers. The Eighth Brother’s lightsaber had a rotating wheel of sharp razor blades that could intimidate an enemy or slice through opponents. Some spinning lightsabers have micro repulsorlifts built into the disc. The repulsorlifts, combined with the blades’ spinning in a propeller-like motion, can lift the wielder off the ground, allowing the wielder a quick escape from combat.

Despite the advantages offered by the design, it has its share of flaws as well. Given the right opening, an opponent can cut through the disc, from the inside or outside of the disc, causing the weapon to fly apart if spinning. The ringed emitter also presents a larger target for a disarming move. Should the emitter be damaged, it affects the lightsaber’s ability to function properly.

While this is exclusive to the Inquisitors, Darth Maul drew upon the design and constructed his final saberstaff after leaving Malachor. His final weapon, while not a double-bladed spinning lightsaber, bore visual similarities to the said weapon and could be disguised as a sabercane.

Due to the unusual configuration, building a double-bladed spinning lightsaber requires a Heroic *lightsaber engineering/repair* roll. Adding micro repulsorlifts to the disc



requires a separate *lightsaber engineering/repair* roll and adding +10 to the difficulty. The sight of a spinning double-bladed spinning lightsaber is quite intimidating. Having the disc spinning while facing an opponent grants the Inquisitor a +1D bonus to *intimidation* rolls.

The energy blades inflict 5D damage. If the disc is fitted with razor blades like the Eighth Brother's, the blades inflict 2D damage.

### Hinged double-bladed lightsaber



A variant of the saberstaff, this is effectively two standard lightsabers joined by a hinge at their pommels.

This allows a Jedi to fold the saberstaff at the hilt for greater portability while being carried on a Jedi's belt. Even while folded, a Jedi can activate one or both blades. It is possible for one with a hinged double-bladed lightsaber to catch an opponent's lightsaber by parrying the opponent's lightsaber with one blade, then folding the hinge and trapping the opponent's lightsaber with the other blade. Doing this requires a Very Difficult *lightsaber* roll because of the timing.

The Jedi Master and Wayseeker Orla Jareni wielded a hinged double-bladed lightsaber with white blades. The Besalisk Jedi Master Pong Krell wielded two hinged double-bladed lightsabers – one blue-bladed and one green-bladed. Some members of the Jedi Temple Guard also used the hinged double-bladed lightsaber. While searching for the wayfinder on Kef Bir, Rey had a vision of herself a Sith wielding a hinged double-bladed lightsaber with red blades.

The hinged double-bladed lightsaber inflicts 5D damage.

### Flickerphase blade

A flickerphase blade is a lightsaber that has been modified to allow its blade to ignite and extinguish at random intervals. The “flickering” of the lightsaber blade makes it more difficult for a Jedi to engage in combat and makes it challenging for an opponent to block a flickerphase blade effectively. The Jedi Order generally viewed them as dishonorable and unsporting; thus, they never saw widespread use.

### Dual-phase lightsaber



The dual-phase lightsaber uses focusing crystal controls to shift between crystals, allowing a normal 130-centimeter-long blade to suddenly become 300 centimeters long, which is useful for surprise attacks.

Otherwise, engaging in a lightsaber-to-lightsaber duel with the extended blade is not very practical. Tràkata is perhaps the closest lightsaber form where this property of the dual-phase lightsaber might be made practical. A Jedi would probably need to adjust and alter standard Tràkata cadences and lightsaber powers/techniques to do this, but no Jedi have accomplished this to date.

The dual-phase lightsaber was extremely popular during the days of the Jedi Civil War and the surrounding time

periods due to the large number of lightsaber-wielding opponents Jedi were likely to face. Darth Vader used a dual-phase lightsaber, as his weapon had two kyber crystals. Gantoris built a dual-phase lightsaber using three crystals Exar Kun made available for him. Corran Horn drew some inspiration from Gantoris' lightsaber and constructed one of his own. However, what he thought was a diamond was a Kubindi xirkonia. When he placed his lightsaber in the extended blade configuration, it promptly shut down because the Kubindi xirkonia became warped. Corran Horn was forced to use his dual-phase lightsaber in its standard configuration until he replaced the Kubindi xirkonia with a real diamond.

The dual-phase lightsaber inflicts 5D damage.

### Great lightsaber



The great lightsaber or lightclub is a giant-sized lightsaber with a massive handle nearly as long as a double-bladed lightsaber. The energy blade from this lightsaber is longer and thicker as well. Lightclubs are often wielded by Houks and other Jedi of unusually large size.

To date, Gorc is the only known wielder of a lightclub.

Due to their immense size, the lightclub required special focusing crystals and power systems in order to project a blade up to three meters in length. Because of this, building a lightclub requires a *lightsaber engineering/repair* roll against a Heroic difficulty.

The lightclub inflicts 5D damage.

### Lightfoil



A lightfoil is a type of small lightsaber that boasts a one-handed hilt and generates a slim plasma blade. They are believed to have been created by the Sith and most likely arose alongside Makashi. By the time of the Clone

Wars, they have fallen out of use among the Jedi, favoring shoto lightsabers instead. However, they are still common among the so-called saber rakes of the Tapani sector. Compared to the standard lightsaber, the lightfoils used by saber-rakes show a low level of craftsmanship and use focusing crystals that are low quality.

Depending on the craftsmanship, a lightfoil can inflict 3D-4D damage.

### Lightsaber-baton

The lightsaber-baton is a miniaturized version of the lightsaber seen during the Republic Dark Age. The Krevaaiki Sith Lord Saaj Calician wielded six lightsaber-batons against Jedi Knight Kerra Holt.

The lightsaber-baton inflicts 3D damage.

## Lightsaber pike



The lightsaber pike employs the same combat

style as the saberstaff, as they are both staff weapons. There seems to be two forms of the lightsaber pike. One form has a shaft of saber-resistant metal and a short, thick lightsaber blade at only one end. Phrik is the prime metal of choice for the long handle. The wielder can activate the lightsaber by a switch further down the weapon's shaft. This form is almost as long as the wielder's body and can keep enemies at a distance. This gives the wielder the advantage of a longer reach.

The other form is also known as the Jedi Temple Guard lightsaber – a thick, imposing variant of the saberstaff. The lightsaber pike employs the same combat style as the saberstaff. Used by the Jedi Temple Guards, Jedi Knights sworn to protect the Jedi Temple, they emit yellow lightsaber blades. Some of the lightsaber pikes emitted a shoto blade instead of a standard-length lightsaber blade, while other lightsaber pikes had a hinge and were collapsible, just like a hinged double-bladed lightsaber.

The Knights of Zakuul, sworn guards of the Emperor of the Eternal Throne and his family, used the first form of the lightsaber pike. Order 66 survivor Kazdan Paratus used this version of the lightsaber pike against Galen Marek, but was killed. The Emperor's Shadow Guard used this form of the lightsaber pike, as did the Emperor's Royal Guard and the Imperial Senate Guard at times. Darth Krayt's primary enforcer Darth Nihl used this version of the lightsaber pike.

Only the Jedi Temple Guards used the Jedi Temple Guard lightsaber. The Grand Inquisitor was once a Jedi Temple Guard who used a Jedi Temple Guard lightsaber.

While the first form of the lightsaber pike allows the Jedi to strike from a greater range, it makes deflecting and redirecting blaster fire more difficult. Thus, the Jedi suffers a -2 penalty to *lightsaber* and *lightsaber* combat rolls to deflect and redirect blaster fire.

The lightsaber pike with standard-length lightsaber blades inflicts 5D damage, while one with shoto blades inflicts 4D damage.

## Shoto lightsaber



The shoto lightsaber is a short lightsaber with a lightsaber blade extending perhaps a half-meter. Because of the small size of the hilt and energy blade, some call this a lightdagger. Jedi of short stature, such as

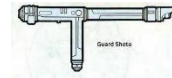
Yoda, Yaddle, and Lannik Jedi like Even Piell, use the shoto lightsaber as their primary lightsaber since a standard lightsaber would be impractical for them to wield. Jar'Kai duelists sometimes wield the shoto instead of the standard lightsaber. Ahsoka Tano wielded a standard lightsaber in her dominant hand and a shoto in her off hand. Jedi Knight

D'urban Wen-Hurd and Jedi Master Prosser Dibs wielded dual shotos. Other wielders of the shoto were Freedom Nadd, Toki Tollivar, Vandar Tokare, Kavar, Yuthara Ban, Sora Bulq, Saato, Luke Skywalker, Picaroon C. Boodle, Lomi Plo, and Mara Jade Skywalker.

To date the shoto is the smallest lightsaber design that can be built. There have been no Anzellan or Zilkin Jedi to date, but should there ever be any, it may not be possible to construct a lightsaber small enough for any such Jedi to wield.

The shoto lightsaber inflicts 4D damage.

## Guard shoto



The guard shoto, also known as a lightsaber tonfa, has a second hilt perpendicular to the blade. A Jedi can wield

a guard shoto like a regular shoto or by the second handle. Holding the lightsaber by the second handle allows a wielder to quickly change from attacking to defense, and with one movement block an attack and counterattack. This also allows a Jedi to perform spins that can put an opponent off balance, but leaves the Jedi at risk for counterattacks.

The design allows for a wide variety of blocking, trapping, jabbing, and slashing techniques, making it a versatile and extremely dangerous weapon in the hands of one trained to wield it properly. However, it has the potential to be very hazardous to one unskilled in its use. The guard shoto is primarily designed to block lightsabers, so it is most useful when its handle is laced with phrik, but this is an expensive process.

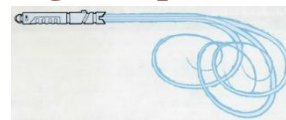
A guard shoto can be held with the blade pointing out for attacking or with the blade pointing back along the wielder's own arm to provide greater defense cover and to allow the wielder to move in very close to their opponent. Unfortunately, the perpendicular grip makes it difficult to deliver powerful attacks, resulting in a loss of offense compared to a normal shoto.

This is a hard weapon to master, but is very effective with the Shien form which has techniques for backhanded grips and tonfa-style weapons to allow for unexpected counterstrikes.

Maris Brood used a pair of guard shotos.

The guard shoto inflicts 4D damage.

## Lightwhip



This is perhaps the most exotic of all weapons that use the crystal energy technology. Instead of a rigid blade, the lightwhip's energy tendril is flexible and be wielded to entangle or cut.

Unlike with the standard lightsaber, the internal workings of the lightwhip permit the containment field of the plasma blade to be more flexible, allowing dozens of small emitters to create thin and flexible blades which could reach several meters in length. This suggests that the containment field emitted from the lightwhip's emitter is weaker than that of the standard lightsaber. While not weak enough not to contain the

plasma beam, the containment field is not as “rigid” as the lightsaber’s. This allows the lightwhip’s plasma beam to extend further than the lightsaber. Since the containment field allows the lightwhip’s plasma blade to extend further, it also allows the wielder of the lightwhip to bend the energy field, and thus bend the plasma beam, in a whiplike fashion. The lightwhip also features multiple small focusing crystals to power the plasma blade rather than one large crystal. The use of multiple focusing crystals allows one to design a “cat o’ nine tails-style” lightwhip with multiple tassels

The flexible energy strands allow the wielder to attack from a range of several meters. It was also difficult to defend against, as it can simply flex around an opponent’s lightsaber blade during an attempt to parry the whip. If a lightwhip has multiple tassels, the lightwhip can overwhelm the defenses of enemies by attacking from all sides.

Lightwhips have their own drawbacks. Due to their thinness, the lightwhip blades are weaker than that of the standard lightsaber, with more limited cutting capacities. However, lightwhips can be used to capture or entangle opponents. The flexible nature of the tendrils means that lightwhip users need to take more care while using the lightwhip than when wielding a lightsaber, as the wielder must pay attention to where the tendrils are going so that they do not lose a limb. One should not even attempt to wield this weapon unless one is already an expert with the traditional whip. To be effective in combat, the lightwhip tassel needs to be swung wide to gain momentum for an attack. Lightwhips are difficult to use defensively as the flexible tassels are not well suited for parrying, leaving the wielder vulnerable to both great speed and brute force. In fact, if the tassel is struck with enough force, the lightwhip can short out violently.

Efforts to compensate for the weaknesses of lightwhips include adding tassels composed of solid matter. The variations in composition allows one to attack an opponent on two fronts, as the different behaviors of the energy beams and the solid strands makes the weapon highly unpredictable. It also takes advantage of an inherent flaw in Jedi training – Jedi are prepared to face off against a weapon that was one or the other, not both at the same time.



The Sith Lady Githany used a lightwhip during the Battles of Ruusan. Some Jedi used lightwhips during the New Sith Wars.

The Jedi known as Cervil the Uncanny left behind testimonies about lightwhips being effective against the Forbidden Forms used by the Sith Lords. Guided by a Force vision, Jedi Knight Vernestra Rwoh modified her lightsaber to give it an additional lightwhip mode.



The Nightsisters were known to use lightwhips.

The most notable user of the lightwhip was Darth Lumiya, who added numerous tassels composed of leather knots studded with Mandalorian iron and flexible, gem-speckled metal to the energy beam of the lightsaber. She was successful against Luke Skywalker at first. But in a subsequent duel, he had constructed a shoto and used the Jar’Kai form against the multiple tassels - the method being to ensnare the energy strand with one blade while shredding the solid tassels with the second.



Because of the flexible nature of the energy blade of the lightwhip, building a lightwhip requires a Heroic *lightsaber engineering/repair* roll. A Jedi can use the *lightsaber* skill to wield the lightwhip; however, if the Jedi receives training to wield an ordinary whip before building and using a lightwhip, the Jedi becomes accustomed to the movement of the whip and can apply it towards wielding a lightwhip. The training in advance will grant the Jedi a **permanent** +5 circumstance bonus to the *lightsaber* skill when wielding the lightwhip, but **only** with a lightwhip. This bonus does **not** apply towards wielding any other lightsaber variant.

A lightwhip inflicts STR+3D+2 damage.

## Lightsaber combat

**Status:** Canon

**Update:** A Jedi can use *lightsaber combat* when using a lightwhip to parry another lightsaber or deflect blaster fire. The length of the lightwhip allows a Jedi to strike from a further distance than when using a lightsaber. However, because of the flexible nature of the lightwhip’s energy blade, wielding one is more difficult. Thus, the *control* and *sense* difficulties for using this power while using a lightwhip are increased by one level. However, if the Jedi receives training to wield an ordinary whip before building and using a lightwhip, the Jedi becomes accustomed to the movement of the whip and can apply it towards wielding a lightwhip. The training in advance will restore the difficulties towards using lightsaber combat with a lightwhip back to normal – Moderate for *control* and Easy for *sense*.



## Sickle-bladed lightsaber



According to legend, the sickle-bladed lightsaber is a specialized variant that was wielded by the Sith Lord Darth Noctyss. Unlike the standard lightsaber, this variant features a curved blade, making it resemble a metal scimitar or sickle. The shape of the plasma blade suggests that containment field is semi-flexible to produce the curved plasma blade.

At some point, it came into possession of the Sith Lord Viceroy Exim Panshard. Eventually, this lightsaber was stored in a bronze box. After the fall of the Galactic Empire, Jedi Master Luke Skywalker and Church of the Force member Lor San Tekka attempted to find Darth Noctyss' lightsaber and other relics belonging to her.

Twenty-one years after the Battle of Yavin, the bronze box containing this lightsaber was on board a core ship on Kiza's world. After Luke Skywalker destroyed Kiza's lightsaber, the spirit of Exim Panshard instructed Kiza to take Darth Noctyss' lightsaber and wield it as he had done.

Because of the semi-flexible nature of the energy blade of the sickle-bladed lightsaber, building a sickle-bladed lightsaber requires making *lightsaber engineering/repair* roll against a Very Difficult +10 difficulty.

The sickle-bladed lightsaber inflicts 5D damage. Read *Shadows of the Sith* for more information

## Darksaber



The Darksaber is a unique blade among all lightsabers. It was constructed a millennium before the Battle of Naboo by Tarre Vizsla, the first Mandalorian to join the Jedi Order. The hilt's profile is distinctly Mandalorian – an angular pommel, hand guard, and slit-shaped blade emitter all made of beskar. The energy blade is also unique – shorter than normal, shaped like a traditional sword, and black in color. The sound emitted by the energy blade is also higher pitched than other lightsabers when ignited or swung, sounding more like a screech than a hum.

The focusing crystal of the Darksaber serves as a conduit for the Force, and the wielder's thoughts and actions guide the blade's current of power. In response to a heightened emotional state from the wielder, the blade often produces an electrical effect. Perhaps because of the focusing crystal, the Darksaber attempts to connect with its wielder on a subconscious level, with the blade feeling heavier or lighter depending on the wielder resisting or embracing the connection. This is another fact that makes the Darksaber unique – though one would need the Force to wield a lightsaber properly, one who cannot use the Force can learn to wield the Darksaber properly through sheer willpower.



Despite its unique properties, a Darksaber can parry a blow from a lightsaber, but it is perhaps because of the focusing crystal and the energy blade that the Darksaber and a lightsaber blade are drawn to each other in an almost magnetic pull. Like other lightsabers, the Darksaber cannot

cut through pure beskar, but it can heat beskar to the point of turning red. Also, it cannot penetrate a personal combat shield or a deflector shield used by the Scorpenek droid, but it can overwhelm and dissipate them with prolonged contact.

As stated earlier, it was constructed by Tarre Vizsla, the first Mandalorian to join the Jedi Order, a thousand years before the Battle of Naboo. After Tarre Vizsla's death, it was kept in the Jedi Temple until Mandalorians of House Vizsla raided the Temple and took it. Members of House Vizsla have used the Darksaber to kill many Jedi and to rule Mandalore for many years. Eventually, it was passed on to Pre Vizsla, governor of Concordia and leader of Death Watch. He wielded it during his many battles against the Jedi, the Republic, and the New Mandalorians until Darth Maul killed him in combat. Darth Maul used the Darksaber to kill Duchess Satine Kryze in front of Obi-Wan Kenobi and in his subsequent duel with his former Master Darth Sidious. Though Governor Almec and the Mandalorian super commandos recovered the Darksaber, they returned it to Darth Maul after freeing him from the Spire. Darth Maul used the Darksaber in his battles against the Separatists, the Jedi, and the Republic army until he was forced to flee from Dathomir after his duel against Darth Sidious and General Grievous.

Darth Maul later returned to Dathomir and kept the Darksaber in a former lair of the Nightsisters until Sabine Wren picked it up and took it with her. After learning about the Darksaber, Kanan Jarrus taught Sabine Wren how to wield it in hope she could unite Clan Wren and form an alliance with the Rebels. She came to wield the Darksaber with some proficiency, but after the destruction of the Duchess – the superweapon she had once constructed – she turned the Darksaber over to Bo-Katan Kryze in hope she could unite the clans and free Mandalore.

Bo-Katan Kryze lost the Darksaber after the Great Purge of Mandalore. Nine years after the Battle of Yavin, it wound up in the hands of Moff Gideon, who participated in the Great Purge of Mandalore. He fought against Din Djarin, who soon defeated the Moff and claimed the Darksaber by right of combat.

Constructing a Darksaber requires a Heroic +20 *lightsaber engineering/repair* roll.

The Darksaber inflicts 5D damage.



## Ezra Bridger's lightsaber-pistol hybrid



When the time came for Ezra Bridger to build his lightsaber, he acquired the kyber crystal from the Jedi Temple on Lothal, and the parts to build a lightsaber from parts given to him from the other crew members of the *Ghost*. But he was still unskilled with deflecting blaster bolts with Kanan Jarrus' lightsaber. In response, he constructed a unique, experimental design that combined the features of a lightsaber with a blaster.

The result is a double-bar design. The bar that Ezra Bridger held was a standard lightsaber that emitted a blue blade that was light and swift to compliment his speed and size. The outer bar contained the blaster components. The handles of the bars were attached to each other at the bottom. A second blade emitter was affixed to the top of the hilt, which was attached to the blaster barrel. The second emitter lacked the magnetic stabilizing ring that generate the magnetic containment field for the plasma blade. Because of this, the bolts fired from the pistol hilt weakened rapidly as their coherence declined. This only made the bolts strong enough to stun an opponent.

Ezra Bridger came up with the design because he valued surviving dangerous encounters over Jedi traditions. And since using a lightsaber during the time of the Galactic Empire would draw too much attention, Ezra Bridger activated the lightsaber as a last resort. The built-in blaster gave him the ability to engage in combat without revealing his Jedi identity and gave him an advantage in confrontations any other Jedi would not have. The hybrid had an inconspicuous design and utilitarian appearance, making it less likely to be recognized as a lightsaber.

The blaster component was designed for easy removal to facilitate maintenance and repairs. The lightsaber component had a low-power setting to avoid injuring a sparring partner during practice and was designed to allow easy removal of the kyber crystal.

The untested design posed some risk of a short-circuit at crucial moments. The power cell could only power the lightsaber blade or the blaster component, not both simultaneously. Ezra Bridger had to deactivate the lightsaber in order to fire the blaster component.

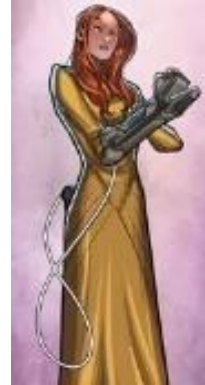
Ezra Bridger built this as his first lightsaber and was its sole user almost exclusively. Kanan Jarrus used it only once during the final battle against the Grand Inquisitor. This weapon was destroyed during Ezra Bridger's duel against Darth Vader on Malachor.

Due to the unusual configuration, building a lightsaber-blaster hybrid requires a Very Difficult *lightsaber engineering/repair* roll and a Difficult *blaster repair* roll. If the user has skill dice in (A) *weapon engineering*, the user can substitute a Moderate (A) *weapon engineering* roll in place of the Difficult *blaster repair* roll. As the design makes repair easier to perform, the user gains a +3 circumstantial bonus to *blaster repair* rolls when performing maintenance on the

blaster portion or *lightsaber engineering/repair* rolls when performing maintenance on the lightsaber portion. The inconspicuous design grants the user a +5 bonus to *hide* rolls to conceal the lightsaber-blaster hybrid. Because of the untested design of the lightsaber-blaster hybrid, after every twenty-five shots or after every ten lightsaber-to-lightsaber contacts, the GM must roll a wild die. On the result of a 1, the associated component suffers a short-circuit, rendering that component inoperable until it can be repaired.

The lightsaber portion inflicts 5D damage, and the blaster portion inflicts 5D *stun* damage.

## Tagge protoblade



The Tagge protoblade is a prototype plasma blade, a melee weapon which functions similarly to a lightsaber and is designed for lightsaber combat. The protoblade takes the form of a gauntlet. When powered up, the gauntlet ejects an edged physical blade that is energized with plasma by a power source, giving the blade a yellow glow. The protoblade can cut through walls, weapons, and enemies alike.

While lethal, the protoblade is not as energy-efficient as the lightsaber it is

modeled after. The protoblade requires a connection to an external power supply via a cable worn by the weapon's wielder. This is akin to the ancient lightsabers.



Cortosis makes up the protoblade, and while the cortosis shielding in the gauntlet helps protect the protoblade's wielder from the plasma, it can also cause the plasma blade to lose power and revert to a sharp-edged melee weapon. Even unpowered, the protoblade is deadly.

The Tagge protoblade inflicts 5D damage when powered up.

Unpowered, the cortosis blade inflicts STR+2D damage, with a maximum damage potential of 4D.

## Mounted Combat

**Status:** Canon

**Control Difficulty:** Difficult

**Sense Difficulty:** Easy or creature's *Perception* roll

**Alter Difficulty:** Easy or creature's *Perception* roll

*This power may be kept up.*

**Prerequisites:** *Alter* 6D, *Control* 6D, *Sense* 6D, *lightsaber* 6D, *concentration*, *friendship*, *life detection*, *life sense*, *lightsaber combat*, *sense Force*, and one of the following: *aquatic vehicle operation* 6D, *beast riding* 6D, *ground vehicle operation* 6D, *hover vehicle operation* 6D, *repulsorlift operation* 6D, *walker operation* 6D

**Effect:** This power is basically *lightsaber combat* while fighting in a saddle – whether riding an animal or a vehicle. Essential to the Jedi using this power is an understanding of how to steer and manage their speed while fighting and learning to take advantage of their higher elevation relative to ground-level targets. If the Jedi is riding a living creature, the Jedi must be aware of the creature’s thoughts and feelings and be ready to calm the beast through the Force lest it becomes panicked by the sounds and smells of battle.

In GM terms, this power functions the same as *lightsaber combat* in terms of being able to wield a lightsaber safely while sensing their opponents’ actions through the Force and being able to block and redirect incoming blaster bolts. Using *lightsaber combat* while riding a creature or a vehicle will incur multiple action penalties that will stack. However, by using *mounted combat*, the Jedi will be able to prevent the multiple action penalties from stacking beyond -3D. The -3D penalty is the result of making the *control* and *sense* dice rolls to keep the Force power “up”, parrying a blaster bolt, and controlling where it goes. While this power is active, the Jedi can make the necessary *beast riding* or appropriate vehicle operation skill roll to control the movement of the beast or vehicle with this penalty applied. If necessary, the Jedi can use *friendship* to soothe the creature should it become agitated with this penalty applied.

If the Jedi is operating a vehicle, the *sense* and *alter* difficulties are Easy. If the Jedi is riding a creature, the *sense* and *alter* difficulties are the creature’s *Perception* roll.

To fight with the lightsaber and control the beast or vehicle simultaneously requires not only intense concentration on the part of the Jedi, but also specialized training to do so. Before partaking in the training, the Jedi will need to have a sufficient level of skill with riding the beast or operating the vehicle. To pass this training, the Jedi will need to make the required *lightsaber*, *control*, *sense*, *alter*, and *beast riding* or vehicle operation skill rolls while taking the usual multiple action penalties, and make successful rolls on all of them six consecutive times before being allowed to learn this power. Failure at any point during this training will require the Jedi to start over. This training does not allow the Jedi to operate any of the vehicle’s weapons that it might possess. If the Jedi is forced to use any of the vehicle’s weapons, the concentration is broken, the power comes to an end, and the multiple action penalties stack as usual.

The Jedi can choose to take this power multiple times, allowing the Jedi to use this while riding a creature and a vehicle, or with two separate vehicles. A Jedi that learns mounted combat will know how to use this power while riding a creature, though the Jedi can choose to specialize with a specific creature. The vehicle in question, however, must be linked with a specific skill; thus, the Jedi can choose *mounted combat: aquatic vehicle*, *mounted combat: ground vehicle*, *mounted combat: hover vehicle*, *mounted combat: repulsorlift*, or *mounted vehicle: walker*. The Jedi has the option of choosing a specific vehicle model when learning this power.

There are restrictions with this power. First, part of the training involves the Jedi learning to wield the lightsaber with care so as not to injure the creature or damage the vehicle. Usually, the lightsaber is a standard one or shoto variant. A double-bladed lightsaber like the one Darth Maul wielded can be used, but with only one blade activated. Any other variant, like a lightsaber pike, would be considered too unwieldy for the Jedi, even with this training. If the Jedi is of such size that the Jedi can only wield a great lightsaber, then the Jedi can learn this power, but is restricted to riding creatures or vehicles that can accommodate their size.

Second, to be able to wield the lightsaber while using this power, the Jedi must not be confined to an enclosed space, and this becomes an issue when operating a vehicle. If the Jedi is operating a vehicle that has Cover: Full in its description, the Jedi is unable to use this power.

Can this power be used with a lightshield or a Kilian Ranger shield gauntlet? Theoretically, yes. In practice, only with the Kilian Ranger shield gauntlet, and even then, the Jedi must first learn *shield gauntlet defense*. This opens the possibility of the GM creating a *mounted combat* Force power that utilizes *shield gauntlet defense* instead of *lightsaber combat*.

Can a Jedi with more than two arms use *mounted combat* while wielding at least two lightsabers? Yes, but comes with an additional penalty. The -3D penalty previously mentioned is for a Jedi wielding **one** lightsaber. If the Jedi chooses to wield more than one lightsaber while using this power, the penalty increases by -1D for each additional lightsaber after the first one.

Can a Jedi use *mounted combat* while wielding a lightsaber and a Kilian Ranger shield gauntlet? Thus, appearing as the heroic knight in ancient fables and fairy tales? Yes, but again, the Jedi in question must have more than two arms, must know *shield gauntlet defense*, and must know the standard *mounted combat* power and one tailored for *shield gauntlet defense*. And even then, utilizing the two versions of *mounted combat* would result in the multiple action penalties from each of them combining and creating a much larger penalty.

Beastwardens generally learn this power, and given their affinity towards animals, they can use *mounted combat* more easily than any other Jedi. If a beastwarden using *mounted combat* with a creature with which the beastwarden has bonded using *bonded mount*, the *sense* and **alter** difficulties become Easy. In addition, the beastwarden receives a +1 circumstantial bonus towards all rolls for each of the following powers the beastwarden might know: *animal telepathy (Jedi)*, *beast languages*, *merge senses*, and *projective empathy (Jedi)*.

**Author’s Notes:** At first, I did not consider making this power. I was going to allow the multiple action penalty rule to be applied when a Jedi uses a lightsaber while riding a creature or vehicle. But over the years there have been more and more appearances of Jedi in this situation. Jedi Master Yoda riding a kybuck while wielding his lightsaber in the Clone Wars Cartoons from the early 2000’s. Jaden Korr doing

the same while riding a tauntaun on Hoth during one mission and a speeder bike during another in the Jedi Knight: Jedi Academy video game. And now we have Cal Kestis apparently doing the same in the Jedi: Survivor video game. And the idea of the heroic knight in fairy tales wielding a lightsaber and some kind of shield sounds somewhat appealing. So, I decided to create this power. But I limited its availability for Jedi to learn by adding the prerequisites.

**Appeared where:** Clone Wars Cartoon, Jedi Knight: Jedi Academy video game, Jedi: Survivor video game

**Example:** Jedi Master Yoda used this while riding a kybuck in the Clone Wars Cartoons from the early 2000's. Jaden Korr used this while riding a tauntaun on Hoth during one mission and while riding a speeder bike during another in the Jedi Knight: Jedi Academy video game. Cal Kestis used this at times during the Jedi: Survivor video game.

### *Lightsaber attachments*

As listed above, the lightsaber has its variants. Granted, various Jedi design the hilts to serve their needs and to reflect their culture, beliefs, and personalities. But the overall design of the lightsaber is standard with little variation. However, there are some attachments that a Jedi can place on their lightsaber for specific purposes.

#### **Beckon call**

A beckon call is a small communications device that links up with the slave circuits on a starship. When activated, the beckon call transmits a signal to the starship it is linked to, activating the autopilot programming, and summoning the ship to the nearest safe spot close to the wielder. The beckon call functions only when connected to a starship with a slave circuit.

Installing a beckon call to the lightsaber requires a Moderate *lightsaber repair/engineering* roll.

#### **Blade drain**

The blade drain is a lightsaber attachment that allows a lightsaber to absorb some of the energy held within the blade of an opponent's lightsaber. The blade drain is attached to the lightsaber hilt and wired into the power supply. When the lightsaber blade strikes the opponent's lightsaber blade, the Jedi's blade drains energy from the opponent's lightsaber's power cell through the contact between the blades, then channels the drained energy into the Jedi's lightsaber's own power cell. The draw is momentary, but is enough to reduce the effectiveness of the opponent's lightsaber, making it less capable of dealing damage.

But there is a risk that the drawn power could overload the power cell of the Jedi's lightsaber, causing a catastrophic failure of the lightsaber. Should that happen, the Jedi would

need to make a Very Difficult *lightsaber repair/engineering* roll to repair or replace the power cell.

Installing a blade drain to the lightsaber requires a Difficult *lightsaber repair/engineering* roll and costs 4,000 credits.

#### **Blade lock**

This is a simple modification that is usually added to lightsabers whose wielders frequently throw them. With this, the Jedi can lock the blade in place, preventing the lightsaber from being deactivated accidentally when the weapon is jarred, such as during the impact of being thrown.

Installing a blade lock to the lightsaber requires an Easy *lightsaber repair/engineering* roll.

#### **Concealed compartment**

This accessory is little more than a small storage compartment capable of holding a small object – a comlink, a hand-held holoprojector, or a code cylinder.

#### **Cyclic crystal array/Dual-phase modification**

Considered unorthodox by many Jedi, the cyclic crystal array is an attachment that allows a lightsaber to hold multiple focusing crystals simultaneously and switch between them at the press of a button. Without this attachment, the Jedi would have to disassemble the lightsaber to swap one crystal for another.

This attachment is considered essential for the construction of a dual-phased lightsaber or for modifying a standard lightsaber into a dual-phase lightsaber.

Installing a cyclic crystal array to the lightsaber also requires, if necessary, modifying the crystal chamber to accommodate two or three crystals. Attaching the array requires a Very Difficult *lightsaber repair/engineering* roll and costs 1,500 credits. Modifying the crystal chamber requires a Heroic *lightsaber repair/engineering* roll and costs 4,500 credits.

#### **Damping emitter**

A damping emitter is a lightsaber emitter that has been modified to release a limited amount of energy, making the lightsaber's blade non-lethal. This allows the Jedi to add a stun setting to the lightsaber, changing the damage the lightsaber blade can inflict from normal to *stun*.

Installing a damping emitter requires a Difficult *lightsaber repair/engineering* roll and costs 2,000 credits.

#### **Extended hilt**

This is a simple modification that extends the length of the weapon's hilt, making it easier to wield with two hands.

This attachment is considered essential for the construction of a great lightsaber or a lightsaber pike or for modifying a standard lightsaber into one of those two.

Installing an extended hilt requires a Moderate *lightsaber repair/engineering* roll and costs 3,800 credits.

### Fiber cord

A fiber cord connects the hilt of the lightsaber to a piece of armor or a metal gauntlet, making it more difficult to disarm the Jedi. If disarmed, the one who disarmed the Jedi cannot retrieve the lightsaber unless the cord is cut.

Installing an extended hilt requires an Easy *lightsaber repair/engineering* roll.

### Force-activated

This is rare modification that removes the activation button from the lightsaber. Instead, the Jedi uses *telekinesis* to connect the circuitry in the lightsaber to activate it. This modification ensures untrained Force-users and those who have no sensitivity to the Force cannot use the lightsaber.

Installing this modification requires a Difficult *lightsaber repair/engineering* roll.

### Hilt-masking kit

Considered essential after the formation of the Galactic Empire, this attachment allows a Jedi to disguise his lightsaber as another item. While the masking can take a multitude of forms, it provides two important qualities: it looks as little as a lightsaber as possible, and it provides quick and easy access to the full weapon when needed.

The difficulty to attaching a hilt-masking kit and the price for it depend on what the Jedi wants to disguise the lightsaber as.

### Interlocking hilt

This is an essential accessory for Jedi who want to construct two lightsabers that could be joined together into a saberstaff.

Installing this modification requires an Easy *lightsaber repair/engineering* roll.

### Overcharged power cell

An overcharged power cell is a lightsaber modification that allows a lightsaber power cell to overcharge, strengthening the lightsaber blade. However, this process causes the power cell to become unstable, which means the lightsaber blade has a chance of becoming weak in the middle of a fight. This drawback is enough to dissuade some tinkerers from making such a modification.

Installing an overcharged power cell requires a Difficult *lightsaber repair/engineering* roll and costs 500 credits. It can increase the lightsaber damage by +2D. However, the GM must roll a wild die each round the lightsaber is active. On the result of 1, the lightsaber damage is reduced by -2D.

### Pistol hilt/stun blaster attachment

The pistol hilt and the stun blaster attachment are essential for the construction of a lightsaber-pistol hybrid, as previously described. The cost of these attachments is 750 credits.

### Pommel cap

The pommel cap has been described previously. Some Jedi incorporate the pommel cap into their fighting style. Striking with the pommel cap requires making a *melee combat* roll and can inflict STR damage.

Installing a pommel cap requires an Easy *lightsaber repair/engineering* roll and costs 3,000 credits.

### Pressure grip

This is a popular accessory – a staple of most Jedi who prefer simple, straightforward lightsaber construction. The pressure grip senses when the Jedi's hand no longer grips it, deactivating the lightsaber immediately after it is dropped or disarmed.

Installing a pressure grip requires a Moderate *lightsaber repair/engineering* roll.

### Reflex grip

A Jedi can install a delicate system of motion sensors and miniaturized motors into the lightsaber hilt, altering the lightsaber to respond to adjustments in grip and position with greater responsiveness. This system grants a split-second edge that allows a combatant to parry an opponent's strike more easily or block a hail of blaster bolts. Controlling this system and keeping it from overreacting to minute or inadvertent motions can be difficult to master, but the defensive advantage of a reflex grip can be worth the extra practice.

Installing a reflex grip requires a Heroic *lightsaber repair/engineering* roll and costs 4,000 credits. After the installation, the difficulty levels for *lightsaber* and *lightsaber combat* are increased one level until the Jedi completes the training necessary to accommodate the reflex grip. This training lasts a month. After the training is complete, the difficulty levels return to normal, and the Jedi receives a +1D to all *lightsaber* rolls. The Jedi also receives a +1D bonus to *sense* rolls for blocking an opponent's lightsaber and a +1D bonus to *control* rolls for redirecting blaster bolts.

### Reinforced magnetic shielding

The magnetic containment field maintains the coherency of the lightsaber's plasma beam. A Jedi can alter the field emitter to increase the strength of the magnetic containment field, allowing the lightsaber to take on some qualities of a solid weapon. By making this modification, the Jedi gives up some of the lightsaber's legendary penetrative capacity to deliver punishing electromagnetic impacts.

Installing a reinforced magnetic shielding requires a Difficult *lightsaber repair/engineering* roll and costs 4,000



credits. This reduces the lightsaber damage to 3D, but allows a Jedi to add +2D ion damage in exchange.

### Shien reverse grip customization

A Jedi can install a Shien reverse grip customization to the lightsaber hilt that makes it easier for the Jedi to make it easier for the Jedi to hold the lightsaber with a reverse grip. This customization is popular with Shien practitioners, but the drawback is that it makes using the traditional grip somewhat unwieldy in the process.

Installing a Shien reverse grip customization requires a Moderate *lightsaber repair/engineering* roll and costs 100 credits. Holding a lightsaber with this modification in a reverse grip adds +1D to all *lightsaber* and *lightsaber combat* rolls, while holding a lightsaber with this modification in a traditional grip removes -1D to all *lightsaber* and *lightsaber combat* rolls.

### Thisspasian stabilization coil

For centuries, Thisspasian weaponcraft focused on grace above all else. Traditional weapons from Thisspasia correct for even the clumsiest of maneuvers by attaching a coil around the hilt of their weapons. This allows the wielders to overcome a variety of situational hindrances and deft balances.

Order 66 survivors used this attachment to strengthen their lightsabers. Rotating and curling with each movement, this device keeps the blade perfectly balanced.

Installing a Thisspasian stabilization coil requires a Moderate *lightsaber repair/engineering* roll and costs 5,500 credits. The coil adds a bonus of +1D to all *lightsaber* and *lightsaber combat* rolls.

### Tholothian heartwood hilt

While most lightsabers have synthetic hilts, Tholothian Jedi prefer a more organic approach. Tholothian Jedi craft heartwood hilts from the timbers of still-living trees. The wood is then preserved in a specialized ritual that is more often used when a heartwood tree is dying. The resulting hilt is resistant to decay and can house the lightsaber internal components. The resulting lightsabers are beautiful works of art as much as they are weapons. The resins used to preserve the timber increase the weight, and Tholothian Jedi must take appropriate care in using them. This often translates to a stronger and more deliberate strike when this weapon does connect.

Using a Tholothian heartwood hilt requires a Heroic *lightsaber repair/engineering* roll and costs 8,000 credits. The weight of the hilt adds a +1D bonus to the lightsaber damage. Tholothian heartwood hilts fit the Elemental Nature theme perfectly.

### Trapped grip

A trapped grip is essentially a booby trap integrated into the lightsaber's handle that will harm any unauthorized

individual who tries to activate it. The Jedi can disarm it with a simple action, such as pressing down on a hidden sensor or twisting a knob. If activated, the trap discharges an electrical shock doing 1D damage to the person so long as the person is holding the lightsaber. The unauthorized individual can spot the trap and disarm it by making a Difficult *Perception* or *search* roll.

Installing a trapped grip requires a Very Difficult *lightsaber repair/engineering* roll.

### Walking stick hilt disguise

The walking stick hilt disguise is essential for the construction of a cane lightsaber, as previously described. The cost of this attachment is 2,500 credits.

### Waterproofing

All lightsabers will short out when submerged in water due to rapid chain reactions and the instant overpowering of water on the blade. Rain will cause the lightsaber to steam up, but not short out – submersion in water will cause the latter to occur. Should a lightsaber short out from being submerged underwater, the Jedi must make a Moderate *lightsaber repair/engineering* roll to repair the damage. Jedi can choose to modify their lightsabers to be waterproof at a later date or to design their lightsabers to be waterproof upon the initial construction. This was done by adding a bifurcating cyclic-ignition pulse which comprised of two crystals that generates a pulse along the lightsaber blade to help keep the blade active while submerged underwater. While some Jedi choose to modify their lightsabers after the initial construction, all Jedi from aquatic species design their lightsabers to be active underwater. This addition became standard among the Jedi from Luke Skywalker's academy before the Yuuzhan Vong War. Modifying a lightsaber to be waterproof requires a Very Difficult *lightsaber repair/engineering* roll, while constructing a lightsaber to be waterproof from the beginning adds +5 to the difficulty.

### Lightsaber countermeasures

Many are aware of the penetrating power of the lightsaber blade. In fact, because of this property, General Airen Cracken often refers to the lightsaber as the “universal cutting tool” or “UCT.” However, there are several substances that are resistant to the lightsaber blade. These substances can be used by the enemies of the Jedi and forged into weapons or armor capable of resisting lightsabers.

## Armorweave



Armorweave is a material used on various pieces of clothing, like cape, as armor. The armored cloth material was capable of dissipating blaster bolts, but it offered limited protection from lightsaber blades.

The capes worn by Dooku, Darth Vader, General Grievous, the MagnaGuards, and Captain Phasma were made of armorweave.

## Beskar

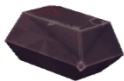


Also known as Mandalorian iron, this creation of Mandalorian metallurgists remains the most effective lightsaber countermeasure by far. The only known sources of the ore are Mandalore and its moon Concordia. The Mandalorians use the metal in the construction of their weapons and armor. Lightsabers can barely scratch the metal, so a Jedi facing a beskar-wearing Mandalorian should be advised to strike at weak points on the neck and joints, or use Force shoves to keep the enemy off balance.

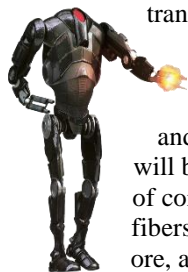
After moving Freedon Nadd's remain to the tomb constructed on Dxun, the Onderonians sealed the tomb with a door made from beskar. It took Exar Kun some time to cut his way past the door.

Din Djarin's armor was made from beskar, as was the spear offered to him by Morgan Elsbeth.

## Cortosis



Cortosis is an ore that is mined across many planets, including Apatros, Dinzo, Duro, and Mokivj. This makes it the most widely available of the countermeasures. It is a soft and frangible metal which generally makes it useless for building into armor and other protective material. But it has a very high energy absorption rate and transmission coefficients.



Because of these factors, many energy-weapon blasts, including blasters and the heat from an explosion, will be dissipated along the fibers of cortosis without damaging the fibers themselves. It is a brittle ore, and is commonly used as



decoration on body armor. However, when used to forge body armor or an arm shield, it has a unique effect on lightsaber blades. Upon contact with the containment field of the plasma blade, the cortosis ore will generate an electric feedback loop that will travel down the containment field back to the lightsaber hilt and cause it to shut down. Due to its brittleness, on rare occasions a lightsaber blow may be enough to chip off a piece of the ore or create a crack in the armor. Lightsabers

equipped with Mestare crystals will not suffer the feedback loop.



Though it is widely available, its use in countering lightsaber blades is sporadic. The Sith acolyte Qimir wore a gauntlet and a helmet of cortosis when he confronted the Jedi on Khofar. Dooku knew about the ore and ordered the construction of a variant of the B-2 super battle droids with an outer shell made of cortosis.

He also ordered a project to create cortosis armor for the clone troopers in anticipation of Order 66.



Emperor Palpatine used cortosis in several of his storage vaults containing valuable artifacts, some of which were possibly of Sith origin.



The Jensaarai use cortosis during the crafting of their armor. Others learned of this and used it to their own ends. Desann used cortosis in the construction of the shadowtrooper armor. The Imperial Knights created cortosis gauntlets to defend themselves against lightsabers.

## Elite Praetorian Guard armor and weapons



The Elite Praetorian Guards wore ornate crimson armor. The armor was a high-tech onion-skin of laminate that was impregnated with conductive wirepaths that, once powered, created an intense local magnetic field. Once this energy-intensive field was activated, the power plates could deflect blaster fire and could even withstand a glancing blow from a lightsaber. A direct thrust from a lightsaber, however, could penetrate the armor.

The weapons of the Praetorian Guards were high-tech versions of unpowered analogs found in primitive societies across the galaxy. What made these weapons resistant to lightsaber blades were the electro-plasma energy filaments running across the blades' edges. Despite the potential formidability of these armors and weapons, the Praetorian Guard fell to both Rey and Kylo Ren.

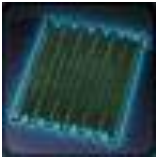
## Neuranium



Neuranium is a rare metal. One of the heaviest and densest substances in the galaxy, it was used to shield from radiation. A millimeter of neuranium could stop most scanners. Armor and shields forged of neuranium can withstand a lightsaber strike. However, the density and weight of the material made it inefficient and impractical in its use as armor. Neuranium can be chipped away over the course of a battle and eventually broken, but the time and effort to do so is costly. Attempting to do this can doom the Jedi

Palpatine hid his lightsaber within a cavity in the neuranium of the statue of Sistros.

## Phrik



Phrik is a rare metallic alloy consisting of phrikite and tydirium that is light and nearly indestructible. Mined on Gromas 16 in the Perkell sector and Tatooine in the Arkanis sector, phrik is impervious to lightsaber blades. Phrik can be made into extremely light and durable armor and melee weapons. Since the guard shoto is designed to block other lightsabers, it would be advantageous for the wielder to lace the handle with phrik.



A phrik staff dating back to the Blood Moon Uprising was part of the *Secrets of the Jedi* exhibit for the Valo Republic Fair. The electrostaffs wielded by General Grievous's MagnaGuards were made from phrik. Palpatine's lightsaber contained phrik. Imperial General Rohm Mohc used phrik in the construction of his Dark Trooper armor.

## Songsteel

Songsteel is an extraordinarily light and luminescent silver metal that is used in masterwork swords and staves. The metal is reserved for only the most exquisite of weapons, and is extremely tedious to forge and shape. Like phrik, songsteel is highly resistant to lightsaber strikes.

Jedi Master Darrus Jeht wielded a songsteel sword in a practice lightsaber duel against Jedi Masters Lanuis Qel-Bertuk and Devan For'deschel.

## Ultrachrome



Ultrachrome is a superconductive material that was used as starship armor during the Sith War. It was capable of reflecting blaster and slugthrower weaponry, and has proven effective in providing protection against radiation. The superconductive nature of ultrachrome also made the material resistant to lightsabers. When the energy field of the lightsaber interacts with ultrachrome, the energy would be uniformly conducted across the entire mass, rather than be allowed to concentrate in one area and cut through. However, this can work against ultrachrome as well – if enough energy were transferred to the ultrachrome, the entire piece would melt. Kar Vastor crafted vibroshields made of ultrachrome for his Akk Guard, and the Inquisitors protected themselves with this material.

## Natural defenses against lightsabers

There are various creatures in the galaxy that can resist the lightsaber blade.



Native to Eol Sha, the fire worm or lava dragon is a fire serpent that dwells in lava pools. Lava dragons have a triangular head, pointed ear tufts, and bony eye ridges. They have insulated air bladders that allow the lava dragon to rise or sink in the lava. Lava dragons feed on other reptiles that dwell within the lava pools. Lava dragons are covered in crystalline scales that protect it from the lava, and can suck lava down their armored gullets and spew it back out as a dangerous natural defense mechanism. The crystalline scales make it almost impossible for a lightsaber to slice through them. The scale will split and reflect the lightsaber beam in a myriad of directions; however, the crystalline scale struck by the lightsaber will shatter in the process. The shattered scale will leave any unarmored internal organs of the lava dragon vulnerable to lava if the lava dragon submerges again. This is fatal to the lava dragon as the lava will either burn and melt the lava dragon from the inside out, or ignite the air within the air bladders, causing the lava dragon to explode.





Native to Jazbina, a tikulini is a large carnivorous worm that lives in the sun crystal mining tunnels. Possessing green blood, “tikulini” meant “the death of a myriad knives.” The skin of a tikulini is strong enough to withstand a lightsaber strike. Though believed to be extinct around the time of the Battle of Yavin, at least one is still alive.

Native to Malastare, the Zillo Beast is a semi-sentient reptilian species nearly a hundred meters tall. Its heavy plated armor is capable of resisting explosions, blaster fire, and even lightsabers. Once believed extinct, one Zillo Beast woke from hibernation during the Clone Wars. It was captured and transported to Coruscant, where it later escaped and was eventually killed. Another was on the Bethany homeworld, where the Bethany worshiped it as a god. Darth Vader tried to kill it, but failed. Kylo Ren was later successful.



Should one come across the carcass of any of these animals, there may be enough for the individual to fashion from the bones jagged blades capable of withstanding lightsaber blows and crude shields from the carapaces.

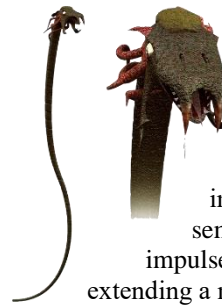
There are two other creatures that can resist the lightsaber: the maalraas or nighthunter and the taozin. But these creatures can also use the Force; therefore, these creatures will be covered in a later section

## Yuuzhan Vong creatures



The Yuuzhan Vong invaded the galaxy twenty-five years after the Battle of Yavin. Their ferocity and use of creatures and organic technology took the entire galaxy by surprise. They also proved to be formidable opponents to the Jedi Order. They wore Vonduun skerr kyrric, or Vonduun crab armor, which had crystalline properties which made them resistant to blasters,

slugthrowers, and even lightsabers. Black was the most common color, though some Yuuzhan Vongs wore vonduun crab armor colored cerulean and red. These Yuuzhan Vongs were higher ranked, so the different colors may be signs of rank and even offer better protection. There was one weak point for the armor – the gills located in the armpit of the armored suit. A lightsaber thrust at that location was fatal.



The Yuuzhan Vongs also used genetically engineered serpentine creatures called amphistaffs that served as anti-personnel weapons. The amphistaffs and their relatives had power glands that could emit electrical impulses that reorganized the creatures’ semicrystalline cell structure. The electrical impulses generated an electromagnetic field extending a millimeter from the amphistaff’s body and created razor-thin edges capable of slashing through prey. The combination of the electrical field and the semicrystalline structure made the amphistaffs resistant to lightsabers. Only repeated blunt trauma to the head or beheading could kill an amphistaff.

## Other Jedi weapons

While the Jedi used the lightsabers almost exclusively, they did use other weapons at times. Usually, the use of these other weapons was in keeping with the disguised identity they assumed. Sometimes, they were bereft of their lightsaber and were forced to use other weapons that might be available to survive. However, there were four weapons that seemed to be unique to the Jedi. One was powered by the lightsaber. Another was based on lightsaber design. The third was a training weapon used by Jedi Padawans. The fourth was very different type of melee weapon.

## Bokken saber

The bokken saber, also known as the lightsaber training staff and the Jedi training saber, was a wooden sword used for lightsaber combat training. They were typically used by Jedi Padawans who had not yet constructed their own lightsabers.

Name: Bokken saber  
 Model: Wooden sword  
 Type: Melee weapon  
 Scale: Character  
 Skill: Lightsaber  
 Cost: Unavailable for sale  
 Availability: 2, F  
 Difficulty: Easy  
 Damage: STR  
 Source: RPGGamer.org website



## Farkiller



The Farkiller is a unique weapon created by the Jedi Var-Whill and belonged to the Jedi Oo'ob the Apostate. The Farkiller is a magnification

attenuator. It uses lightsaber technology inside a sniper rifle, allowing the user to take out targets from a hundred kilometers away. The very existence of this weapon resulted in Oo'ob and Var-Whill being excommunicated from the Jedi Order.

The Farkiller can inflict 5D damage and requires a Very Difficult *blaster* roll. Building the Farkiller required a Heroic *blaster repair* roll or a Difficult (A) *weapon engineering* roll and a Very Difficult *lightsaber repair/engineering* roll to incorporate the lightsaber technology into the sniper rifle.

## Lightsaber rifle



The lightsaber rifle is a type of rifle designed to work in conjunction with a standard lightsaber. Once a lightsaber is properly loaded into an open slot on top of the rifle, the lightsaber rifle can produce an overwhelmingly powerful and destructive beam of energy. The weapon can fire at least five shots

before the lightsaber being used as fuel melted beyond usage, at which point the empty rifle begins to smoke. The lightsaber rifle can also be activated to self-destruct with enough force to break open a large hole in the Jedi Temple wall.

One such rifle was kept in a secure section of the Jedi Archives. After Order 66, Jocasta Nu returned to the Jedi Temple to retrieve the lightsaber rifle. Powered with her own lightsaber, she confronted Darth Vader with it. She was unable to kill Darth Vader with it, and tried to use it as an explosive with *telekinesis*. However, Darth Vader redirected the lightsaber rifle to the Jedi Temple, detonating a large portion of the wall.

A lightsaber blaster can inflict 5D damage and requires a Very Difficult *blaster* roll. Building a lightsaber blaster requires a Heroic *blaster repair* roll or a Difficult (A) *weapon engineering* roll.

## Lightshield



There has only been one recorded instance where a Jedi placed a kyber crystal within a shield, thus creating a lightshield. 350 years before the Battle of Yavin, during the time of the High Republic, Jedi Master Silandra Sho built and wielded a lightsaber, but she preferred a more defensive approach to combat rather than an offensive one. When necessary,

she wielded her lightsaber, but she preferred to use her lightshield when in combat.

To construct a lightshield, one must adapt the standard construction procedures for building a lightsaber. The shield can be bought or constructed at the Jedi's discretion. The shield must be large enough to cover a Jedi's forearm. Once the shield is in possession, the Jedi attaches to the center of the shield the power cell assembly and the focusing crystal chamber. The Jedi then places a blade energy channel through the shield, with an emitter matrix protruding from the surface of the shield.

When activated, instead of emitting an energy beam, the blade emitter emits an energy field that covers the entire shield. This is because the magnetic stabilizing ring has been modified to cover the entire front of the shield. The plasma emitted from the energy matrix is then diffused throughout the surface of the shield. The Jedi can still block and deflect blaster fire and even lightsabers with the lightshield. However, the damage one can inflict with a lightshield is reduced to 2D.

Because of how lightsaber technology is integrated into the shield, the Jedi cannot manually activate the lightsaber. Instead, the Jedi must make a Very Easy telekinesis roll to press the activation button to activate the lightshield after equipping it.

The unique nature of the lightshield necessitated the creation of a unique Force power to wield it.

## Lightshield Defense

**Status:** Canon

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy

**Required Powers:** *Lightsaber combat*

*This power may be kept up.*

**Effect:** This power works in a manner like that of the *lightsaber combat* power, but it centers on defense only. If a character successfully uses this power, the character adds their *sense* die code to their *brawling parry* or *melee parry* skill rolls while using a lightshield. Additionally, blaster bolts can be deflected using the *melee parry* skill, and the system is the same as the one listed for *lightsaber combat*.

**Author's Note:** This is basically *shield gauntlet defense* with a prerequisite added in. Since the Kilian Rangers and anything associated with them are considered Legends, I decided to copy the *shield gauntlet defense* power and tweak it a little.

**Appeared where:** The High Republic: Quest for the Hidden City, The High Republic: The Battle of Jedha

**Example:** Jedi Master Silandra Sho used this power.

The energy field can be altered to cover the rim of the shield, allowing a Jedi to cut through objects with the shield's rim as they would when using a lightsaber. However, configuring the energy field in this manner makes the shield too dangerous to hold, as the lightshield's rim would cut

through the Jedi's arm unless the Jedi is wearing a lightsaber-resistant protective gauntlet. In this case, the Jedi will need to remove the shield from their arm and keep it levitated using *telekinesis*. The Jedi can then use *telekinesis* to switch the setting to give the shield's rim a cutting edge. The Jedi can then throw the shield at opponents using *kinetic combat*. When using the lightshield in this manner, the lightshield's rim will inflict 5D damage. A Jedi can combine *lightshield defense* with either *telekinesis* or *kinetic combat* to shield others who are at a distance from the Jedi, but the penalty for multiple actions applies in this scenario.

Given the size of the lightshield, it is too unwieldy for a Jedi to use safely even with *mounted combat*.

Building a lightshield requires a Difficult (A) *equipment engineering* roll and a Very Difficult *lightsaber repair/engineering* roll to incorporate the lightsaber technology into the shield. The Jedi has the option of having the blade energy channel spread throughout the shield and have multiple emitter matrices protruding from the surface of the shield. While this configuration has no impact on the damage a lightshield can inflict, it does allow the energy field surrounding the shield to be more stable, allowing it to contain the plasma more easily. Creating a lightshield with this configuration increases the difficulties one level.

## San-ni staff



The san-ni staff is a melee weapon favored by martial artists across the galaxy. Several Jedi weapon masters have used this weapon as an alternative to the lightsaber, liking the greater variety of attacks this weapon offers. It consists of three metal rods held together by power couplings.

This is a difficult weapon to use effectively, but it is popular among its few users for its discreet nature. When deactivated, the staff resembles a baton 50 centimeters in length. To activate it, the Jedi grabs each half of the baton, twists, and then pulls the baton apart. A 10-centimeter-long stun prod springs from each end of the staff, and two high-voltage power couplings crackle to life in between the three pieces. When activated, the san-ni staff triples in length to 150 centimeters. While the electrical discharge from the power couplings can give severe burns to an enemy, the wielder seems to be shielded from this by using miniature heat sinks.

The san-ni staff is a versatile weapon. The wielder can use the metal rods to inflict 2D damage, and the stun prods and electrical discharge from the power couplings can inflict 2D stun damage. The wielder can also use the san-ni staff's power coupling to parry lightsaber blows.

Using the san-ni staff requires the *melee combat* and *melee parry* skill, and the Jedi can use *combat sense* while wielding the san-ni staff. Parrying a lightsaber with the power coupling

requires a Very Difficult *melee parry* roll. A Jedi can only use *Force weapon* on a san-ni staff when it is deactivated. Once activated and extended, the Force energy the Jedi is channeling into the san-ni staff with *Force weapon* does not travel along the energy discharge between the power couplings. A Jedi cannot use a san-ni staff to deflect blaster fire while activated.

The Jedi Master Waldan Bridger used a san-ni staff in his fight against General Grievous, though he was quickly killed by the cyborg general.

## Sith lightsabers

Like the Jedi, the Sith also built their own lightsabers. The mechanics behind construction of the Sith's lightsabers are the same as the Jedi's. One of the most important differences between the two is the focusing crystals used by the Sith. Before the Rule of Two, the Sith used one or several focusing crystals in their lightsaber just like the Jedi could. While the Sith could use any of the crystals listed above to give their lightsabers additional properties, when they could not use a red Dantari crystal, they used an artificial crystal as their primary focusing crystal. The Sith would cook raw elements in a brood furnace and use the dark side to shape the growth of the crystal within. The resulting artificial crystal could generate an energy blade that would burn with a bright crimson light than was sometime strong enough to cut through the blue and green energy blades of the Jedi lightsabers.

It is unclear when the Sith altered their approach in regards to the focusing crystal, but it was definitely after Darth Bane's death. As the kyber crystals forms a bond with the Jedi, the Sith came to realize that they could create a bond between themselves and the kyber crystal. But to do so, the Sith must claim another Jedi's lightsaber, and that meant killing said Jedi. After the Jedi was dead and the Sith has claimed the lightsaber, the Sith removed the kyber crystal from the lightsaber. The Sith could choose to use other components from the deceased Jedi's lightsaber in addition to any components they have gathered. The Sith then focused their will, rage, and power of the dark side on the crystal, making it "bleed red" as both the Jedi and the Sith described the process.

## Bleeding

**Status:** Canon

**Control Difficulty:** Very Difficult

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Very Difficult

**Prerequisites:** *Affect mind, concentration, control pain, hibernation trance, inflict pain, life detection, life sense, projective telepathy, rage, receptive telepathy, sense Force, telekinesis*

**Time to Use:** Five rounds

**Effect:** The user draws on the power of the Dark Side and bends the kyber crystal to their will by pouring their hate, pain, and rage into the crystal. If successful, the kyber crystal will change from its natural



blue or green color to crimson. When placed back in the original lightsaber or a new lightsaber, the resulting energy blade will be the usual blood red blade that is associated almost exclusively with followers of the Dark Side.

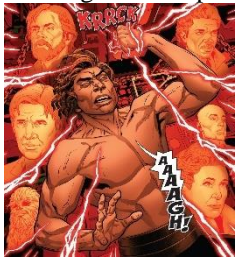


However, some individuals who have embraced the Dark Side do so out of righteous anger. When they use this power on a kyber crystal, the individual is pouring their righteous anger into the crystal rather than their hate, pain, and rage. If successful, the color of the kyber crystal will change to orange, and when placed back into a lightsaber, the resulting energy blade will be orange.



The Sith believe that the proper method was to take the kyber crystal from a Jedi's lightsaber and then bleed it, exerting their will on the crystal and turning it to the dark side.

Kyber crystals are inherently aligned with the light side of the Force; thus, they will resist all attempts of forced corruption by flooding the corruptor with light side visions.



In GM terms, the user starts by spending a Force Point, and then must spend five rounds using this power before the kyber crystal succumbs to the dark side. The user cannot be doing anything else; any distraction will result in an immediate failure. At the end of each round, the user must then make a Very Difficult *willpower*

roll to resist the visions sent by the kyber crystal in self-defense. If at any point during the five rounds the user fails to make the difficulty rolls necessary to use this power, the attempt fails immediately, and the user must start over again. If the user fails to make the *willpower* roll to resist the visions, the GM keeps track of how many times this happens. After five rounds, the GM rolls a wild die. If the result is greater than the total, the user has made the kyber crystal "bleed." If the result is less than the total, the user fails to make the kyber crystal "bleed." If the result is equal to the total, the user has succeeded in making the crystal "bleed," but the process also cracks the kyber crystal. The cracked kyber crystal can still be used as a focusing crystal, but is unable to channel the plasma from the power cell properly and generating more heat than most lightsabers can handle. If one wishes to use the cracked kyber crystal as a focusing crystal, the user's lightsaber must be refitted with quillon vents to release the excess heat and stabilize the energy coming from the cracked kyber crystal. Though the crossguard lightsaber can handle the energy from

the cracked kyber crystal, the containment field is not stable, causing plasma to flare out from the beams.

Should the attempt to make the kyber crystal "bleed" succeed, the user regains the spent Force Point, but only the Force Point that is spent in the successful attempt. If the user has made several previous attempts that ended in failure, the user does not regain the Force Points expended in the failed attempts.

These rules also apply towards an individual attempting to make the crystal "bleed orange," but the assault on the kyber crystal by the user is not as violent since the user is not drawing upon their hate, pain, and rage. The kyber crystal senses that the individual is acting out of a sense of righteous anger in response to a wrongful act that the individual believes has been inflicted upon them. So, the crystal's resistance against being "bled orange" will be less than it would be against being "bled red." If the user wishes to make the kyber crystal "bleed orange," the *willpower* difficulty to resist the visions will be Difficult instead of Very Difficult.

A character who uses this power to make the crystal "bleed red" automatically receives two Dark Side Points, while a character who uses this power to make the crystal "bleed orange" automatically receives one Dark Side Point.

**Author's Note:** I had originally thought that this would be a dark side version of the *harmonize lightsaber crystal* power. However, after reading the novel [Ahsoka](#) and subsequently the comic [Darth Vader: Dark Lord of the Sith: The Chosen One](#), I realized the *harmonize lightsaber crystal* power would not fit with what Darth Vader and the other Inquisitors have done with their lightsaber crystals – which were kyber crystals formerly used by Jedi. Also, the power *taint* only allows a Dark Jedi to channel enough dark side energy into an object that an individual aligned with the light side would be harmed by handling the tainted object. Thus, I created this power to cover this instance.

With the appearance of Baylan Skoll and Shin Hati wielding lightsaber with orange blades, I wondered if they used bleeding as well, but not as much as Darth Vader did with Jedi Master Kirak Infil'a's lightsaber crystal. It was not until I saw the video of Dagan Gera channeling his anger into his yellow kyber crystal and turning it orange that I was certain it was bleeding, but the emotions behind his actions was different than any of the Sith Lords. Dagan Gera was feeling a sense of righteous anger towards the Jedi Order who abandoned Tanalorr and imprisoned him within a bacta tank. Baylan Skoll seemed to be on a quest of some sort remake the Jedi Order in his image and remove the age-old conflict against the dark side in the process. It is possible Baylan Skoll is taking an end-justifies-the-means approach to reach his goal, and using and acting on his righteous anger towards the failures of the Jedi Order will be justified in the end.

**Appeared where:** [Darth Vader: Dark Lord of the Sith: The Chosen One](#), [Jedi: Survivor](#), [The Acolyte: The Acolyte](#), Ahsoka television series, [The Rise of Kylo Ren](#)



**Example:** Darth Vader used this to corrupt Jedi Master Kirak Infil'a's lightsaber crystal, changing its color from green to red. Kylo Ren did this to a kyber crystal to give his lightsaber a crimson blade.

Once the process was complete, the Sith assembled the gathered components, creating his or own lightsaber. Whether or not they used the *lightsaber construction* power at this point was unclear, but it was an available option.

A Sith customizes their lightsaber to suit their needs just as a Jedi does. A small notch added next to the activation stud will make it possible to leave the blade extended after it leaves the hand, allowing the Sith to turn the lightsaber into a javelin or use *kinetic combat*, *whirlwind throw*, or *saber barrier*. But an opponent can still use the Force to fling the lightsaber away.

The Sith can replace the activation stud with a pressure grip that ignites the lightsaber only when held. Adjusting the pressure grip to the Sith's unique biology will ensure only that specific Sith will activate the lightsaber.

There is a unique, but tedious configuration where the circuit that connects the power cell to the crystal can only be completed with the Sith's mental energy. In essence, the Sith uses the Force to make the connection and activate the lightsaber via *telekinesis*. While this guarantees only that particular Sith can activate that particular lightsaber, the danger is that should the Sith's concentration lag during contact, the blade may blink off. This suggests that the Sith must use the Force to maintain the connection for as long as they wish to have the lightsaber activated.

One of the few materials in the galaxy that can resist a lightsaber blow is beskar, or Mandalorian iron. The Mandalorians use this metal in the construction of their armor. This material is extremely rare, and acquiring it is very difficult. But if successful, a Sith can incorporate the material into the construction of the lightsaber hilt. This gives the Sith the option to intercept a lightsaber blade with the hilt rather than the lightsaber blade and not risk having the lightsaber hilt destroyed.

The double-bladed lightsaber, or saberstaff, was first designed and created by Exar Kun when he adjusted his lightsaber to have a second blade emitter at the other end of the hilt. While more dangerous, the length of Exar Kun's new saberstaff was still the same as a regular lightsaber hilt. Choosing a more practical approach, the Sith chose instead to design the saberstaff as a fusion of two lightsabers that can optionally be detached, allowing for two-handed combat. Saberstaffs are best used in wide, sweeping movements while the hilt remains close to the body. Fighting in this manner requires a firm stance and a two-handed grip. Novices tend to injure themselves while training. The Sith expect this, as the injuries, and the accompanying pain, will expose the flaws in the novices' techniques, forcing them to learn not to make them.

A saberstaff often gives the Sith a psychological advantage over their enemies, as their enemies tend to think they are facing two blades. In learning to wield a saberstaff, the Sith learns a key mindset in using the weapon. The Sith is not using two blades. The blades are connected. If a Sith knows the position of one, the Sith knows the position of the other. A Sith can choose to extinguish one blade and surprise the enemy with a sword-fighting lunge or riposte. This can serve as the basis for learning the Trakata lightsaber form.

The saberstaff is ideal for defeating multiple opponents as well as for defending against blaster fire. The broad energy barrier created by a whirling saberstaff is impenetrable when deployed by a skilled Sith Lord. Said Sith Lord possesses the precognitive ability to sense the timing and the vector of a threat. But the Sith Lord uses this type of barrier defense temporarily while closing the distance between the Sith Lord and the attacker to deliver a fatal slash.

There seems to be an obscure lightsaber variant that is exclusive to the Sith – the lightspear. All that is known about the lightspear is that it used a kyber crystal that was “bled” by a Sith Lord. During the High Republic Era, the Jedi Master Jora Malli found the lightspear and used a Force power to heal the kyber crystal as an intellectual exercise. Once the process was complete, the kyber crystal became tightly bound to her. She used the kyber crystal in her own lightsaber, which gave it a white blade. As a result of this success, this power became available for Jedi to learn and use in the event of encountering any kyber crystals that have been “bled”.

Though these are the customizations that Sith Lords typically use, they can use the other lightsaber variants and customizations previously listed.



# Lightsaber Forms and Powers

**Author's Note:** When I first saw the lightsaber form powers in the [Jedi Academy Training Manual](#), I could not see how they could be converted into d6 stats for several reasons. First, they were not what I call "true" Force powers, like *projective telepathy*, *telekinesis*, and *affect mind*. Second, given how they seem to be associated with various lightsaber forms, they seem to be techniques associated with the lightsaber forms. It is not like a Jedi could learn the skill (*A lightsaber: circle of shelter* for example). The technique would be a part of the lightsaber form, Soresu in this case; so, it would be covered as making a certain difficulty roll for *lightsaber: Soresu*.

But there is still the problem of somehow establishing d6 rules or stats for the various forms. If one were to learn Soresu, his *lightsaber, control*, and *sense* die would need to be at a certain amount. What would that amount be? And what other prerequisites would be required.

Fortunately, a solution was found in the Rancor Pit Forums. [Adventure Journal Issue 6](#) has an article called *Lightsaber Forms* by Gavin Downing and Jeffrey Cook, and this article has what I have been looking for. Not only has the article done, in my opinion, an excellent job in creating d6 stats for the lightsaber forms, it has also provided the means of bringing the lightsaber form powers from the [Jedi Academy Training Manual](#) into this work.

I am incorporating the article into this section, so I will preface it by giving full acknowledgement of this article to the authors Gavin Downing and Jeffrey Cook. Other than incorporating information from [The Jedi Path](#), the only change I will be making is changing *telekinetic leap* to *Force jump* (which is what I think they meant to write down). The various lightsaber form powers will be presented after this article.

The lightsaber is the weapon of the Jedi. While other groups are known to use the weapon, the unique energy weapon remains closely associated with the Jedi Order. Over the millennia, a number of combat styles and forms have developed, utilized by the Jedi... and by their opponents. There are seven primary forms, and a number of variant forms to be found.

While basic lightsaber training is difficult, a skilled user can learn to wield a lightsaber even without the Force. There are a number of "saber rakes" in the galaxy, from the Separatist General Grievous to the duelists of the Tapani sector. The first levels of training in any of these forms are possible for almost anyone.

Those who are not Force-sensitive, yet are nonetheless extremely skilled, can learn most any of the forms. During the days of the Republic and the height of the Jedi Order, Padawans who were interested in different forms could learn those entry levels to the various forms.

However, with Force-training, one can go deeper into the forms. Most teachers considered Padawans to have insufficient skill or maturity to handle these lessons, and a certain level of training in the Force is required. While a trained warrior like Grievous might learn the moves of Ataru, to execute some of its deeper moves requires a greater awareness of the Force, with the capacity to perform "impossible" physical feats; otherwise, this level of training is simply impossible.

Truly mastering a form is rare, requiring long periods of training, alongside intense discipline and focus on the form. Many Jedi might know Shii-Cho, Ataru, or even Juyo, but few truly master its ultimate potential. This requires not only the awareness and skills of a highly-trained Force user, with an awareness of surroundings and impossible reflexes, but an almost instinctive and instant channeling of the Force to achieve the feats involved.

Forms cannot be used in concert in most cases. A Jedi might know multiple forms, but they can only use one form at a time. They might change forms mid-combat, but they can only do so at the start of a new round of combat. A skilled warrior might develop a new Form based on combining the strengths of multiple forms, as Darth Vader did when he combined Djem So and Shien, but this takes time, effort, and, most importantly, the game master's approval and coordination. The only exception to this is Jar'Kai, which can be utilized with different forms with ease.

For each form, there are three levels of knowledge, each with their own prerequisites:

**Journeyman** – The saber wielder has learned the basic knowledge of this form and can wield it in combat. No Force skills are needed to use this form.

**Adept** – The saber wielder uses their knowledge of the Force and their dedication to lightsaber training to go deeper into the understanding of the form. This is a truly skilled and dangerous combatant.

**Master** – The saber wielder has truly mastered this form and is a truly deadly enemy with a saber.

## **Bonuses persist to higher levels**

An Adept can use Journeyman bonuses, and a Master can use both Adept and Journeyman bonuses. Each form does

have a weakness. If a wielder is using that Form, they suffer the penalties of that Form. They may change Forms at the start of any round, and they may always return to their default, Shii-Cho, without any weaknesses, but most users of Shii-Cho also have no advantages, either, unless they have gone deeper into the form's techniques.

### Learning New Forms

All one needs to learn a new Form is to have a teacher. This can include ancient texts or holocrons describing training katas, or a living teacher walking the student through the steps. Depending on the era, this can be relatively easy or difficult. During the Dark Times, finding a lightsaber teacher is quite difficult though some lost holocrons stored the information, waiting to be found by a ready student. During the height of the Jedi Order, learning these forms was much easier. But even during the height of the Jedi's power, not every Jedi was trained in every form. Those who wished to learn often had to prove they had the skill and maturity to handle the training.

Those who have the teacher and spend time training (including during down-time between sessions) can learn a new form, or a new level of one of their existing forms. Each form has a Character Point cost associated with it. This cost must be spent to learn the form's bonuses.

If you already have one form, it costs 5 points less to gain a second form of the same or lower level. Shii-Cho and Medium style each count as one level lower for the purposes of calculating this break (treat Adept as Journeyman, and treat Master as Adept). This point break does not apply to Juyo, Vapaad, Tripzest, or Jar'Kai.

### Starting a character with a Form

If the GM agrees, a starting character can start with a Form already known. If the Character Point cost is 10, it costs 1D of the character's starting skills. If the Character Point cost is 15, it will cost 2D of a character's starting skills. The cost is higher at character creation for those more expensive Forms; that is intentional. If the Character Point cost is more than 15, it is simply not available at character creation.

## Form Zero

It is said that "Form Zero" should be a Jedi's first and most valuable lightsaber form. It is knowing when to draw the weapon – and when not to. Some Jedi were said to be masters of this form and found peaceful and thoughtful solutions to several problems without ever drawing their blade. At the GM's discretion, this can be a *Perception* skill of its own.

*Perception* skill: *Form Zero*: This skill is available only to Jedi, as it involves using the reputation of the Jedi to achieve their goals. This one skill may be used in place of *bargain*,

*command*, *persuasion*, and even *intimidation*, but only in those instances where being a Jedi would be relevant. In other words, if the character's identity as a Jedi specifically is relevant to the roll, *Form Zero* may be used in place of those other skills.

## Form I: Shii-Cho

Shii-Cho, known as the Way of the Sarlacc or the Determination Form, was the first lightsaber form developed, based on older melee weapon styles. It also bridges the gap between traditional melee weapons and the elegance of the lightsaber. This is the first form taught to those learning to use a lightsaber, and for most Jedi, that level of understanding of Shii-Cho is sufficient. However, some Jedi go deeper into this form, and find it a tremendously useful and direct style.

Form I is the foundation upon the remaining Forms build. While not the best style for blaster deflection or lightsaber-to-lightsaber dueling, it is a superior all-around form a Jedi can fall back on in the heat of combat. Thus, a Jedi must demonstrate mastery of this Form before proceeding to other Forms.

During the classes to learn this Form, the students run velocities – a quick sequence of moves executed against an opponent until one concedes with a call of "Solah!" During such contests, victory can be quickly achieved with the Mark of Contact called *shiiim*, which is described later in this section. As the students are wielding training sabers, the wound is superficial, causing the wielder to drop their weapon or to temporarily experience a numb limb.

Another part of the daily drilling is learning to deflect blaster bolts fired by training remotes. This prepares the student for Form V, if the student chooses to study that style.

Kit Fisto is said to be a master of this Form.

**Weakness:** None

### Journeyman

**Prerequisites:** *Lightsaber* at 1 pip over *Dexterity*

**Cost:** Free

**Effect:** None. This is what all beginning lightsaber wielders use

### Adept

**Prerequisites:** 1D in all *Force* skills, *lightsaber* at 6D

**Cost:** 10 Character Points

**Effect:** +1D attack and parry rolls with a lightsaber, may use *lightsaber combat* along with the *lightsaber* skill with any melee weapon (but this weapon does not gain the ability to deflect blaster bolts)

Once a Force user has Adept level of Form I, they may spend 5 Character Points to be able to use any melee weapon in combination with any single other Form the character knows.

## Master

**Prerequisites:** 5D in all *Force* skills, *lightsaber* at 8D

**Cost:** 20 Character Points

**Effect:** Increase bonus to attack and parry to +2D, may make a called shot at -2D less penalty

## Form II: Makashi

Makashi, known as the Way of the Ysalamiri or the Contention Form, is the duelist's form. A graceful and elegant style, and considered the most disciplined of all the Forms, it is one of the best forms for dealing with another saber wielder.

Makashi emphasizes precision strikes and well-balanced footwork. Form II practitioners keep both feet, one in front of the other, on a line and advances or retreats along this line, avoiding leaps and acrobatic feats.

A successful Form II duel is quickly ended by penetrating an opponent's defense and landing a Mark of Contact or disarming strike. Skilled duelists are proficient in two Marks of Contact – shiak and sun djem, both of which are described later in this section.

Form II duels are a respected tradition among those Masters who have earned the honorific of blademaster. Every year during Mid-Year Fete, blademasters exhibit their skills for their fellow Jedi in the exterior courtyard of the Jedi Temple. Marked by an opening salute and a blade flourish, duels are run until all challengers have been disarmed or have conceded.

The use of Form II has experienced a resurgence during the New Sith Wars, but fewer and fewer Jedi have chosen to study Form II since the Battle of Ruusan.

Count Dooku is a master of this carefully controlled Form.

**Weakness:** -2D to blaster bolt deflection, and may not accurately reflect blaster bolts

## Journeyman

**Prerequisites:** *Lightsaber* of 6D and at least 2D over *Dexterity*

**Cost:** 10 Character Points

**Effect:** +2 to *lightsaber* when facing a melee weapon wielder; +1D+1 when facing a lightsaber wielder

## Adept

**Prerequisites:** 3D in *control* and *sense*, *lightsaber* at 8D

**Cost:** 15 Character Points

**Effect:** Double the Journeyman bonuses, to +1D+1 vs melee and +2D+2 vs lightsabers

## Master

**Prerequisites:** 7D in *control* and *sense*, *lightsaber* at 10D

**Cost:** 25 Character Points

**Effect:** Triple the Journeyman bonuses to +2D vs melee and +4D vs lightsabers.

## Form III: Soresu

A style that focuses purely on defense, Soresu, known as the Way of the Mynock or the Resilience Form, is a form that gives the wielder as much defense against blasters as it does against lightsabers. A practitioner of Soresu may also use this form to defend others around them. Masters of Soresu are said to be impervious to all forms of attack.

Soresu is the most inward directed of all forms. The Jedi is to be the calm eye of the storm as the enemies rage about the Jedi. Therefore, those who wish to study Form III are advised to practice their meditation.

Form III is the ideal lightsaber style for intercepting blaster fire. It is common among the members of the ExplorCorps and those Jedi who spend time on the Rim. Soresu and *moving meditation (Jedi)*, which is described later, work well together, allowing a Jedi to perceive the positions of each enemy and the moves necessary to intercept every bolt. This will lead to the lightsaber power/technique *circle of shelter*, which is described later in this section. Another lightsaber power/technique associated with Soresu is *deflecting slash*, which is also described later in this section. Practitioners of Soresu can choose to deflect blaster bolts back on the same vector from which they came, but this is more commonly used with Form V.

When using Soresu against another saber-wielding enemy, a Jedi should pull all moves close to the body and seldom make sweeps and lunges. Doing so creates a strong cocoon that makes it difficult for an enemy to land anything more than a glancing blow. The downside of this dueling method is the Soresu user is unable to mount a counterattack. This downside is offset by the fact the minimalist defense preserves the Jedi's energy reserves while simultaneously tiring out an opponent. Eventually, an exhausted enemy will slip up and allow a Soresu master to score a victory.

Obi-Wan Kenobi was said to be a master of this Form.

**Weakness:** Must forfeit initiative; may not use *combat sense* to take initiative until an attack has been made against the Soresu user

## Journeyman

**Prerequisites:** *Lightsaber* of 5D and at least 2D over *Dexterity*

**Cost:** 10 Character Points

**Effect:** +1D+2 to parry melee or ranged attacks; may parry an attack for someone immediately behind the lightsaber wielder

## Adept

**Prerequisites:** 3D in *control* and *sense*, *lightsaber* at 7D

**Cost:** 15 Character Points

**Effect:** Increase the parry bonus to +3D+1; the first defensive roll of any round is a free action; may parry an attack meant for someone within 1 meter, provided they are not directly ahead

## Master

**Prerequisites:** 7D in *control* and *sense*, *lightsaber* at 9D

**Cost:** 25 Character Points

**Effect:** Increase the parry bonus to +5D; parries are now free actions. May parry an attack for any number of beings within 2 meters, provided they are not directly ahead

## Form IV: Ataru

Ataru, known as the Way of the Hawk-bat or the Aggression Form, is an acrobatic form, best used in open spaces where the user can be in motion. It is an aggressive form, meant to allow the user to defend themselves by staying in motion and thus allowing them to focus on attack and finding openings.

To an outsider, Ataru appears to be a blur of lunges and leaps. The acrobatic style associated with Ataru is best practiced by Jedi who are talented with *burst of speed*, *enhance attribute*, and *Force jump*. Unfortunately, this form is exhausting and is best deployed in short but devastating bursts. If an Ataru user cannot find a way to penetrate the opponent's defenses after repeated efforts, it would be best to withdraw from the fight.

The style is more disciplined than its wild rush would indicate. *Hawk-bat swoop* and *saber swarm* are lightsaber power/techniques associated with this style. These are described later in this section.

To use Ataru and any of the lightsaber power/techniques associated with it, the practitioner must have mastered the footwork of *su ma*. While the other forms are more rooted, Ataru requires a Jedi to use all axes of motion within three-dimensional space – *jung su ma*, a rapid spin; *ton su ma*, a somersault; and *en su ma*, a cartwheel. A skilled Jedi using Ataru will use all three moves in conjunction with the Force to leap higher, jab faster, and keep tired muscles energized until the battle's end.

Ataru is best used against a single opponent. Against multiple foes, a Jedi will need to adopt at least a pretense of defense. Unless the Jedi is a true Ataru master, it is advisable to shift to Form VI at this point.

Qui-Gon Jinn was an Ataru practitioner. Obi-Wan Kenobi used this style at first. But after defeating Darth Maul on Naboo and seeing the flaws in Ataru, Obi-Wan Kenobi switched to Soresu. Yoda demonstrated his skill in Ataru while dueling Count Dooku at the start of the Clone Wars.

**Weakness:** Must remain in movement to maintain the form. Should no movement actions be made, they suffer a -1D penalty for every round they spend in this form without movement

## Journeyman

**Prerequisites:** *Lightsaber* of 6D, *dodge* or *acrobatics* of 5D, *Dexterity* 3D

**Cost:** 10 Character Points

**Effect:** One free movement action, including dodges, for every 2D of *Dexterity*; +1D to *dodge*

## Adept

**Prerequisites:** *Lightsaber* of 7D, *dodge* or *acrobatics* of 7D, *Dexterity* capable of 5D with *enhance attribute*, *Force jump*, 5D in all Force skills

**Cost:** 15 Character Points

**Effect:** Extra movement bonus changes to an extra action for every 1D in *Dexterity*, increase *dodge* bonus to +2D, may add *Sense* to *dodge* rolls

## Master

**Prerequisites:** *Lightsaber* of 9D+2, *burst of speed*, 8D in all Force skills

**Cost:** 25 Character Points

**Effect:** Movements and dodges do not cost actions; increase *dodge* bonus to +3D

## Form V: Djem So

Djem So, known as the Way of the Krayt Dragon or the Perseverance Form, uses solid blocks and parries, with strong counterattacks. It is often a favored form of larger, stronger lightsaber wielders, as it focuses on power and strength.

Form V is the most physically demanding of all the combat styles. Where Form IV requires speed and agility, Form V requires strength and less agility than other forms. If a Jedi lacks the natural ability to overpower their opponents, the Jedi should study a different form.

Form V came into existence through the efforts of Jedi Masters who believed that Soresu did not allow sufficient opportunities for a Jedi to counteract. Jedi Masters develop Djem So on the philosophy of turning an enemy's attack back on them and optimized it for lightsaber-to-lightsaber combat. *Falling avalanche* and *fluid riposte* are lightsaber power/techniques associated with this style. These are described later in this section.

Due to its reliance on dominating one's opponent, Form V has at times been considered an inappropriate discipline for Jedi. But those who can balance its intimidating aspects with the compassionate application of the Force may succeed in beating even their battlemasters.

Anakin Skywalker was a master of Djem So.

**Weakness:** Must stay on the offensive, making at least one attack or deflection attempt every round. Failure to do so means the opponent gains +1D to attack and defend against the Djem So user until they make another attack

## Journeyman

**Prerequisites:** *Lightsaber* of 6D

**Cost:** 10 Character Points

**Effect:** +1D to attack and damage rolls with the lightsaber



### Adept

**Prerequisites:** *Lightsaber* of 7D, all Force skills at 4D

**Cost:** 15 Character Points

**Effect:** +2D to redirection with deflected blaster bolts; may deflect and redirect blaster shots which were aimed at the Djem So user but missed; damage bonus increases to +2D

### Master

**Prerequisites:** *Lightsaber* of 9D, 7D in all Force skills

**Cost:** 25 Character Points

**Effect:** First attack of any round is a free action; redirecting blaster bolts only costs 1 action for every 3 bolts deflected; damage bonus increases to +3D; attack bonus increases to +2D.

## Form V: Variant: Shien

Shien is a variant of Djem So. As with Djem So, Shien came into existence through the efforts of Jedi Masters who believed that Soresu did not allow sufficient opportunities for a Jedi to counteract. The Jedi Masters developed Shien in response to the growing use of blasters by opponents of the Jedi. Jedi Masters develop Djem So on the philosophy of turning an enemy's attack back on them and optimized it for deflecting blasters.

Using Shien allows a Jedi to not just deflect blaster fire but redirect the bolts back along chosen vectors to take out attackers and other targets of opportunity. A lightsaber power/technique associated with Shien is *barrier of blades*, which is described later in this section.

Some Shien users utilize a reverse-grip on the lightsaber. This allows for a more surprising vector of attack, as well as more precision when parrying blaster bolts.

Anakin Skywalker's Padawan Ahsoka Tano preferred Shien to her master's Djem So.

**Weakness:** Must stay on the offensive, making at least one attack or deflection attempt every round. Failure to do so means the opponent gains +1D to attack and defend against the Shien user until they make another attack

### Journeyman

**Prerequisites:** *Lightsaber* of 7D

**Cost:** 10 Character Points

**Effect:** +2D to parry and redirect blaster bolts; opponents suffer -1D to their defensive rolls

### Adept

**Prerequisites:** *Lightsaber* of 8D+1, all Force skills at 4D

**Cost:** 15 Character Points

**Effect:** If the Shien user successfully parries or dodges the first attack targeting them in a round, they may make a free counterattack. Increase the bonus to parry and redirect blaster bolts to +3D

### Master

**Prerequisites:** *Lightsaber* of 9D+2, 7D in all Force skills

**Cost:** 25 Character Points

**Effect:** Whenever the Shien user successfully parries or is missed by a melee attack, their next attack against that attacker is made at +2D. Increase the bonus to parry and redirect blaster bolts to +4D.

## Form V: Variant: Djem So/Shien

After studying both Shien and Djem So, Darth Vader designed a form that combined both styles, holding his blade crosswise across his body.

Darth Vader is the only known practitioner of this Form.

**Weakness:** Must stay on the offensive, making at least one attack or deflection attempt every round. Failure to do so means the opponent gains +1D to attack and defend against the lightsaber user until they make another attack

### Journeyman

**Prerequisites:** Adept in Djem So and Shien

**Cost:** 10 Character Points

**Effect:** +1D to attack and damage rolls with a lightsaber; opponents suffer -1D to their defensive rolls, and -1D to resist the damage

### Adept

**Prerequisites:** Master of Djem So and Shien

**Cost:** 15 Character Points

**Effect:** Increase the damage and attack bonus to +2D; gains one free attack every time they successfully parry a melee attack, or the attack misses

### Master

**Prerequisites:** *Lightsaber* of 11D, 8D+2 in all Force skills

**Cost:** 25 Character Points

**Effect:** Increase the attack and damage bonus to +3D. Up to 3 attacks (not limited to the lightsaber, and can include attacks through the Force) per round may be used as free actions

## Form VI: Niman

Also referred to as the Diplomat's Form, the Moderation Way, or the Way of the Rancor, Niman is a diluted form, designed to combine many of the benefits of the other forms together. Many Jedi in the era of the Old Republic see Niman as the ultimate lightsaber form, as it provides techniques that are easy to learn, while not taking as much time to develop as some of the other, more advanced lightsaber forms. This form gives the user enough skill that diplomats find it easier to intimidate others to stand down, or inspire their followers during combat. Thus, Jedi consulars who have not chosen to make a career out of combat prefer this style.

Form VI is the most balanced of all styles. It is not as precise as Form II, as defensive as Form III, as kinetic as Form IV, nor as dominating as Form V. But it does draw from all the previously mentioned styles to create a hybrid form marked for its practicality.

Many battlemasters do not consider Niman sufficiently demanding. While it is true that it would be nearly impossible for a Form VI adherent to defeat a Makashi expert, this does not mean that Niman is not useful for facing down criminals and thugs. For Jedi consulars, who devote a high percentage of their time in study and peacekeeping, Niman is easily mastered.

To compensate for the relaxed focus on bladework, Form VI encourages integrating Force powers into combat. This led to two lightsaber power/techniques associated with Niman: *draw closer* and *pushing slash*. These lightsaber power/techniques are described later in this section. Proper management of Niman and the associated lightsaber powers/techniques will allow a Form VI master to take control of a group of enemies and eliminate them one by one.

Niman is the combat style most closely associated with the use of twin blades, known as Jar’Kai after the Yovshin Swordsmen. Form VI serves as the foundation for this challenging practice. Those who wish to incorporate a second blade may wish to use a lightsaber shoto in their off hand, for its shorter blade allows for greater range of motion.

Though some disregarded it as a less deadly form, in the hands of a Master, it could be exceptionally dangerous.

**Weakness:** May not use *combat sense* with Niman. -1D to attack rolls

### Journeyman

**Prerequisites:** *Lightsaber* of 1D above *Dexterity*

**Cost:** 10 Character Points

**Effect:** May make an *intimidation*, *command*, *Form Zero*, or *persuasion* roll every round as a free action. +1 to parry and *dodge* rolls

### Adept

**Prerequisites:** *Lightsaber* of 5D+2, *bargain*, *Form Zero*, or *persuasion* of 6D, 3D in all Force skills

**Cost:** 15 Character Points

**Effect:** +2D to *intimidation*, *command*, *Form Zero*, or *persuasion* rolls; +2D to parry and *dodge* rolls

### Master

**Prerequisites:** *Bargain*, *Form Zero*, or *persuasion* of 8D, 7D in all Force skills

**Cost:** 25 Character Points

**Effect:** Increase the *intimidation*, *command*, *Form Zero*, or *persuasion* bonus to +4D, and all such rolls are free actions. Also increase the parry and *dodge* bonus to +4D. The first defensive roll of every round is a free action

## Form VII: Juyo

Juyo, known as the Way of the Vornskr or the Ferocity Form, is an intensely aggressive form, one that many Jedi consider too dangerous to learn. It requires the wielder to ride an edge of aggression, one that rides too close to the Dark Side for most Jedi to feel comfortable with. It has often been banned by the Jedi Council, and even if it is not outright banned, it is heavily restricted, and only trained to the right apprentices.

Existing for thousands of years, Juyo is the most controversial of all forms. Vicious and unpredictable, Form VII requires a Jedi to attack under the guidance of controlled passion. It is this aspect that has caused the most consternation among the Jedi Order. Proper execution of Juyo seemingly puts a Jedi in violation of one of the Code’s core precepts: *There is no emotion, there is peace*.

However, Form VII masters do not give themselves to emotion blindly. They channel their inner turmoil into a mental forge, which provides the passion to power their raw and furious strikes. A true expert keeps the emotions locked within the forge. Lesser practitioners of the art might allow their emotions to spill out during battle, poisoning their intentions and drawing them into the fury of a dark side rage.

It is for this reason that Juyo is restricted by the Council, allowing only a handful of students – handpicked according to stringent standard – to learn this form. There was widespread use of Juyo during the New Sith Wars, but Juyo provided the trigger for Jedi to sink into butchery and join the ranks of the Sith.

Form VII is difficult to master. Its movements are sharp and chaotic, and occur in quick bursts. A Jedi can drill these sequences into their head through regular practice, but a Jedi will not truly be using Juyo until the Jedi allows excitement, passion, and rage to color their actions.

While its attacks can eviscerate defenses – even the blocks of a Form III master – Form VII leaves its practitioner vulnerable and open to counterattack. Multiple opponents can overwhelm a Juyo master by exploiting a moment’s vulnerability. Force shoves and pulls are also effective in rattling a Form VII defense.

The Sith, however, have also made use of this style, as Darth Maul is a known master of the style.

**Weakness:** Starting on the third round and for every other round, the Juyo user must make a Moderate *stamina* and an Easy *willpower* roll or lose the benefits of Juyo for the following round and suffer -1D to all actions due to fatigue. The Juyo benefits may be regained with a Moderate *stamina* roll, but the penalties remain until the lightsaber wielder can rest for a number of rounds equal to the duration of the Juyo stance. Any Dark Side Points gained while using Juyo will earn an additional point

## Journeyman

**Prerequisites:** *Lightsaber* of 8D+2, Journeyman in 2 other styles

**Cost:** 10 Character Points

**Effect:** May make 2 extra lightsaber actions per turn; +1D to *lightsaber* rolls, and gain +1D in bonuses that may be put towards Attack bonus, Defense Bonus or Damage bonus. (Can put the whole die into one, +1 to each, +1 to one, +2 to another, etc.)

## Adept

**Prerequisites:** *Lightsaber* of 10D, Adept in one other style, *brawling: martial arts* or *brawling* 5D, *sense* of 7D and *control* of 6D

**Cost:** 15 Character Points

**Effect:** Increase the *lightsaber* bonus to +2D and the dividable bonus to +2D. Gain 1 free action per round which may be used for any combat action. This free action may be used at any time during the round, immediately following any other action, on the same initiative as the last action, before opponents act. If the action uses *martial arts* or *brawling*, opponents may not parry with a lightsaber. (Must *dodge*, use *martial arts/brawling* to parry, etc.)

## Master

**Prerequisites:** *Lightsaber* of 11D, *sense* of 8D, *control* of 7D, Adept in two other styles

**Cost:** 25 Character Points

**Effect:** Increase the *lightsaber* bonus to +3D, and the dividable bonus to +3D. Free combat actions per round increase to 3 per round, which occur on the same initiative as the original action. (i.e. before opponents can act.)

## Other Forms

### Sokan Ataru

“Sokan” is part of Jedi lightsaber philosophy that involves using the environment to control a duel. Millennia ago, however, many Jedi combined this philosophy into a modified version of Ataru, one that is sometimes referred to simply as “Sokan.” This form uses the environment and the endurance of the wielder, making the wielder a mobile, dangerous weapon that almost becomes part of the environment itself.

Sokan encourages a Jedi to use the surrounding terrain as a weapon, from seeking the high ground to taking cover behind obstacles. An enemy can be driven back into hazards such as active machinery or open pits. Sokan is best employed on a Jedi’s “home territory,” where the ground is familiar and holds no surprises for the Jedi.

While some say Yoda demonstrated his skill in Ataru while dueling Count Dooku at the start of the Clone Wars, other believe Yoda used Sokan.

**Weakness:** Must make a Very Easy *stamina* roll on the third round of combat or suffer a -1D penalty to all rolls until they have rested a number of rounds equal to the time they spent in Sokan stance. Make a new roll every other round, each time increasing the difficulty by one level. The benefits for this stance do not begin until the Sokan user has begun moving

## Journeyman

**Prerequisites:** *Lightsaber* of 6D, *stamina* of 4D, *Dexterity* 3D

**Cost:** 10 Character Points

**Effect:** Moving up to double the individual’s Move in a round does not cost an action; +1D to parrying or dodging

## Adept

**Prerequisites:** *Lightsaber* of 7D, *stamina* of 5D, *survival* of 4D, *Dexterity* capable of 4D with *enhance attribute*, *burst of speed*, 4D in all Force skills

**Cost:** 15 Character Points

**Effect:** One extra action for every 3D in *Dexterity* and *Sense* combined; may add *Sense* to all defensive rolls. Increase parry and *dodge* bonus to +2D

## Master

**Prerequisites:** *Lightsaber* of 9D, *Force jump*, *stamina* of 6D, *survival* of 5D, 7D in all Force skills

**Cost:** 25 Character Points

**Effect:** May add +1 to all defensive rolls for every full 1D in *survival*

## Tràkata

Tràkata is a unique form, one that utilizes the lightsaber’s unique quality: the ability for the weapon to appear and disappear as the blade is activated and deactivated. By keeping the blade closed, and activating it only briefly when attacking, this allows for unusual feints and tricks in the middle of combat.

A lightsaber power/technique associated with Tràkata is *pass the blade*, which is described later in this section.

**Weakness:** Every time a Tràkata user attacks, it counts as two actions for the purposes of calculating penalties for additional actions

## Journeyman

**Prerequisites:** *Lightsaber* of 5D, *dodge* or *acrobatics* of 6D, *Dexterity* 3D

**Cost:** 10 Character Points

**Effect:** May add *sense* to *dodge* as long as the lightsaber is not ignited. The opponent is -2D to defensive rolls against the Tràkata user’s first attack of any round

### Adept

**Prerequisites:** *Lightsaber* of 7D, *dodge* or *acrobatics* of 7D, *enhance attribute*, *sense Force*, 3D in *control* and *alter*, 6D in *sense*

**Cost:** 15 Character Points

**Effect:** Dodging does not count as an action as long as the lightsaber is not ignited. May make a called shot on the first attack of the round at -2D less of a penalty

### Master

**Prerequisites:** *Lightsaber* of 8D, *dodge* or *acrobatics* of 9D, 7D in *control* and *alter*, 9D in *sense*

**Cost:** 25 Character Points

**Effect:** When the Tråkata user makes his first attack in the round, the target suffers a -1 penalty for every failed attack against the Tråkata user made in that round

### Vapaad

Vapaad is more than a fighting form; it is a state of mind that leads the user along the very edges of the Dark Side, allowing them to enjoy the idea of victory in combat.

Few people have learned Vapaad since it was designed by Mace Windu and Sora Bulq. Fewer still have managed to use it without falling to the Dark Side.

**Weakness:** Starting on the third round and for every other round, the Vapaad user must make a Moderate *stamina* and an Easy *willpower* roll or lose the benefits of Vapaad for the following round and suffer -1D to all actions due to fatigue. The Vapaad benefits may be regained with a Moderate *stamina* roll, but the penalties remain until the lightsaber wielder can rest for a number of rounds equal to the duration of the Vapaad stance.

Any Dark Side Points gained while using Vapaad will earn an additional point. In addition, whenever they make the *willpower* roll, if they fail to make a Moderate roll, they must either lose all benefits of Vapaad immediately or gain a Dark Side Point

### Journeyman

**Prerequisites:** Juyo Adept

**Cost:** 10 Character Points

**Effect:** If the user is not corrupted by the dark side, they may spend a Force Point in an area strong in the dark side without being corrupted, provided they may make a Heroic *willpower* roll. Gain Juyo Journeyman abilities, plus: Opponents are -2 to all actions against the Vapaad user

### Adept

**Prerequisites:** Juyo Master

**Cost:** 15 Character Points

**Effect:** Juyo Adept abilities, plus: Opponents are -1D+1 to actions against the Vapaad user. Rolls made to resist opposed

Force powers are made at their full die code unless multiple such rolls are made in the same round

### Master

**Prerequisites:** *Lightsaber* of 13D, *sense* of 9D, *control* of 8D

**Cost:** 25 Character Points

**Effect:** Juyo Master abilities, plus: Opponents are -2D to all actions vs. the Vapaad user. +2D to resist/redirect opposed Force powers

### Tripzest

Tripzest is a form originally designed to combine Juyo's aggressive acrobatics with the martial styles of the flying S'kytri species. This form requires flight, and is best in the hands of those who can fly naturally, though some have learned the style while utilizing jetpacks or similar technology.

**Weakness:** Must remain in movement and flying to maintain the form. Should no movement actions be made, they suffer a -1D penalty for every round they spend in this form without movement. Should the character stop flying, they lose all abilities of Tripzest

### Journeyman

**Prerequisites:** *Lightsaber* of 8D, Journeyman in two other forms, flight

**Cost:** 10 Character Points

**Effect:** Opponents are -2D to all defensive rolls against this wielder. By making an aerial attack, taking 3 actions, may give the target an additional -1D to defense. Alternately, the character may take 3 actions to attack then move out of range on the same initiative, before the opponent has an opportunity to counterattack

### Adept

**Prerequisites:** *Lightsaber* of 9D, Adept in one other form, 6D in all Force skills

**Cost:** 15 Character Points

**Effect:** Increase penalty for opponent's defensive rolls to -3D. Also, give the aerial attack option +2D to damage. The character can also move close, attack, and then move out of range of a counterattack as three actions, but in the same moment in initiative

### Master

**Prerequisites:** *Lightsaber* of 10D, 8D in all Force skills

**Cost:** 25 Character Points

**Effect:** Increase penalty for opponent's defensive rolls to -4D. The aerial attacks or move-attack-move options now only take two actions

### Jar'Kai

Named after the Yovshin Swordsmen, Jar'Kai is not a style as much as it is a modification to any other style, allowing the



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lightsaber wielder to utilize two blades without difficulty. There are two forms of Jar’Kai; one is defensive, focusing on using the spare blade on defense; the other is aggressive, following up attacks with additional attacks. Unlike any other form, Jar’Kai can be utilized with any other form.

While those who use Jar’Kai do so with two standard lightsabers or a lightsaber in the dominant hand and a shoto in the off-hand, the Besalisk Jedi Master Pong Krell was unique in that he used two hinged double-bladed lightsabers.

**Weakness:** Requires two lightsabers

**Cost:** 10 Character Points

**Aggressive:** If the wielder holds two sabers, he may follow up a successful attack with a free attack at -1. This may only be done once per action

**Defensive:** If the wielder holds two sabers, parrying does not cost an action

### Lus-ma

Not much is known about this style, except that its lightsaber power/techniques and ideals are akin to those of Soresu. Dooku taught this form to General Grievous and his MagnaGuards.

### Forbidden Forms

The testimonies of the Jedi Cervil the Uncanny referred to these Forbidden Forms – lightsaber forms used by the Sith Lords during the New Sith Wars. Aside from the reference and the testimony that lightwhips were used to defend against Sith Lords who used the Forbidden Forms, nothing else is known about them.

### New Jedi Order Forms

In his own training, Luke Skywalker lacked a lot of formal training. By putting together what he could and filling in the gaps, he originated the Strong style.

Kyle Katarn took this training, then combined it with his own training, melee skills, and what was known at the time of older schools to form three distinct new forms adapted with lightsabers in mind, often something of a blend of older schools. While they did not have the centuries of refinement of the seven classic forms, leading to some fairly glaring weaknesses by comparison, they also had some new innovations and techniques absent from their predecessors.

As some of the practitioners of earlier schools returned, and new knowledge was gained of the older eras, many Jedi would learn both old and new styles.

Medium style is largely a blend of Form I and Form VI

Strong style is mostly a blend of Form I and Form V

Fast style is mostly a blend of Form III and Form IV

### Medium Style

**Weakness:** The basic techniques of the school occasionally struggle against more advanced practitioners. Against a lightsaber wielder with a style more advanced than Form I or Medium style, with a mastery level in that school equal to or higher than the Medium style user’s rank (i.e. a Form V Master vs. a Medium style master, but not a Form V journeyman against a Medium style master), the Medium style user is -1D to attack and defend

#### Journeyman

**Prerequisites:** *Lightsaber* skill of 0D+1 above attribute

**Cost:** Free

**Effect:** Like Shii-Cho, this is a basic style, often taught to students in the New Jedi Era before the recovery of some of the older forms, after which it was an alternative to Shii-Cho training. A starting character may take this instead of Shii-Cho. Unlike Shii-Cho, the form was designed specifically for the lightsaber, and while in some ways offering stronger benefits than Form I, it also does not offer the versatility. +1 to all *lightsaber* rolls, and may use *lightsaber* and *melee combat* skills interchangeably at a -2D penalty

#### Adept

**Prerequisites:** *Lightsaber* skill 6D, all Force skills 2D

**Cost:** 10 Character Points

**Effect:** Increase bonuses to +1D to all *lightsaber* rolls, and +1D that can be assigned either to attack or to parry with a lightsaber

#### Master

**Prerequisites:** *Lightsaber* of 7D, all Force skills at 5D

**Cost:** 20 Character Points

**Effect:** Increase the “assigned” bonus to +2D to either attacks or parries with the lightsaber. First lightsaber action of a round is a free action

### Strong Style

**Weakness:** Based on slow, powerful attacks, Strong style depends on power, and on damaging or knocking aside opponent weapons to counteract its tendency to leave the body open. If a lightsaber attack misses or is dodged (as opposed to being parried), the Strong style user is at -3D to all defenses until they make an attack which either hits or is parried. Strong style practitioners are also -2D to deflect blaster bolts, including to reflection attempts.

#### Journeyman

**Prerequisites:** *Strength* 3D, *lightsaber* 5D

**Cost:** 10 Character Points

**Effect:** +1D to damage. The Strong-form practitioner may make a single full move and attack during the same initiative, this counts as two actions. Opponents are -2 to parry

#### Adept

**Prerequisites:** *Lightsaber* skill 7D, 4D in all Force skills

**Cost:** 15 Character Points

**Effect:** Increase damage bonus to +2D, Opponents are -1D+1 to parry. If an opponent successfully parries, but by 5 or less, the Strong style practitioner may make an opposed *Strength* check: if they succeed by 5 or more, the opponent is -2D to their next action. If they win by 10 or more, the opponent is knocked prone in addition to suffering the action penalty. This counts as taking an additional action for purposes of die penalties, whether it succeeds or not. If they succeed, but by less than 5, the opponent must retreat 1 meter back or back and to either side if they have room to do so

#### Master

**Prerequisites:** *Lightsaber* of 8D, 6D in all Force skills

**Cost:** 25 Character Points

**Effect:** Increase the damage bonus to +3D; opponents are -2D to parry. Both the move/attack combo and the unbalancing attack only count as a single action, not as two

### Fast Style

**Weakness:** With its emphasis on short strikes and keeping the saber close to the body, this style is a better offensive form than Soresu, but more vulnerable to powerful strikes, while its orientation on movement is more aggressive than Ataru's. -2D to damage, opponents are +1D to parry

#### Journeyman

**Prerequisites:** *Lightsaber* 5D+2, *dodge* or *acrobatics* 5D

**Cost:** 10 Character Points

**Effect:** +1D to all defensive rolls; may make one free move, attack, or defensive action per round

#### Adept

**Prerequisites:** *Lightsaber* 7D, *dodge* or *acrobatics* 7D, *burst of speed*, *enhance attribute*, 4D in all Force skills

**Cost:** 15 Character Points

**Effect:** +2D to all defensive rolls; opponents are -1D to dodge. The practitioner gains an additional free move, attack, or defense action per round, for a total of 2

#### Master

**Prerequisites:** *Lightsaber* 8D, *dodge* or *acrobatics* 8D, *Force jump*, 6D in all Force skills

**Cost:** 25 Character Points

**Effect:** +3D to all defensive rolls; opponents are -2D to dodge. The practitioner gains an additional free move, attack, or defense action per round, for a total of 3

## Lightsaber Maneuvers/Marks of Contact

The following maneuvers, or Marks of Contact are all possible with any lightsaber-wielder, though each has a cost associated with it. The difficulty to hit the target is increased, sometimes significantly, making it easier for the target to parry or dodge the attack. The Difficulty noted is in addition to the base Difficulty of the lightsaber. The Game Master can adjust the effects of the attacks to help important NPCs survive; for example, if the important campaign villain got a bad die result and suffered a beheading from Sai Cha, the GM is completely within their rights to say the blade simply cut through part of their throat, leading to the enemy to escape, and show up later with a frightening and intimidating new vocoder, seeking vengeance.

**Sai cha (behead)**, from the ancient words for “separate” and “head,” is a rarely used attack that separates a target’s head from their shoulders, typically only used against particularly dangerous foes who the Jedi hope to deal with quickly.

**Difficulty:** Very Difficult

**Effect:** If the attack is successful and not parried or dodged, the target’s head is severed, likely killing the character instantly (depending on species).

**Sai tok (bisected torso)**, rarely used by Jedi, considering it a form of butchery, a savagery typically reserved for unliving enemies such as battle droids. Sai tok slices an entire body into two halves.

**Difficulty:** Very Difficult

**Effect:** If the attack is successful and not parried or dodged, the target’s body is severed, likely killing the character instantly (depending on species).

**Cho sun (severed arm)**, cutting off an opponent’s entire weapon arm at a point above the elbow, is a move that lacks the precision of cho mai, but is still sometimes utilized when a dangerous target must be dealt with quickly.

**Difficulty:** Difficult

**Effect:** If the attack is successful and not parried or dodged, the target’s arm is lost.

**Cho mai (severed hand)**, is a preferred Jedi technique, as it prevents an enemy from using their weapon while still letting them live. A more direct move, it severs the weapon hand entirely, leaving the opponent alive but unable to continue to fight, and is thus a merciful conclusion to the battle.

**Difficulty:** Very Difficult

**Effect:** If the attack is successful and not parried or dodged, the target’s hand is lost.

**Sun djem (destroyed weapon)**, was a constant goal of early lightsaber wielders, as they hoped to disable an enemy's weapon or force the opponent to drop the weapon without harming their opponent. However, Form II's development made that far more difficult in a duel.

**Difficulty:** Heroic

**Effect:** If the attack is successful and not parried or dodged, the target's weapon is destroyed.

**Dun möch (dominate spirit)**, a Sith technique, sometimes utilized by other darksiders, deals with conquering an opponent's spirit, not just their body. The darksider stares down their opponent, leveling all their hate and rage towards the victim.

Dun möch is the act of using words to break an opponent's concentration and shatter their morale. By urging enemies to surrender, or telling them they have no hope of success, a Jedi can end a fight without bloodshed. But be warned – too much taunting can lead a Jedi down the dark path.

**Difficulty:** Resisted *willpower* roll

**Effect:** If the Sith is successful, the opponent loses 1D to all rolls against the Sith character for the rest of the scene.

**Cho mok (maim)**, involves cutting off of an opponent's leg or (in the case of non-humans) other limb or appendage such as a lekku. Maiming of this nature should be done only if an opening exists, and the Jedi does not think they can otherwise win the fight.

**Difficulty:** Difficult

**Effect:** If the attack is successful and not parried or dodged, the target's limb is severed.

**Shiak (stab)**, is thought of as an honorable way by the Jedi to inflict serious injury, as it causes the least visible injury to the opponent's body. The second fundamental Mark of Contact, shiak shows Jedi respect for an opponent and the living Force even as it delivers a potentially-fatal blow. Preferred for its precision, it is a Mark of Contact that indicates the Jedi is in control of the blade and the Force in control of the Jedi.

**Difficulty:** Difficult

**Effect:** If the attack is successful and not parried or dodged, the attack does an additional +2D damage.

**Shiim (wound)**, is any kind of wound with the edge of the lightsaber blade. An inconclusive Mark of Combat, shiim is considered inferior to other marks that decisively end a battle. Its appearance expresses struggle with a powerful opponent. The first fundamental Mark of Contact, it usually inflicts superficial wounds, but if a Jedi has any opening a battle, the Jedi should be quick to seize it.

**Difficulty:** Moderate

**Effect:** The target suffers -2D to their defensive rolls; the lightsaber deals -2D damage, and control cannot be used to alter the lightsaber's damage further.

**Mou kei** is an attack that uses a circular motion, aimed at the major limbs, to dismember an opponent, to finish them quickly. Mou kei is a forbidden form it literally means "to dismember".

**Difficulty:** Heroic

**Effect:** If the attack roll is successful and not dodged or parried, the target loses one limb for every 5 above the difficulty.

In addition to these marks of contact, there are lightsaber movements that are common to all lightsaber forms.

**Guy-kee** is a horizontal swipe of a lightsaber blade.

**Kee-ray** is a diagonal swipe aimed upwards and to the right.

**Kee-say** is a diagonal swipe aimed downwards and to the left.

**Yo-kee** is a swipe that is aimed downwards and forwards.

**Yah-tay** is what the instructor calls out to end a training session.

## Lightsaber Form Powers/Techniques

The various lightsaber Form powers can be used by any Jedi; however, as each of these powers are generally associated with a specific lightsaber Form, there is usually an additional bonus associated with the power if the Jedi is at least an adept with the form associated with the power. For example, a Jedi who is an adept with Makashi will gain the additional bonus associated with *contentious opportunity*. If a Makashi journeyman or a Shii-Cho user, regardless of knowledge, were to use *contentious opportunity*, they would not get the bonus.

To even use these powers, the Jedi must *first* make a successful *lightsaber*, *Control*, and *Sense* dice roll to determine if they successfully strike a target, parries a blow, or deflects a shot. If all the rolls are successful, then the Jedi can choose to use any of the following lightsaber Form powers.

### Aerial Assault

**Status:** Canon

**Associated Form:** Djem So

**Time to use:** Standard action

**Target:** One enemy.

**Effect:** While in the air approaching your target, you attack straight down at the target. The attack is enough to stagger the target, making the target flat-footed and unable to defend against the next attack unless the target makes a successful Strength or stamina roll against your lightsaber roll.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Aerial Dash Strike

**Status:** Canon

**Associated Form:** Niman

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Burst of speed, concentration, dash strike, enhance attribute, Force push, life detection, lunging strike, mid-air dash, telekinesis*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** While in the air, either from a jump or a fall, you use *mid-air dash* to lunge forward. You then thrust your lightsaber forward upon reaching your target. The increase in speed allows you to inflict additional damage from the lightsaber thrust. While the increase in speed makes it harder, the target can attempt to dodge or parry the strike, but this requires making a Difficult roll.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Fallen Order](#), [Jedi: Survivor](#)

## Assured Strike

**Status:** Legends

**Associated Form:** Juyo

**Time to use:** Standard action

**Target:** One enemy within reach

**Effect:** You trade power for accuracy. When making a melee attack with a lightsaber against a target, you can roll twice and keep the higher result. You can spend a Force point to roll three times, keeping the highest result. However, you must make a difficulty roll to determine how much of a penalty there is to the damage roll.

Difficulty	Penalty to damage roll
Moderate	-5
Difficult	-2
Very Difficult	-1
Very Difficult +5	No penalty

**Form bonus:** Difficulty levels reduced by one

## Backstep Slash

**Status:** Canon

**Associated Form:** Jar'Kai

**Control Difficulty:** Moderate

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Enhance attribute*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You slash an enemy with both lightsabers. After landing a hit with both lightsabers, you leap backwards, putting some distance between the two of you. This prevents the target from landing a counterattack. As you are making multiple attacks, you incur a multiple action penalty.

When you deliver this attack, the target must make an opposed *Strength* roll or be knocked back after the attack ends.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Fallen Order](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Barrier of Blades

**Status:** Legends

**Associated Form:** Shien

**Time to use:** Swift action

**Target:** Yourself

**Effect:** You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates. After making a Difficult *control* and *sense*, until the start of the next turn, you can use the result of your *sense* die in place of *dodge* against any incoming non-area ranged attack. This can be applied to attacks from ranged weapons set on autofire by spending a Force Point. If such an attack hits while this power is in effect, the damage is halved. A miss results in no damage.

**Form bonus:** A Shien adept or master can redirect one blaster bolt that misses while the power is in effect.

## Charged Reflection

**Status:** Canon

**Associated Form:** Shien

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Concentration, Force weapon*

**Effect:** When you are deflecting blaster fire, you can send back a charged bolt that hits the target and any nearby enemies.

In GM terms, when you are deflecting blaster fire, you can designate one blaster shot and charge it with energy from your lightsaber. This will increase the energy of the bolt that is



reflected at the target, which will inflict more damage upon impact. However, in doing so, it will weaken the strength of your lightsaber blade for one round. You can still parry and deflect with your lightsaber, but the damage you inflict with your lightsaber will be reduced. The lightsaber blade must be capable of inflicting a minimum of 1D damage, or else it will shut down.

The charged return fire will be so strong that when it strikes its target, the energy from the impact will “splash” and strike any enemies that are near the target. While the target will receive the full damage from the charged shot, any nearby enemies will receive damage equal to the blaster’s normal damage dice.

This technique can only be performed with a crossguard saber.

**Author’s Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the Jedi Academy Training Manual, this is an original lightsaber form power I created from watching a walkthrough of the Jedi: Survivor game.

**Example:** Cal Kestis used this at times.

**Appeared where:** Jedi: Survivor

## Circle of Shelter

**Status:** Legends

**Associated Form:** Soresu

**Time to use:** Standard action

**Required Powers:** *Moving meditation (Jedi)*

**Target:** Yourself and all allies adjacent to you

**Effect:** You create a protected area around yourself through which enemies have difficulty reaching you or your allies. Until the end of your next turn, you and your allies gain a deflection bonus to *dodge* rolls. You can spend a Force point to *stamina* rolls for the same time duration.

Difficulty	Bonus to <i>dodge</i>
Difficult	+1
Very Difficult	+2
Very Difficult +5	+5

This technique is a precognitive state. Prolonged use of the circle of shelter may open a Jedi’s mind to long-term visions.

**Form bonus:** Difficulty levels reduced by one

## Contentious Opportunity

**Status:** Legends

**Associated Form:** Makashi

**Time to use:** Free action when you make an attack of opportunity

**Target:** One enemy within your reach

**Effect:** You seize the moment when your opponent gives you an opening, darting in to strike. If you hit with your attack of opportunity, you deal additional damage determined by the difficulty roll. If you spend a Force point when using this

power and you score a hit, you can reduce your target’s speed by 3 meters until the end of the target’s next turn.

Difficulty	Additional damage
Difficult	+1D
Very Difficult	+2D
Very Difficult +5	+3D
Heroic	+4D

**Form bonus:** A Makashi adept or master gains a +2 Force bonus on attacks of opportunity (including this one) until the end of the next turn.

## Cyclone Slash

**Status:** Canon

**Associated Form:** Djem So

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Target:** One enemy.

**Effect:** After performing a standard attack with a lightsaber, you follow up with a powerful overhead swing. This adds +1D to the standard 5D damage a lightsaber inflicts.

**Author’s Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the Jedi Academy Training Manual, this is an original lightsaber form power I created from watching a walkthrough of the Jedi: Survivor game.

**Example:** Cal Kestis used this at times.

**Appeared where:** Jedi: Survivor

## Dash Strike

**Status:** Canon

**Associated Form:** Niman

**Control Difficulty:** Variable

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Burst of speed, enhance attribute, lunging strike*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You use *burst of speed* to increase your speed as you dash towards your target. You then thrust your lightsaber forward upon reaching your target. The increase in speed allows you to inflict additional damage from the lightsaber thrust. While the increase in speed makes it harder, the target can attempt to dodge or parry the thrust.

The *control* difficulty to perform *dash strike* is determined by the result of the roll the Jedi made to perform *burst of speed*. The Jedi must still be under the influence of *burst of speed* to perform this. If *burst of speed* ends before performing a *dash strike*, the attempt to perform a *dash strike* automatically fails.

Speed increase	Damage increase	Dodge/parry difficulty
+5	+1D	Difficult
+10	+2D	Very Difficult
+15	+3D	Heroic

Alternatively, the Jedi can choose to leap over the target while moving at the increased speed and slash the target while overhead.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Fallen Order](#) and [Jedi: Survivor](#) games.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Fallen Order](#), [Jedi: Survivor](#)

## Deflecting Slash

**Status:** Legends

**Associated Form:** Soresu

**Time to use:** Reaction (when targeted by a non-area ranged attack.)

**Target:** You plus one enemy within your reach

**Effect:** You use the momentum from your effort to deflect a projectile to strike at an adjacent opponent. You compare your *lightsaber* roll against the attack roll of the incoming attack. If the *lightsaber* roll equals or exceeds the attack roll, the attack deals half damage on a hit. After the damage has been resolved, you can make a *Sense* roll to determine whether or not you can make a single melee attack with your lightsaber against any one target within reach. You can spend a Force point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll.

<i>Sense</i> difficulty	Can make an additional attack?
Moderate	Yes
Difficult	Yes, and deal an additional +1 damage on a hit
Very Difficult	Yes, and deal an additional +1D damage on a hit
Very Difficult +5	Yes, and deal an additional +1D+2 damage on a hit

**Form bonus:** A Soresu adept or master can spend a Force point to redirect the incoming attack at any other target within 10 meters.

## Disarming Slash



**Status:** Legends

**Associated Form:** Shii-Cho

**Time to use:** Standard action

**Target:** One enemy within your reach

**Effect:** You strike at your opponent's weapon, attempting to rip it from his grasp. You first declare you are attempting to disarm an opponent of

his lightsaber or melee weapon before making the attack rolls. Attempting such an action increases the base difficulty of making such an attack. To determine the amount of this difficulty, you make a *control* roll to determine the amount of the increase.

<i>Control</i> difficulty	Increase base difficulty by:
Moderate	+10
Difficult	+5
Very Difficult	+2
Very Difficult +5	0

If the opponent is wielding the weapon with two hands, add +5 to the base difficulty regardless of the result of the roll.

If you spend a Force point using this power, the Jedi inflicts the same amount of damage to the weapon as he would have to the target, provided the disarm attempt is successful.

## Draw Closer



**Status:** Canon

**Associated Form:** Niman

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Telekinesis*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You telekinetically grab your opponent with the Force, drawing him into the path of your lightsaber. If the target is neither grabbed nor grappled, you immediately pull the target into a position adjacent to you. You then make a single lightsaber attack against the target.

Size of target	Alter Difficulty
Medium or smaller	Moderate
Large or smaller	Difficult
Huge or smaller	Very Difficult
Gargantuan or smaller	Very Difficult +5

If the target is Force-sensitive, the target can resist this power with a successful *control*, *willpower*, *Strength*, or *stamina* roll.

**Form bonus:** A Niman adept or master can grab a target within twenty meters.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Fallen Order](#), [Jedi: Survivor](#)

## Energizing Flurry

**Status:** Canon

**Associated Form:** Makashi

**Control Difficulty:** Moderate

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Enhance attribute*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You deliver a quick series of swings and jabs, a total of four, at an enemy.

In GM terms, you are making multiple *lightsaber* rolls in the same round, which normally incurs a multiple action penalty starting with the second strike. When using this power, however, the multiple action penalty begins with the third strike.

**Form bonus:** For a Makashi adept, the multiple action penalty applies to the fourth strike only, while a Makashi master does not suffer the multiple action penalty at all.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Fallen Order](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Falling Avalanche

**Status:** Legends

**Associated Form:** Djem So

**Time to use:** Standard action

**Target:** One enemy within reach

**Effect:** You raise your lightsaber above your head and then bring it crashing down on your opponent with incredible force. You can make a single attack with a lightsaber against the target, provided the target is no more than one size category larger than you. If your attack deals damage, you can push the target away from you and then move into the spot the target just vacated. The attack does not move the target if the target is grabbed or grappled beforehand.

You can shatter armor with this as well, since it uses strength – the focus of Djem So – to deliver violent blows.

This move came into favor during the New Sith Wars.

Difficulty	Distance target is moved
Moderate	1.5 meters
Difficult	3 meters
Very Difficult	4.5 meters
Very Difficult +5	6 meters

If you spend a Force point with this power, the target is knocked prone after being knocked back.

**Form bonus:** A Djem So adept or master can temporarily gain a Force point after successfully activating this power. This Force point can only be spent to activate a Djem So

talent. If this Force point is not used before the end of the encounter, it is lost.

## Fluid Riposte

**Status:** Legends

**Associated Form:** Djem So

**Time to use:** Reaction (when an adjacent opponent makes a melee attack against you.)

**Target:** You plus one enemy within reach.

**Effect:** You compare the result of your *Sense* roll against the attack roll of the incoming attack. If the *Sense* roll equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then immediately move to another space adjacent to your attack and make a single melee attack with a lightsaber against it. This movement does not provoke attacks of opportunity.

If you spend a Force point with this power, you treat the target as flat-footed for purposes of your lightsaber attack.

**Form bonus:** A Djem So adept or master can temporarily gain a Force point after successfully activating this power. This Force point can only be spent to activate a Djem So talent. If this Force point is not used before the end of the encounter, it is lost.

## Flying Lunge

**Status:** Canon

**Associated Form:** Makashi

**Control Difficulty:** Moderate

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Enhance attribute*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You close the distance to an enemy with a leaping thrust before striking with your lightsaber.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Focused Parry

**Status:** Canon

**Associated Form:** Jar'Kai

**Alter Difficulty:** Easy

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Telekinesis*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** After making a successful melee parry with your lightsabers, you use the Force to levitate your lightsabers. You then let go of them, grab them while they are in mid-air,

and then perform a spinning strike. As you are making multiple attacks, you incur a multiple action penalty.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Gathering Tempest

**Status:** Canon

**Associated Form:** Niman

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Target:** One enemy.

**Effect:** You deliver a series of fast strikes with your saberstaff against a single enemy.

This technique can only be performed with a saberstaff.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Hawk-Bat Swoop

**Status:** Legends

**Associated Form:** Ataru

**Time to use:** Action

**Required Powers:** *enhance attribute, Force jump, telekinesis*

**Target:** You plus one enemy within reach.

**Effect:** You leap into action against your foe, striking with your lightsaber before other enemies have a chance to react. By making a *control* roll, you can leap forward a certain distance. This movement does not provoke attacks of opportunity. If you end up next to a target, you can make a single melee attack with a lightsaber against that target.

Difficulty	Distance covered
Moderate	3 meters
Difficult	6 meters
Very Difficult	10 meters
Very Difficult +5	13 meters

If you spend a Force point with this power, you deal +2 dice of damage with your lightsaber attack.

**Form bonus:** An Ataru adept or master can move up to three meters after resolving your lightsaber attack. This movement does not provoke attacks of opportunity.

## High Ground Defense

**Status:** Legends

**Associated Form:** Sokan

**Time to use:** Swift

**Target:** You.

**Effect:** You know how to take advantage of the terrain and gain a defensive advantage from it. By making a Moderate *sense* roll, until the start of your next turn, if you are standing on a low object or in difficult terrain, any creature that moves adjacent to you provokes an attack of opportunity from you. By making more difficult Sense rolls, you can add a Force bonus on attack of opportunity until the start of your next turn.

Difficulty	Bonus
Difficult	+1
Very Difficult	+2
Very Difficult +5	+5

If you spend a Force point with this power, you can move 1.5 meters each time you make an attack of opportunity until the start of your next turn. This movement does not provoke attacks of opportunity.

**Form bonus:** A Sokan adept or master deals +1 die of damage with attacks of opportunity until the start of your next turn.

## Impact

**Status:** Canon

**Associated Form:** Niman

**Alter Difficulty:** Moderate

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Ground pulse, repulse, telekinesis*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** While heading down after being airborne from a jump, you slam your crossguard lightsaber into the ground. You channel the Force through the lightsaber into the ground, generating a shockwave that travels forward towards enemies. But the wave is tightly confined, and only travels in the direction you are facing. The groundwave is enough to cause character-scale targets to stumble, but the range of this groundwave is ten meters, rather than fifty meters like the groundwave generated by *ground pulse*. If the terrain is particularly rocky, stone fragments will accompany the wave and pelt the target, inflicting 1D damage.

The target can see the approaching groundwave, so the target has several options available. The target can make a *Dexterity* roll against the Jedi's *alter* roll to avoid stumbling. The target can get behind a stone or object that will bear the brunt of the groundwave. The target can simply jump over the wave or to the side. As the range is considerably shorter, the target can even back away from the wave until it dissipates.

While the range of this power is ten meters, for every +5 you beat the *alter* difficulty, the range increases by 5 meters.



This power is ineffective against targets that are speeder-scale or larger.

This technique can only be performed with a crossguard saber.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Lunging Strike

**Status:** Canon

**Associated Form:** Shii-Cho

**Lightsaber Difficulty:** Very Easy

**Time to use:** Standard action

**Target:** One enemy.

**Effect:** This is a long-reaching thrust attack – lunging forward while thrusting your lightsaber forward. The attack generates enough momentum that the target must make a Moderate *Strength* or *stamina* roll, or else be knocked back and fall to the ground. This inflicts an additional STR damage to the target.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Makashi Riposte

**Status:** Legends

**Associated Form:** Makashi

**Time to use:** Reaction (when an adjacent opponent makes a melee attack against you.)

**Target:** You plus one enemy within reach.

**Effect:** You are trained in a Makashi technique that allows you to slightly change the angle of an opponent's attack before striking with a decisive riposte of your own.

Compare the result of your *sense* roll against the attack roll of the incoming attack. If your *sense* roll equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, you can make a single melee attack with a lightsaber against your target after the damage is resolved. You deal half damage to the target on a miss.

If you spend a Force point with this power, you take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

**Form bonus:** If you are a Makashi adept or master, until the end of your next turn the target provokes an attack of opportunity from you if it makes an attack and is within your reach.

## Pass the Blade

**Status:** Legends

**Associated Form:** Trakata

**Time to use:** Standard action

**Target:** One enemy within reach.

**Effect:** You deactivate your lightsaber as your opponent attempts to block it, reactivating it just after it passes by his blade. You can make a single melee attack with a lightsaber against the target. If two combatants have locked their sabers together, a trained Jedi may choose to deactivate their lightsaber and throw the enemy off balance.

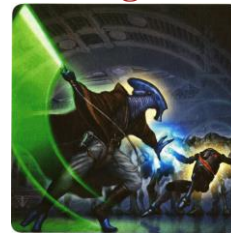
By making a *sense* roll, your opponent takes a penalty on *sense* rolls made to block the attack. Alternatively, this penalty can be applied to *control* rolls if the opponent is using *Force weapon* on a melee weapon that is used to block your lightsaber.

Difficulty	Penalty
Moderate	-2
Difficult	-5
Very Difficult	-10
Very Difficult +5	Unable to block the lightsaber

If you spend a Force point with this power, you deal an additional +2D damage with your lightsaber.

**Form bonus:** None

## Pushing Slash



**Status:** Legends

**Associated Form:** Niman

**Time to use:** Standard action

**Required Powers:** *Concentration, Force push, life detection, telekinesis*

**Target:** One enemy within reach.

**Effect:** You strike at your target with your lightsaber, then hurl him away

from you with the Force. You can make a single melee attack with a lightsaber against the target. If the attack hits, you compare your *alter* roll against the target's *control* or *Strength* roll. If your *alter* roll equals or exceeds the target's *control* or *Strength* roll, you push the target away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it grabbed or grappled.

Difficulty	Distance pushed back
Moderate	3 meters
Difficult	4.5 meters
Very Difficult	6 meters
Very Difficult +5	7.5 meters

If the target is Force-sensitive, the target can resist this power with a successful *control, willpower, Strength, or stamina* roll.

If you spend a Force point with this power, the target is knocked prone after being knocked back.

**Form bonus:** A Niman adept or master can also push back any enemies that are adjacent to the target three meters. To do this, your *alter* roll must equal or exceed the *control* or *Strength* roll of each enemy adjacent to the target.

## Rending Strike

**Status:** Canon

**Associated Form:** Djem So

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You deliver a single, high-damage swing with a long windup.

The power behind this attack causes the target to suffer a -1D penalty when using *lightsaber* or *melee parry* to attempt to block this attack. However, the long windup you perform before delivering the strike leaves you vulnerable and unable to block, deflect, or parry any attack made against you, be it a blaster, brawling, or melee attack. You can spend a Force Point to speed through the windup and avoid this vulnerability.

This attack adds your *Strength* die code to the standard 5D damage a lightsaber inflicts.

This technique can only be performed with a crossguard saber.

**Form bonus:** A Djem So adept or master can speed through the windup for this technique to avoid being vulnerable to attack without spending a Force Point.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Repulsing Burst

**Status:** Canon

**Associated Form:** Niman

**Control Difficulty:** Moderate

**Alter Difficulty:** Opposed *control* or *Strength* roll

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Aerial assault*, *burst of speed*, *dash strike*, *enhance attribute*, *lunging strike*, *repulse*, *telekinesis*

**Effect:** While in the air, either from a jump or a fall, you land straight down as if you are performing aerial assault. But when you land, you strike the ground with your free hand and unleash a shockwave that can knock back and damage any enemies surrounding the area of impact. Enemies who fail to make the opposed roll are knocked back two meters.

This technique can only be performed with a saberstaff.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Rising Storm

**Status:** Canon

**Associated Form:** Niman

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Required Powers:** *Draw closer*, *telekinesis*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You telekinetically grab your opponent with the Force, drawing him towards you. If the target is neither grabbed nor grappled, you immediately pull the target into a position adjacent to you. While this is happening, you rise into the air. After this power ends, you land on the ground you land on the ground, ready to strike the enemy with your saberstaff.

### Size of target

Medium or smaller

Large or smaller

Huge or smaller

Gargantuan or smaller

### Alter Difficulty

Moderate

Difficult

Very Difficult

Very Difficult +5

If the target is Force-sensitive, the target can resist this power with a successful *control*, *willpower*, *Strength*, or *stamina* roll.

You can target multiple enemies with this power, adding +5 to the alter difficulty for each target after the first one.

You can use this power to set the stage to perform *repulsing burst*.

This technique can only be performed with a saberstaff.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Rising Whirlwind

**Status:** Legends

**Associated Form:** Jar'Kai

**Time to use:** Standard action

**Target:** Two enemies within reach.

**Effect:** You swing your lightsabers around your body, creating a brilliant whirlwind of deadly light. You can make two lightsaber melee attacks, each one against a different target. If both attacks hit, you gain a "soak barrier" that will absorb any damage before you do. Once the "soak barrier"

reaches 0D, you suffer damage normally. This “soak barrier” lasts until the end of the encounter.

Difficulty	Soak barrier strength
Moderate	3D
Difficult	4D
Very Difficult	5D
Very Difficult +5	6D

If you spend a Force point with this power, you deal an additional +1D damage to each target you hit. To use this power, you must be wielding two lightsabers.

**Form bonus:** If you are a Jar’Kai adept or master, you can move up to 3 meters between the two attacks. This movement does not provoke attacks of opportunity.

## Saber Swarm

**Status:** Legends

**Associated Form:** Ataru

**Time to use:** Standard action

**Target:** One enemy within reach.

**Effect:** You slash at your opponent rapidly, aiming many short strikes at the target’s body and forcing them into a defensive posture. You can make two lightsaber melee attacks against a single target. Making a *control* roll will determine if any penalty is applied to each attack.

Difficulty	Penalty
Difficult	-5
Very Difficult	-2
Very Difficult +5	-1
Heroic	None

If you spend a Force point with this power, you can move up to 3 meters before or after using this power. This movement does not provoke attacks of opportunity.

**Form bonus:** If you are an Ataru adept or master, your opponents take a -5 to all *control* and *sense* rolls to use *lightsaber combat* in blocking your lightsaber attack. This penalty also applies when an opponent uses *Makashi riposte*.

## Sarlacc Sweep

**Status:** Legends

**Associated Form:** Shii-Cho

**Time to use:** Standard action

**Target:** One enemy within reach (the primary target) plus one enemy within your reach (the secondary target)

**Effect:** You lash out at multiple enemies, striking them with a sweeping motion. You make a single melee attack with a lightsaber against the primary target. The attack deals normal damage to the primary target and a set amount of damage to the secondary target if the attack hits.

Difficulty	Damage to secondary target
Moderate	+5
Difficult	+1D
Very Difficult	+2D
Very Difficult +5	+3D

If you spend a Force point with this power, you can affect two secondary targets rather than one, provided both enemies are within your reach and are adjacent to the primary target of your lightsaber attack.

**Form bonus:** If you are a Shii-Cho adept or master, you can use this power in place of a melee attack roll at the end of a charge.

## Serpent’s Bite

**Status:** Canon

**Associated Form:** Jar’Kai

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Cyclone slash, uncoiled strikes*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** This is the same as uncoiled strikes, except at the end of the flurry of attacks, you deliver a final overhead swing with both lightsabers. As you are making multiple attacks, you incur a multiple action penalty.

When you deliver this attack, the target must make an opposed *Strength* roll or be knocked back after the attack ends.

**Author’s Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Fallen Order](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Shien Deflection

**Status:** Legends

**Associated Form:** Shien

**Time to use:** Reaction (when an enemy makes a non-area ranged attack against you.)

**Required Powers:** *Burst of speed, enhance attribute*

**Target:** You plus one enemy within reach.

**Effect:** You deflect an incoming attack and leap towards your attacker with fierce abandon. Compare the result of your *sense* roll against the attack roll of the incoming attack. If your *sense* roll equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then move up to a certain speed towards your attacker. If you end your movement within reach of your attacker, you can make a single melee attack with a lightsaber against the target.

Difficulty	Speed
Moderate	Base speed
Difficult	Base speed + 3 meters

Very Difficult      Base speed + 6 meters  
 Very Difficult +5      Base speed + 10 meters

If you spend a Force point with this power, you take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

**Form bonus:** If you are a Shien adept or master, until the start of your next turn you take no cumulative penalties to your Force skill checks for multiple deflection attempts.

## Split Reflection

**Status:** Canon

**Associated Form:** Shien

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Lightsaber Difficulty:** Difficult

**Time to use:** Standard action

**Target:** Two enemies within ten meters and within line of sight.

**Effect:** With precise timing, you can swing your lightsaber to deflect an incoming blaster shot in such a way that you split the blaster shot in two, causing one to go back to the original shooter, and the other to be deflected towards a different enemy close to the shooter.

For this power to be effective, the damage of the original blaster shot must be a minimum of 2D. Otherwise, the deflected blaster fire will not be strong enough to inflict any damage. Deflecting the blaster shot in this manner will cause the damage from the original blaster shot to be split evenly amongst the pair of deflected blaster fire, rounded down. The GM can use the following table to determine the damage potential of the deflected blaster fire.

Original blaster damage	Deflected blaster damage
2D	1D
2D+1	1D
2D+2	1D+1
3D	1D+1
3D+1	1D+2
3D+2	1D+2
4D	2D

For blaster shots that can inflict higher damage, the GM can consult the table as a guide to determine the damage potential of the deflected blaster fire.

Performing technique requires precise timing on your part. To achieve this precise timing, you should have at least 7D in your lightsaber, control, and sense skills. While it may be possible to perform this power with less than 7D in the required skills, it gets harder to achieve the required precise timing. A failure in any of the rolls will cause this power to fail, and you will deflect the blaster shot back to the original shooter without splitting it.

This power is only effective against a single blaster shot. Attempting to use this power against repeated incoming blaster fire, as if from a blaster rifle being fired at full auto, automatically fails.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game. In addition, this power is associated with the dual lightsaber stance. Watching the video of this power, it seems that Cal Kestis split the incoming blaster fire in two using only one of the lightsabers. So, I believe this can be performed with just one lightsaber.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Sundering Swipe

**Status:** Canon

**Associated Form:** Djem So

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Effect:** You deliver a wide, sweeping lightsaber strike that can strike several opponents. Each opponent that is struck must make a *Strength* roll against your *lightsaber* roll or be knocked back.

This technique can only be performed with a crossguard saber.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Swift Flank

**Status:** Legends

**Associated Form:** Vaapad

**Time to use:** Standard action

**Target:** You plus one enemy within reach.

**Effect:** You leap over or dash around your opponent, striking before he has time to react. You make a *control* roll to determine your speed, which does not provoke attacks of opportunity. You can then make a single melee attack with a lightsaber against an adjacent target. If your original position and current position both flank your opponent, the opponent is considered flank for your attack.

Difficulty	Speed
Difficult	Half base speed
Very Difficult	Base speed
Very Difficult +5	Base speed + 3 meters
Heroic	Base speed + 6 meters



If you spend a Force point with this power, you increase your movement by 3 meters.

**Form bonus:** If you are a Vaapad adept or master, your target is considered flat-footed until the end of your turn.

## Tempered Aggression

**Status:** Legends

**Associated Form:** Vaapad

**Time to use:** Standard action

**Target:** One enemy within reach.

**Effect:** You throw yourself against an opponent, controlling your aggression to prevent it from getting the better of you. You can make a single melee attack with a lightsaber against the target. If you beat the target's *dodge* by a certain amount, the attack is treated as a critical hit and the damage is doubled.

Difficulty	Beat target's <i>dodge</i> by
Very Difficult +5	10+
Heroic	5+
Heroic +5	2+

If you spend a Force point with this power, you deal +2 dice of damage with the attack if it hits. These additional dice of damage are added after damage is doubled if it is a critical hit.

A Jedi using this power gains a Dark Side Point.

**Form bonus:** If you are a Vaapad adept or master, you will not receive a Dark Side Point for using this power.

## Twin Strike



**Status:** Legends

**Associated Form:** Jar'Kai

**Time to use:** Standard action

**Target:** One enemy within reach.

**Effect:** You swing both of your lightsabers in an arc towards the target, slamming them home with great force.

You can make a single melee attack with a lightsaber against your target. If the attack hits, you make a *control* roll.

Difficulty	Result
Moderate	Add base damage dice of second lightsaber
Difficult	Add base damage dice of second lightsaber, gain +1 Force bonus to attack roll
Very Difficult	Add base damage dice of second lightsaber, gain +2 Force bonus to attack roll

If you spend a Force point with this power, you deal +1 die of damage to the damage from your lightsaber attack. To use this power, you must be wielding two lightsabers.

**Form bonus:** None.

## Unbalanced Block

**Status:** Legends

**Associated Form:** Trākata

**Time to use:** Reaction (when an adjacent enemy makes a melee attack against you.)

**Target:** You.

**Effect:** You catch an opponent's weapon on your blade before deactivating your blade momentarily, causing him to stumble. You compare the result of your *sense* roll against the attack roll of the incoming attack. If the *Sense* roll equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, if your *sense* roll equals or exceeds the target's willpower, the target is considered flat-footed until the end of your next turn.

If you spend a Force point with this power, you take no damage from the incoming attack if your *Sense* roll equals or exceeds the attack roll of the incoming attack.

**Form bonus:** If you are a Trākata adept or master, you deal +2 dice of damage with the first attack you make on your next turn against your attacker.

## Uncoiled Strikes

**Status:** Canon

**Associated Form:** Jar'Kai

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You deliver a flurry of quick, targeted swings at a target. As you are making multiple attacks, you incur a multiple action penalty. However, as your swings are targeted at specific locations at the target, you can reduce the difficulty modifier to hit that specific area of the target's body by -1D. These modifiers are listed on page 96 of [Star Wars Roleplaying Game Sourcebook – Revised, Expanded, Updated](#). As you are making multiple attacks, you incur a multiple action penalty.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Survivor](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Unhinged Charge

**Status:** Legends

**Associated Form:** Sokan

**Time to use:** Standard action

**Required Powers:** *Burst of speed, enhance attribute*

**Target:** You plus one enemy within reach.

**Effect:** You move quickly to your opponent, ignoring difficult terrain and obstacles. You make a *control* roll to determine your maximum speed. You can then move at that speed

towards an enemy, ignoring difficult terrain and low obstacles. If you end your movement within reach of your enemy, you can make a single melee attack with a lightsaber against that target.

Difficulty	Maximum speed
Moderate	Base speed
Difficult	Base speed + 3 meters
Very Difficult	Base speed + 6 meters
Very Difficult +5	Base speed + 10 meters

If you spend a Force point with this power, you can increase your speed by another 3 meters.

**Form bonus:** If you are a Sokan adept or master, you gain a +5 Force bonus to *dodge* rolls against attacks of opportunity made against you during this movement.

## Vornskr's Ferocity

**Status:** Legends

**Associated Form:** Juyo

**Time to use:** Standard action

**Target:** One enemy within reach.

**Effect:** You walk the line between darkness and light as you ferociously attack your foe. You make a single melee attack with a lightsaber against the target. You make a *control* roll to determine any additional damage if you hit.

Difficulty	Additional dice of damage
Moderate	1
Difficult	2
Very Difficult	3
Very Difficult +5	4

If you spend a Force point with this power, you can use this power at the end of a charge.

A Jedi using this power gains a Dark Side Point.

**Form bonus:** If you are a Juyo adept or master, you will not receive a Dark Side Point for using this power.

## Vortex Dive

**Status:** Canon

**Associated Form:** Niman

**Lightsaber Difficulty:** Easy

**Time to use:** Standard action

**Effect:** You jump and dive forward while spinning your saberstaff in front of you. The spinning saberstaff will deflect any incoming blaster fire and strike any object or enemy in your trajectory.

This technique can only be performed with a saberstaff.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching a walkthrough of the [Jedi: Fallen Order](#) game.

**Example:** Cal Kestis used this at times.

**Appeared where:** [Jedi: Survivor](#)

## Whirlwind of Destiny

**Status:** Canon

**Associated Form:** Shii-Cho/Soresu

**Time to use:** Standard action

**Target:** One enemy within reach.

**Effect:** While twirling your lightsaber around you deflecting blaster fire from the remote, you spin your body around and bat the remote from out of the air. This move can be used to slash at remotes and blaster rifles while deflecting blaster fire from them.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the [Jedi Academy Training Manual](#), this is an original lightsaber form power I created from watching the Clone Wars episode [A Test of Strength](#).

**Example:** Petro came up with this maneuver.

**Appeared where:** [The Clone Wars: A Test of Strength](#)

# Holocrons

## *Jedi Holocrons*

The Jedi holocrons were highly valued artifacts used to store information and teachings of the Jedi Order. They were constructed with a security mechanism to prevent non-Force-sensitive individuals from opening them and accessing the secrets that were held within. When accessed, the teachings contained within the Jedi holocron were typically relayed to whomever opened them as an interactive hologram appearing as the Jedi Master who had recorded the information. Sharing the knowledge contained within the Jedi holocrons with those who were not members of the Jedi Order was discouraged, as the majority of the holocrons contained data relating to the nature and applications of the Force. The holocrons were stored within the Holocron Vault, located within the Jedi Archives of the Jedi Temple. Access to the Vault was only permitted to Jedi who currently served on the Jedi High Council.

Holocrons were, essentially, computers with built-in holoprojectors that contained vast knowledge of the Force. Each holocron was a small hand-held device (usually taking the form of some common geometric shape). Holocrons used ancient construction methods to combine powerful patterns of organic crystals with other technological elements to enhance its storage capabilities and durability. Though the Jedi Order did not allow the study of holocrons by outside technicians, most technological experts agreed that the nature of the holocron indicated that its inner workings were vastly more complex than most modern technologies, and that the components and workings of the holocron followed few, if any, contemporary theories of how computers and electronic machinery should work.

In truth, a holocron was more of an artifact than a technological device. Each holocron was imbued with at least one “gatekeeper” personality, which served as the user interface to the library of knowledge stored within. A holocron gatekeeper was far more than a simple voice-interactive user interface crated from hologrammic technology; the gatekeeper had its own personality and was usually based on an individual Jedi Master (or Sith Lord) who was instrumental in creating the holocron. Most holocrons had only a single gatekeeper, as the holocron represented the sum of the knowledge of the creator. Some rare holocrons had multiple gatekeepers, each one acting as a means of obtaining subsets of knowledge.

The depth of a holocron’s knowledge varied, but suffice to say that every holocron had within it a vast amount of information on Force powers, Force techniques, and Force

secrets. Any given holocron usually contained the sum total knowledge of all knowledge of the Force gleaned by an individual Sith Lord or Jedi Master, and in many cases, it could contain more than that. Many Jedi Masters of the Old Republic, as well as Sith Lords from all eras, saw the creation of a holocron as a crucial part of preserving their legacies. Though Sith sometimes linger as dark spirits and some Jedi can remain as Force spirits, a holocron is a far more permanent representation of their legacies. Though the art of creating a holocron was among the rarest secrets in the galaxy, the most powerful Sith Lords and Jedi Masters of old created holocrons to spread their influence and preserve their knowledge for the ages.

Holocrons were partially powered by the Force, as only Force-users could activate them. Once activated, anyone – even non-Force users – could communicate with the gatekeepers, as holocrons responded to voice activation. However, not all data was readily accessible because holocrons were engineered to detect the students’ abilities in order to hold back elements they were not prepared to know. Some holocrons were stingy when it came to dispensing information, and refused to impart their secrets to those they find untrustworthy and unworthy. This mostly depended on the personality of the holocron’s creator, but a few holocron gatekeepers refused to impart their knowledge unless certain conditions were met as a precaution against abuse. For example, a holocron containing the secrets of dangerous Force techniques might only respond to the commands of a proven Jedi Master who could demonstrate a significant mastery of the Force.

Once the gatekeeper was willing to impart its knowledge, the possessor of a holocron could simply ask the holocron for information on whatever topic was needed.

In game play mechanics, most holocrons could stand in for a Jedi Master to provide basic Force training to a student. This would be especially useful in time periods when the Jedi were all but extinct, including the Dark Wars, the Dark Times, the Galactic Civil War, and the time following the Sith-Imperial War. Though there was no mechanical restriction that prevents a character from learning the ways of the Force without a master, possession of a holocron can offer a good backstory as to how the character learned to manipulate the Force.

As Jedi holocrons are repositories of Force powers, Force techniques, and Force secrets, they can be a source of new powers not known to the Jedi Order. These “new” powers could be “lost” powers – powers that were once commonplace during one time period, like the Jedi Civil War, but might be long forgotten by the Clone Wars. Or they could be completely new powers – powers created by the creator of the Jedi holocron who had been unable to teach them to others.

Jedi Master Yoda once told Luke Skywalker “You must unlearn what you have learned.” Obi-Wan Kenobi did just that. When he and Qui-Gon Jinn dueled against Darth Maul on Naboo, both used the Ataru style against Darth Maul’s

Juyo style. They held off Darth Maul due their combined effort, but Obi-Wan Kenobi noted that the Ataru style was not adequate. During the decade between the Battle of Naboo and the start of the Clone Wars, he trained in Soresu and became a master of that style. A Jedi can use the holocron for the same purpose – to retrain himself or herself to fight in a different way. To use the Force in a different way. But while a Jedi can learn new powers from the holocron, the Jedi cannot unlearn the powers they already knew before gaining access to the holocron.

Holocrons cannot be used in combat. They can be used as plot devices – a source of information a group of heroes need to find. A Jedi seeking to create a holocron. But a holocron is not a blaster or a bomb. And the Jedi gatekeeper cannot attack anyone or anything.

There seemed to be two types of Jedi holocrons. The first type had the interactive hologram, and when activated, the holocron emits the hologram from the top surface of the cube. The second type functioned more as a data repository of sorts. Some contained listings, like the listing of every known Force-sensitive child in the galaxy – the future generations of the Jedi Order. Others contained holographic recordings of messages, like the warning Obi-Wan Kenobi sent to all



surviving Jedi after Order 66. When activated, the vertices of the cube twisted 60° and then separated from the holocron. The entire assembly

would levitate in the air with the vertices staying separate from the body while a hologram detailing the list or playing the recorded message was projected from the top surface of the cube.

What made the latter type distinct from the former was that the information was stored in a kyber memory crystal – a small, blue, diamond-shaped crystal.

Whether the crystal was an actual kyber crystal or not is unknown.

The kyber memory crystal could be removed from the main body of the holocron, and when separated, the holocron would remain inert, and the information within the kyber memory crystal would remain encrypted, unable to be read. Only when the kyber memory crystal was placed back within the holocron would the internal systems of the holocron decrypt the information and project it to the user.

To date, two such crystals containing the listing of every known Force-sensitive child in the galaxy were known to exist. One was kept and protected by the Rodian Jedi Master Bolla Ropal. Both he and Obi-Wan Kenobi were Padawans together. Darth Sidious hired the Duros bounty hunter Cad Bane to infiltrate the Jedi temple and steal a holocron with which he could read the kyber memory crystal in the possession of Jedi Master Bolla Ropal. Cad Bane then captured Jedi Master Bolla Ropal on Devaron and stole the kyber memory crystal from him.

Anakin Skywalker and Ahsoka Tano led the mission to capture Cad Bane and recover both the holocron and the kyber

memory crystal. However, during the mission, Cad Bane captured Ahsoka Tano and forced Anakin to open the holocron, making the information contained within the kyber memory crystal accessible. Cad Bane, the holocron, and the kyber memory crystal were believed destroyed when the *Munificent*-class frigate they were on exploded. However, Cad Bane survived by disguising himself as the clone trooper Denal, and escaped with the holocron and kyber memory crystal.

With the list in hand, Darth Sidious ordered Cad Bane to kidnap several of the children, but he was soon captured. Jedi Masters Mace Windu and Obi-Wan Kenobi, along with Anakin Skywalker, used the Force to coerce Cad Bane to lead them to where the holocron and the kyber memory crystal were. He led them to a booby-trapped space station, and while Mace Windu and Obi-Wan Kenobi were able to survive the booby trap and reclaim the stolen items, Cad Bane escaped in the confusion.

Later, using information from the flight logs of the *Xanadu Blood*, Cad Bane's *Rogue*-class Porax-38 starfighter, Anakin Skywalker and Ahsoka Tano found the kidnapped children on Mustafar and rescued them.

The Chief Librarian Jedi Master Jocasta Nu was entrusted with the kyber memory crystal. Though she survived Order 66, Darth Vader captured her shortly thereafter and secretly destroyed the memory crystal to prevent Palpatine from recruiting more Sith, an idea Jocasta Nu presented to him and asked if it was truly what he wanted to happen.

Another kyber memory crystal containing a list of Force-sensitive children was entrusted to Jedi Master Eno Cordova, who hid it in the Bogano Vault at some point before fourteen years before the Battle of Yavin as a means of ensuring the survival of the Jedi Order. During his quest to help Jedi Master Cere Junda restore the Jedi Order, Cal Kestis visited several Zeffo temples across the galaxy before gaining access to the Bogano Vault and the kyber memory crystal within. However, he had a vision where he saw the result of their endeavor – the children captured and tortured to turn to the dark side, while he himself became an Inquisitor. At that point, Trilli Sundari, Cere Junda's former Padawan and now Second Sister of the Inquisitors, fought Cal Kestis and stole the kyber memory crystal. Cal Kestis and the others pursued her to the Inquisitor's headquarters on Nur. They successfully infiltrated the base, defeated Trilli Sundari, and reclaimed the kyber memory crystal. After they had fled to safety, Cal Kestis destroyed the holocron and the kyber memory crystal to reduce the chances of the Empire finding the children.

### Projective telepathy

**Update:** A Jedi can use this power to activate a Jedi holocron by projecting a wave of Force energy to engulf the artifact. When activated, the Jedi holocron will activate and project the gatekeeper, which will then interact with the Jedi.

If the Holocron is projecting a listing, document, or detailed instructions on how to perform a power or ritual, the



Jedi can use this power to “flip through the pages” while reading the text.

When finished, the Jedi can use this power to deactivate the Holocron.

A Sith can use this to activate a Sith holocron. Even though the Sith is sending a wave of dark side energy, the Sith does not gain a Dark Side Point.

### Constructing a Holocron

When a player decides that his hero wishes to create a holocron, the creation of the holocron should become a major element of the hero’s story. Creating a holocron is no simple task, and it can even be the primary drive and motivation for a hero. Creating a holocron should not just be approached casually, nor should it be something that happens between adventures. Creating a holocron requires time, devotion, and sometimes resources from any hero who wishes to pass on information the future students of the Force.

When crafting adventures for a hero who is seeking to create a holocron, Gamemasters can break up the steps towards creating the holocron over the course of several adventures, giving the hero milestones as they work towards their final goal of holocron creation. What these steps are, and how prominently they figure into the adventures, is up to the GM, but knowing that a hero wishes to create a holocron gives the GM several opportunities for rewards specific to that hero’s quest.

For example, a Gamemaster learns that the Kel Dor Jedi in her campaign wishes to create a holocron. Over the course of several levels, the Gamemaster create adventures that feature rewards for the Jedi hero that bring him closer to creating the holocron; perhaps in one adventure the hero comes across an ancient Jedi tome that details the basics of holocron creation, and then in a later adventure the Jedi comes into possession a crate of thaissen crystals that once belong to a now-vanquished crime lord. As the campaign progresses, that Jedi gets closer and closer to creating the holocron, keeping the player’s interest in the campaign and giving the Gamemaster a good set of rewards for the Jedi hero.

While there are some similarities between constructing a lightsaber and constructing a holocron since the final product in both endeavors reflects the individual who created them, given that the latter is far more complex than the former, constructing a holocron is more time-consuming and difficult than constructing a lightsaber. Building a holocron requires specific items, knowledge, and skills to succeed.

First, the Jedi must discover the method of creating the basic crystal casing that houses the holocron inner workings. This crystal casing is what gives the holocron its distinctive geometric shape, and it can only be crafted out of certain kinds of rare crystals. The process of creating the case is precise, and failure means that the internal components will not function. This knowledge can only be found within ancient tomes, data tapes, and ironically other holocrons. The Jedi

must find one of these items and then search the item to find the knowledge – which means that the Jedi learns all the steps necessary to learn how to construct a holocron. The Jedi must make a successful Very Difficult *scholar: Jedi lore* to find the instructions in said material. If the instructions are found, the Jedi must then make a Heroic *scholar: Jedi lore* roll to properly learn the steps. This also allows the Jedi to learn two important *Technical* skills necessary to construct a holocron.

### New Technical skills:

#### Holocron Programming

*Time Taken:* Several hours or days

Jedi characters use this skill to incorporate their collective knowledge into a holocron, whether it is one they created themselves or one that has been created by another individual. A Jedi using this after their own holocron must make a Very Difficult roll to successfully program their likeness into the crystals within the holocron. A Jedi adding their knowledge to another holocron must make a Difficult roll. The difference in the difficulty is due to being the first time a Jedi is recording their knowledge into a holocron they have just made and the crystal lattice network within is still fresh and untested. A Jedi recording information into a kyber memory crystal must make a Moderate roll.

While holocrons are mostly associated with the Jedi and the Sith, the public make use of holocron in their daily lives, but these modern-day holocrons are distinctly different from Jedi and Sith holocrons. In addition, holography is used in communication. A Jedi who has technical experience in communication devices, holography, or modern-day holocrons have an easier time programming Jedi holocrons. A Jedi who has skill dice in *scholar: holography* or *equipment repair* dealing specifically with holographic devices receives a circumstantial bonus to *holocron programming* equal to the value of the skill dice assigned to *scholar: holography* or *equipment repair*, rounded down. If the Jedi has skill dice in both skills, the bonus is cumulative.

**Author’s Note:** The inner workings of Jedi holocrons are vastly more complex than most modern technologies. In addition, the components and workings of the Jedi holocron follow few, if any contemporary theories on how computers and electronic machinery should work. Because of these facts and the fact that the Force plays a role in the creation and operation of the holocron, a unique skill is necessary to program a holocron. Trying to use *computer programming/repair* to program a holocron will always end in failure because of these distinct differences.

#### (A) Holocron Engineering

*Time Taken:* Several weeks or months

Requires *computer programming/repair* 5D

Jedi characters use this skill to construct the various components of the holocron before the final assembly. This includes crafting a kyber memory crystal. As there are various

steps to construct a holocron, each step requires their own individual skill roll. As the process of constructing a holocron is highly complex, a Jedi **must** have at least 5D in this advanced skill before even taking the first steps in constructing a holocron. The die code requirement for this skill is in response to the distinct differences between the inner mechanisms and constructions of Jedi holocrons and those of modern-day holocrons.

As with *holocron programming*, a Jedi who has technical experience in computer engineering or in the engineering of holographic devices can receive a circumstantial bonus to (A) *holocron engineering* equal to the value of the skill dice assigned to (A) *equipment engineering* dealing specifically with holographic devices or (A) *computer engineering*, rounded down. If the Jedi has skill dice in *scholar: holography* or *equipment repair* dealing specifically with holographic devices, the Jedi can receive a circumstantial bonus, but only half the value of the skill dice assigned to *scholar: holography* or *equipment repair*, rounded down. Given the similarities between constructing a lightsaber and a holocron, a Jedi can gain a circumstantial bonus to (A) *holocron engineering* equal to the value of the skill dice assigned to *lightsaber repair/engineering*, rounded down. If the Jedi has skill dice in more than one of these skills, the bonus is cumulative. Some steps in the construction of the holocron will allow the Jedi to gain additional circumstantial bonuses depending on that step. These will be covered in the explanation of each step.

Once the Jedi learns how to construct a holocron, the Jedi must obtain special crystals to create the casing for the holocron. Only very rare kinds of crystals will work, and among those crystals only a small fraction of them is large enough to be shaped into a holocron's casing. Finding the crystals and crafting them into the desired shapes requires a Difficult (A) *holocron engineering* roll. If the character has *scholar: crystallography* or *scholar: mineralogy*, the Jedi can gain a circumstantial bonus to (A) *holocron engineering* equal to the value of the skill dice assigned to *scholar: crystallography* or *scholar: mineralogy*, rounded down. If the Jedi has skill dice in both skills, the bonus is cumulative.

After constructing the casing for the holocron, the Jedi must discover thaissen crystals of the precise size and shape for inclusion in the holocron. Located on the planet Mimban, the thaissen crystals allow the holocron to detect the strength of the user's Force-sensitivity. The thaissen crystals, for all intents and purposes, allow the holocrons to use *sense Force potential* to determine if the one using the holocron is Force-sensitive. Normally, thaissen crystals glow light blue when near a Force-sensitive individual; however, if the individual is a servant of the dark side, the thaissen crystals glow light red. The glow from the crystals is very faint and is only visible to the naked eye in the darkness. The crystal's ability to change the color of the glow in response to the alignment of the individual allowed Sheev Palpatine/Darth Sidious to create a

Force detector so that common Imperial troops could detect and hunt suspected Jedi as well. Knowledge of the unique feature of thaissen crystals was generally exclusive to the Jedi and the Sith. After Palpatine's final death on Onderon and the discovery of the Force detectors on Coruscant, this knowledge became a little less exclusive. Finding thaissen crystals that are appropriate for the construction of the holocron requires a Moderate to Difficult *search* roll, with the Jedi receiving a circumstantial bonus for having skill dice assigned to *planetary systems: Mimban*, *scholar: crystallography*, or *scholar: mineralogy*. Again, the bonus is cumulative.

The Jedi must then obtain special, malleable crystals that can be shaped into the inner workings of the holocron. These crystals form an intricate latticework that can absorb and later reproduce light and sound wave information. Modern day holocrons and holographic devices also require malleable crystals that can form the intricate latticework that can absorb and later reproduce light and sound wave information. However, the mechanism that allows the Jedi holocron to function normally are arcane and esoteric; thus, they require special crystals to function at all. Therefore, the crystals in modern day holocrons will **not** work in a Jedi holocron. Identifying the appropriate crystals for the inner workings of the Jedi holocron requires a Difficult *scholar: Jedi lore*. Finding the crystals require a Very Difficult *search* to find them, with the Jedi receiving a circumstantial bonus for having skill dice assigned to *scholar: crystallography* or *scholar: mineralogy*. If the Jedi or Sith has skill dice in both skills, the bonus is cumulative. Crafting the crystals into the proper configuration for the holocron requires a Very Difficult (A) *holocron engineering* roll, with the Jedi receiving a circumstantial bonus for having skill dice in the following skills: *scholar: crystallography*, *scholar: holography*, *scholar: mineralogy*, or *equipment repair* dealing specifically with holographic devices. Again, the bonus is cumulative. Shaping a kyber crystal so that it can function as a memory crystal also requires a Very Difficult (A) *holocron engineering* roll, with the Jedi receiving any of the same circumstantial bonuses.

Now the Jedi needs to obtain a self-revitalizing power source that can fuel the holocron for millennia. Modern technology has produced power sources capable of lasting that long, but the devices in question are rare, large, and most importantly expensive. Too large to fit in a holocron. The ancient holocrons used power sources that were self-replenishing. The power cell of the lightsaber almost never loses its charge because of the superconductor transferring the power from the flux aperture back to the power cell. The power source of the holocron might have a similar set-up. Maybe the power source of the holocron utilized technology similar to solar cells and solar panels to absorb the ambient light in the area. These are speculations because the secrets behind creating such a power source are all but lost to the ages. They can only be found within the previously mentioned sources of knowledge, and only with a successful

Heroic *scholar*: *Jedi lore* roll, as previously mentioned. Even after learning how to create the power cell, the Jedi must make a Heroic (A) *equipment engineering* or a Very Difficult (A) *holocron engineering* roll to craft the power cell, with the Jedi receiving a circumstantial bonus for having skill dice in *scholar: holography* or *equipment repair* dealing specifically with holographic devices. Again, the bonus is cumulative.

Once all the components have been gathered and built, the Jedi must piece together and mold the inner mechanisms of the holocron. This is perhaps the most difficult step in the process because the knowledge to do this is one of the most tightly kept secrets amongst the Jedi Masters. The Jedi can make a Difficult (A) *holocron engineering* to place the pieces together to make certain all the components will fit and mesh together. This roll does not create the holocron, but it does help the Jedi make certain that all the pieces are ready and no last-minute corrections need to be made. Once that is done, then the Jedi can proceed with putting the pieces together. This cannot be done by mundane means. It needs to be done with the Force. And that means the Jedi in question must use the following power to do so.

## Holocron Construction

**Status:** Legends

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Very Difficult, trained only

**Alter Difficulty:** Very Difficult, trained only

**Required Powers:** *Emptiness (or rage), hibernation trance, lightsaber combat, lightsaber construction, sense Force, telekinesis*

**Effect:** The user spends up to three days in meditation with the holocron, assembling the pieces of the holocron together. The first step is piecing together and molding the inner mechanisms of the holocron. The Jedi uses the Force to precisely manipulate the crystals that form the inner mechanisms of the holocron. Once the crystals of the inner mechanism have been manipulated, the Jedi proceeds to place the crystal matrix within the crystal casing and then use the Force to fuse all the components together. This is akin to how a Jedi assembles a lightsaber with the Force using *lightsaber construction*. However, the construction of a holocron is an order of magnitude more complex and more precise.

**Author's Note:** The [Jedi Academy Training Manual](#) indicated that there were similarities between using the Force in the construction of a lightsaber and in the construction of the holocron. So, I used *lightsaber construction* as a template and a prerequisite for this power.

While this power is available to the Jedi in every era except for the Dark Times and the Rebellion, very few Jedi Masters knew this power due to the secrecy surrounding the construction of the holocrons. While the Jedi reemerged during the New Republic, the knowledge to create holocrons remained lost. Though numerous data tapes and several holocrons were recovered, the knowledge to create holocrons remained within those sources of knowledge throughout the

New Republic and New Jedi Order eras. It is only during the Legacy of the Force timeframe that several Jedi Masters have conducted enough studies and research into the holocrons that they are able to begin crafting new holocrons for future Jedi students to learn from. Only a select few Jedi Masters in each of the previously mentioned eras can learn this power.

Even with using this power while using (A) *holocron engineering* to assemble a holocron, Jedi Masters who are strong in the Force need assistance to successfully create a holocron. Thus, when the time comes to finish assembling a holocron, the Jedi must find a place of power and draw upon the ambient Force energy located in such Force nexuses to help fuel the creation process. This helps to make the difficulty levels for *holocron construction* what they are. If a Jedi attempts to use *holocron construction* to assemble a holocron without being at a Force nexus, all the difficulties are increased by one level. If the Jedi fails to make the successful rolls while not being at a Force nexus, the Jedi must roll a wild die. If the result of the wild die is 1, the Jedi experiences a surge of Force energy that warps the crystal latticework, which will ruin the holocron, forcing the Jedi to start over.

Once the holocron has been successfully constructed, the Jedi uses *holocron programming* to record their knowledge of the Force into the holocron. Since the components of the holocrons have been successfully merged and are stable, the Jedi is not under a time constraint and can perform this skill at their own pace. Once all the programming and recording is complete, the last step is to impart their own personality into the holocron crystal latticework. This creates the gatekeeper for the holocron.

## Impart Essence

**Status:** Legends

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Difficult, trained only

**Alter Difficulty:** Moderate, trained only

**Required Powers:** *Absorb/dissipate energy, accelerate healing, affect mind, control pain, detoxify poison, emptiness, farseeing, hibernation trance, holocron construction, life detection, life sense, lightsaber combat, lightsaber construction, magnify senses, projective telepathy, receptive telepathy, reduce injury, remain conscious, resist stun, sense Force, telekinesis, transfer Force*

**Effect:** This power allows the user to transfer a replica of their own consciousness into the gatekeeper program.

Once the holocron has been assembled and the user has input the sum of their knowledge into the crystal latticework, the Jedi then transfers a portion of their own consciousness into the crystal latticework. At the same time, the Jedi must manipulate the malleable crystal interior to reproduce the Jedi's knowledge and consciousness. Once successful, the consciousness will merge with the data and the crystal latticework, and when activated, the holocron will project an

interactive hologram of the Jedi who created the holocron. This hologram becomes the gatekeeper of the holocron.

*Impart essence* is similar in concept to *transfer life* in that the user is transferring their life force and consciousness from their own body to another receptacle. The difference between the two is that while *transfer life* transfers the user's life force and consciousness in its entirety, *impart essence* only transfers a small portion of the user's life force and consciousness. Furthermore, using *impart essence* does not result in the death of the user's body, while *transfer life* does. Thus, a Jedi using *impart essence* does not receive a Dark Side Point, though this is perhaps the closest a Jedi can come to performing the *transfer life* power without performing said power and turning to the dark side.

**Author's Note:** The [Jedi Academy Training Manual](#) indicated that the concept between this power and *transfer life* were similar, so I chose to use *transfer life* as a guide in creating this power. But I decided to make *impart essence* weaker and more benign than *transfer life*.

While this power is available to the Jedi in every era except for the Dark Times and the Rebellion, very few Jedi Masters knew this power due to the secrecy surrounding the construction of the holocrons. While the Jedi reemerged during the New Republic, the knowledge to create holocrons remained lost. Though numerous data tapes and several holocrons were recovered, the knowledge to create holocrons remained within those sources of knowledge throughout the New Republic and New Jedi Order eras. It is only during the Legacy of the Force timeframe that several Jedi Masters have conducted enough studies and research into the holocrons that they are able to begin crafting new holocrons for future Jedi students to learn from. Only a select few Jedi Masters in each of the previously mentioned eras can learn this power.

**Author's Note:** The steps listed above in the construction of a Jedi holocron were listed in the [Jedi Academy Training Manual](#) as sample steps to create a Jedi holocron. According to the manual, "these steps are by no means comprehensive, and the GM is free to use as many (or as few) of these steps as she likes during the design of an adventure. Each step is a milestone in the process of creating a holocron, and the reward for the Jedi at the end of an adventure can be achieving one of these milestones." But these steps are about as official and as detailed in constructing a Jedi holocron as I can find in all the Star Wars novels, comics, and RPG manuals that have been written. If any future works present a detailed description of how a Jedi holocron is constructed, I will change this section accordingly.

Since the crystalline network allows for an infinite amount of information to be stored within the holocron, the Jedi who constructed the holocron can choose to update the information and the gatekeeper contained within the holocron they created later. Furthermore, other Jedi can add their own knowledge to

the holocron using *holocron programming* and can even create a gatekeeper in their own likeness using *impart essence*.

Jedi Masters creating Jedi holocrons took precautions to make certain Sith and Dark Jedi could not access the knowledge contained within the Jedi holocrons. A Sith or a Dark Jedi trying to access a Jedi holocron with *projective telepathy* must make a *sense* roll against the *Perception* or *control* dice of the Jedi who constructed the Jedi holocron. If the Sith or Dark Jedi is trying to steal knowledge from a Jedi holocron that contains more than one gatekeeper, the GM must determine to which gatekeeper the knowledge being sought by the Sith or Dark Jedi is connected, and use the *Perception* and/or *control* dice of the Jedi Master who downloaded the knowledge and created the gatekeeper.

A Jedi has the option to hire an expert to construct the crystal casing and the crystal lattice network necessary for the Jedi holocron. But this would mean sharing secrets known only to Jedi Masters with others who are not Jedi – a practice that was actively discouraged by the Jedi Order in the past. Furthermore, given how precise these items must be for them to be used in the function of the Jedi holocron, the fee the expert will ask to accomplish this will be quite steep.

### Jedi holocrons of note

Though the Jedi Order created a good number of holocrons, some of them are particularly noteworthy.

#### Dai Bendu Holocron

Status: Legends

While these holocrons were first attributed to the Dai Bendu, the precursors of the Jedi, these objects have otherwise remained a mystery. On the surface, the Dai Bendu holocrons resembled Jedi holocrons. Each Dai Bendu holocron contained six tracts, and each tract had four lessons apiece. Unlike the Jedi holocrons, the Dai Bendu holocrons allowed even the most unskilled Force-sensitives access. To the Dai Bendu, study was the key to mastery.

#### Codex of Tython

Status: Legends



The Codex of Tython was a Jedi holocron in the shape of an icosahedron. It was rumored to contain the oldest and most guarded secrets.

#### Master Rajivari's Holocron

Status: Legends



The Rajivari's Holocron was created by Jedi Master and Jedi High Council member Rajivari, one of the founding members of the Jedi Order at some point before his death on Tython 25,783 years before the Battle of



Yavin. The holocron contained information about the Fount of Rajivari – the first collection of knowledge established by the fledgling Jedi Order. Established deep within the ruins of a ruined Tythonian city and known only to Jedi Master Rajivari’s most trusted students, it was a massive construct of computers and databanks that were attended to by Rajivari’s Lore Keepers who maintained the knowledge stored within. When the Force Wars ravaged Tython and Rajivari perished, his spirit lingered behind.

The Rajivari’s Holocron remained on Tython for millennia until 3,643 years before the Battle of Yavin when it was discovered by a Twi’lek colonist named Nalen Raloch. Nalen Raloch learned from the holocron and eventually fell to the dark side, deciding to destroy the Jedi Order. However, a Jedi, who later received the title Barsen’thor, stopped Nalen Raloch, recovered the Rajivari’s Holocron, and delivered it to the Jedi Council. The Barsen’thor also found the Fount of Rajivari and the lingering spirit of Rajivari after following clues left behind by Rajivari on the hilt of an ancient artifact known as the First Blade.

### **Mournful Holocron**

Status: Legends

The Mournful Holocron was a holocron of the early Jedi Order created by a female Human Jedi Master named Tresalis. The holocron was an ideal teaching tool for medically-inclined Jedi, for it taught how to use the Force for healing and contained lessons about compassion, support, and a kindly bedside manner. The gatekeeper was a simulation of Tresalis herself. The holocron received its name because of Tresalis’ overwhelming sadness at the loss of a loved one. Though the gatekeeper is dedicated to teaching talented individuals, half of the user’s work – and many of the lessons to be learned – involve tending to the gatekeeper and learning how to help the part of Tresalis imbued in the holocron cope with her loss.

The Mournful holocron was believed to have been stored at the Jedi Enclave on Alox1, an ancient place from before the organization of the Jedi High Council. Rumors of the holocron’s location still spread after the rise of the Galactic Empire.

### **Ductavis Holocron**

Status: Legends

The Ductavis Holocron was a holocron that was constructed by Jedi Grand Master Supreme Chancellor of the Republic Biel Ductavis, a leader of the Jedi Order who served as the Supreme Chancellor of the Galactic Republic in the aftermath of the Pius Dea Crusades. Following the death of Jedi Grand Master Biel Ductavis, the holocron was stored on the planet Ossus, where it was lost following the evacuation of Ossus due to the Cron Supernova.

The holocron contained accounts of the ancient history of the Galactic Republic. Later researchers believed that the contents of the holocron could rewrite galactic history and

lead to the rediscovery of the lost worlds of Had Abbadon, Lettow, and Tython.

### **Holocron of Prophecies**

Status: Canon

The Holocron of Prophecy was a holocron of the Jedi Order that contained numerous prophecies, many of which dated back ten thousand years before Qui-Gon Jinn became the Padawan of Jedi Master Dooku. Dooku was fascinated by the holocron, teaching his apprentices Rael Averross and Qui-Gon Jinn about it. Qui-Gon Jinn later had his own Padawan, Obi-Wan Kenobi, study the holocron.

Here are some of the prophecies contained within the Holocron of Prophecy

*“A Chosen One shall come, born of no father, and through him will ultimate balance in the Force be restored.”*

The holocron contained a prophecy that related to the Chosen One who would bring balance to the Force.

*“When the righteous lose the light, evil once dead shall return.”*

One prophecy referred to an evil “once dead” returning when the righteous lost the light. Many Jedi believed that the prophecy referred to the reincarnation of the Sith, whom the Jedi Order believed had been destroyed. Jedi Padawan Qui-Gon Jinn believed that the prophecy could refer to the Sith Darth Wrend, who was believed to have died but had returned once again to fight the Jedi. Eventually, the Sith were exposed to still be active with the discovery of Darth Maul, who killed Qui-Gon Jinn in a lightsaber duel during the Invasion of Naboo thirty-two years before the Battle of Yavin. At the same time, Dooku who over time was fueled by righteous anger over corruption within the Galactic Republic fully embraced the dark side and joined the Sith as the new apprentice after slaying Jedi Master Yaddle.

*“She who will be born to darkness will give birth to darkness”*

Qui-Gon Jinn believed that this prophecy referred to a Duchess of Malastare whose father waged vicious wars and gave birth to a daughter that became a Dark Jedi according to legends.

*“When the kyber that is not kyber shines forth, the time of prophecy will be at hand.”*

The holocron also contained a prophecy of kyber crystals which stated that when the kyber that is not kyber was revealed, then the time of prophecy would be at hand. On the mission to Pijal, Qui-Gon Jinn and Obi-Wan Kenobi found that Pijal’s moon was a source of rare kohlen crystals, which

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the jewel thief Pax Maripher explained were identical to kyber crystals on a macro level, and could only be told apart microscopically. The discovery of the “fool’s kyber” led Qui-Gon Jinn to believe that they were what the prophecy referred to, and led him to begin believing in the prophecies again.

### Sar Agorn’s Holocron

Status: Legends

Sar Agorn’s holocron was a holocron programmed with the personality of Jedi Master Sar Agorn, which served as the holocron’s Gatekeeper. As the Gatekeeper decided who had access to what knowledge within a holocron, Sar Agorn was extremely cautious, only allowing a student to access new techniques if he felt they possessed the proper responsibility to support the new knowledge. While lacking technical know-how, such as the construction of a lightsaber, his vast knowledge of Jedi philosophy and tradition was stored on the holocron, allowing a student to learn new Force techniques of discover the intricacies of the Force as a whole.

This holocron was one of the few surviving storage devices from before the First Great Schism.

### Arca Jeth’s Holocron

Status: Legends



Jedi Master Arca Jeth created his own holocron and gave it to his friend Jedi Master Thon, who used it while training Nomi Da’Boda Sunrider. Contained within this holocron was a gatekeeper in the form of Ood Bnar, thus Ood Bnar added his own repository of knowledge to this holocron.

### Odan-Urr’s Holocron

Status: Legends

The Odan-Urr’s Holocron was a holocron constructed by the Jedi Master Odan-Urr at some point before his death 3,996 years before the Battle of Yavin. The holocron, which contained his teachings, was lost sometime in the years that followed, although it was rediscovered by the Jedi Master and archaeologist Yuon Par sometime before 3,643 years before the Battle of Yavin. The holocron was stored in the Great Jedi Library on Ossus by 3,628 years before the Battle of Yavin, along with other Jedi artifacts. However, its safety came under threat during the invasion of Ossus that year.

### Qalsneek’s Holocron

Status: Legends

Qalsneek the Bull was a male Swimmer from Dellalt who was a Jedi Master during the Great Sith War. Following the destruction of Ossus in the Cron Drift supernova, Jedi Master Qalsneek the Bull was responsible for relocating many of the water-culture artifacts from Ossus to beneath the seas of Kamino in the Derem City ruins where a vast library that appeared to have been maintained by a group of Jedi Knights

was uncovered. He had also constructed a sea-crystal holocron and hid it in this library as well.

### Val Isa’s Holocron

Status: Legends

During the conflict with the Mandalorians in the days of the Old Republic, Jedi Master Val Isa gave up her lightsaber and became an artist. But she received a vision of a Jedi Temple covered in blood. So, she converted an old *Hammerhead*-class cruiser into a mobile hospital and temple. She provided rescue and medical services while avoiding the Mandalorian assault. She tried to hide her ship Sanctuary in the Koler system, but the Mandalorians found her, killed her, and left the ship a half-destroyed wreck.

A talisman she once possessed eventually found its way to the Phelar University on Eriadu during the time of the Galactic Empire. A group of individuals found the talisman and other objects within the university. Using the information they learned from these artifacts, the group found the wreckage of the Sanctuary and Val Isa’s Holocron.

### Mical’s Holocron

Status: Legends

Mical was once a Force-sensitive child brought to the Jedi Enclave on Dantooine. By the time he came of age, the Mandalorian Wars were raging, and many Jedi, including Meetra Surik, had gone to war against the wishes of the Jedi Council. When it came time for his apprenticeship, there were no one left who was fit to train him, so he chose to serve the Republic instead.

After the Jedi Civil War, he continued to serve the Republic while being a historian interested in preserving Jedi history by studying their teachings and preserving their artifacts. While researching the abandoned Jedi enclave on Dantooine, he encountered Meetra Surik and soon joined her in her quest to rebuild the Jedi Order. During their travels, Meetra Surik gained Mical’s trust and took him on as an informal Padawan.

After the Dark Wars, Mical went on to become a Jedi Master, a member of the Jedi Council, and one of the greatest Jedi Historians by the time of the Cold War. He constructed a holocron of his own design, which was discovered during the Cold War.

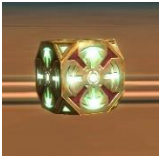
### Noetikons

Status: Legends

Noetikons were special holocrons infused with the wisdom, knowledge, and personality of three of the greatest Jedi Masters in the Order. There were at least three of them.



One was the Noetikon of Science which contained the personalities of Jedi Masters Tharis Orne, Arca Jeth, and Vandar Tokare.



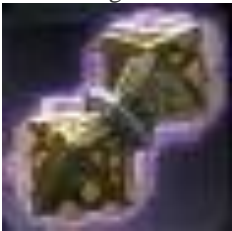
Another was the Noetikon of Light which contained the personalities of Jedi Masters Noab Hulis, Wole Vahn, and Nomi Da'Boda Sunrider.



The third was the Noetikon of Secrets which contained the personalities of Jedi Masters Jesper Altax, Bastila Shan, and Chammax, all of whom were privy to certain secret knowledge of the Jedi Order. The Noetikon of Secrets was perhaps the most dangerous of the Noetikons because of the knowledge it contained.

### Master Satele's Holocron

Status: Legends



This was a holocron created by Grand Master Satele Shan sometime during the Cold War and the subsequent Galactic War between the Galactic Republic and the Sith Empire. The holocron consisted of two bronze and gold octahedrons joined together by a silver ring. During the Galactic

War, Grand Master Satele Shan sent her holocron to the Jedi known as the Hero of Tython after the defeat of the Sith Emperor Tenebrae, along with a note thanking the Hero of Tython for the Jedi' service to the Jedi Order and the galaxy

### Third Barsen'thor's Holocron

Status: Legends



Around 3,637 years before the Battle of Yavin, the third Barsen'thor of the Jedi Order, with the assistance of the Bothan Jedi Master Kutri O'a, created a personal holocron while on the planet Rishi. In that holocron, the Barsen'thor preserved all the

knowledge he had obtained in the years prior.

### Allynic E'Kles's Holocron

Status: Legends

Allynic E'Kles's Holocron was a holocron made by the Caamasi Jedi Master and Jedi investigator Allynic E'Kles. He stored his investigative knowledge and many memnii within the holocron, the latter of which could be accessed by telepathic Jedi.

### Ceriun Jedi Holocron

Status: Legends



A millennium before the Battle of Yavin, there existed a Jedi holocron that fulfilled the function of a map. At one point, it was carried aboard a Jedi starfighter that crash-landed on the planet Ceriun. The mortally wounded Jedi pilot requested the local farmers who found him to keep it safe until another Jedi could retrieve it. Ultimately, the Jedi holocron was taken by a Sith who had arrived on Ceriun in search of the device.

### Tharence Wo's Holocron

Status: Legends

Also known as the Journals of Tharence Wo, this holocron was created by the Human Jedi Master Tharence Wo, upon which he recorded his journals. Among his journals were what he had learned about the Yinchorri, including their immunity to mind-affecting powers of the Force. After the Yinchorri murdered Jedi Naeshahn and Ebor Taulk, Jedi Master and Jedi Council member Yaddle consulted Tharence Wo's holocron and informed the Jedi High Council of what she had rediscovered.

### Dallenor Holocron

Status: Legends



A Jedi holocron in the shape of a dodecahedron was found by Obi-Wan Kenobi on Dallenor just prior to the Clone Wars.

### Alaris Prime Holocron

Status: Legends



During the Wookiee colonization of the moon Alaris Prime between thirty-nine and thirty-six years before the Battle of Yavin, a Jedi holocron was found. The holocron had a circular gray base, a blue sphere in its center, and three pointed prongs extending above the sphere from the base. The Wookiee Shoran found it during the colonization. Jedi Master Qui-Gon Jinn was also on the moon, serving as an advisor for the Wookies. When he learned of the holocron, he wanted the holocron secured. He received permission from the Jedi Council to have the Wookies build a Jedi temple on Alaris Prime to contain the holocron. Once the temple was constructed, then Jedi Padawan Obi-Wan Kenobi arrived on Alaris Prime and brought the holocron from Shoran's camp to the new Alaris Prime Jedi Temple. Once the holocron was placed within the temple, it slowly generated nova crystals for the Wookies. Qui-Gon Jinn also learned from the holocron about an ancient grove containing several ruined structures

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hidden in the forests on Alaris Prime. The grove was on a slightly elevated stretch of land surrounded by flowers, with patches of a stone path leading there. In addition to the two ruined structures, there was remnant of two walls and two narrow, rectangular pools paved in stones. This suggested that there might have been another Jedi structure on Alaris Prime in the past. The nature and history of the structure remained a mystery.

### Samuro's Holocron

Status: Legends



The Jedi Knight Samuro constructed a Holocron to pass on to future Jedi his warnings of the energy vampire Countess Rajine. He sacrificed himself to imprison the energy vampire with the Force centuries before the Clone Wars, but he knew the prison would not last forever. Contained within his holocron were the means by which another Jedi could finish the task he had started and destroy Rajine's evil. He entrusted the holocron to his loyal droid Z-18, who passed it to Mace Windu who had come to investigate the disappearance of the Alpha-2 Squad. After activating the holocron, both Windu and Samuro spoke the words of banishment which turned the vampire's zombie slaves against her to finally defeat the Countess once and for all.

### Master Sirtus' Holocron

Status: Legends



Jedi Master Sirtus was killed during the Battle of Jabiim during the Clone Wars. He had a holocron in his possession. He entrusted it to his Padawan Aubrie Wyn to return it to Coruscant. She was unable to do it herself, but she passed it on to Anakin Skywalker who was also on

Jabiim and who later returned to Coruscant with it.

### Quinlan Vos's Holocron

Status: Legends



Before the Siege of Saleucami, Jedi Master Quinlan Vos constructed a holocron of his own, but his was pyramidal in shape rather than cubical.

### Suljo Warde's Holocron

Status: Legends

Suljo Warde was a Human Jedi Knight from Chandrila who fought in the Clone Wars. During his time with the Jedi Order, he constructed his own holocron, into which he stored

information about the Force, including his unique and unusual form of foresight.

A Force-sensitive Mirialan named Gel Marcolf rescued Suljo Warde from assassins on Eriadu. Gel Marcolf brought Suljo Warde to Arbooine in hopes of being trained as a Jedi. On the way, they stopped at a craggy planet where Suljo Warde hid his holocron and removed the three information kyber crystals. Without the crystals, the holocron would not function. Suljo Warde appointed Gel Marcolf temporary head of one of Arbooine's cities and gave him one of the information crystals before leaving for his new assignment on Cato Neimoidia.

After defeating the Separatist forces in the city of Jorra on Cato Neimoidia, Suljo Warde was tasked with maintaining Republic control of the city. His visions warned him of spies and traitors, but the visions were not enough to protect the Republic from the entire city, which was still loyal to the Separatists. In addition, his visions were not enough to hold those suspected of spying or treason in jail without hard evidence to support his visions. He became harsher and more irrational as a result.

The turning point came when a group of Separatist delegates came to discuss a possible cease-fire for all of Cato Neimoidia. Suljo Warde foresaw this as a prelude for a surprise attack by the Separatists while the Republic's guard was down. He tried to convince two Jedi who came to help him control Jorra – Jiv Dureal and the Ithorian Kaddo Moll. Unfortunately, neither were willing to act prematurely without hard evidence.

Seeing this a sign of betrayal, Suljo Warde fell to the dark side and slaughtered the Separatist delegates. Kaddo Moll and Jiv Dureal tried to arrest Suljo Warde, but with the aid of his unique foresight ability, he slew Jiv Dureal, mortally wounded Kaddo Moll, and fought his way past the clone troopers to flee Cato Neimoidia in a starfighter, despite being wounded by Kaddo Moll. Before dying, Kaddo Moll informed the Jedi Council of what had transpired. While the details are unclear, the second information crystal ended up in Jiv Dureal's possession and was buried with him.

His flight from Cato Neimoidia led him to Moraband, where he remained for years until the arrival of a group of Force-sensitives. Through various adventures, the group obtained the holocron and two of its crystals. When he met this group, Suljo Warde first hid his identity before revealing himself and challenging the group to a duel. While the group obtained the third crystal, the manner of this retrieval – through defeating Suljo Warde or redeeming him – remains unknown. What the group did after obtaining the holocron and the crystals also remains unknown.

### Cin Drallig's Holocron

Status: Legends

The famed Jedi lightsaber instructor Cin Drallig created his own holocron at some point before Order 66. The holocron



contained much information about the lightsaber combat forms.

After the fall of the Jedi Order, it was lost until it resurfaced in the black market on Denon. A private collector chose to auction the holocron off to the highest bidder, who ended up being Rin Praji of House Praji. However, the auction gathered the attention of rivals of House Praji and the Empire itself. The Empire placed a hidden beacon on the holocron that would activate should the holocron be opened. The Empire intended to capture the one who opened the holocron.

### Eno Cordova's Holocron

Status: Canon



Before the end of the Clone Wars, the Jedi librarian Jocasta Nu entrusted the Jedi archaeologist Eno Cordova with a holocron containing the list of children who had the potential to become Jedi. He hid it in an ancient Zeffo temple on Bogano. Cal Kestis, a Jedi Padawan who survived Order 66, went on a quest to retrieve the holocron, but he had a vision before acquiring it. In the vision, he had gathered children and started training the future generation of the Jedi, but the Empire found them. Those children who were not killed were captured, and the Empire began torturing them to become future Inquisitors. As for Cal Kestis, he became an Inquisitor himself. Because of this vision, after he obtained it from the Inquisitor headquarters on Nur, he destroyed the holocron, choosing to entrust the future of those children to the will of the Force.

### Yoda's Holocron

Status: Legends

Jedi Grand Master Yoda made a small holocron that contained details on various aspects of the Jedi Code. It was kept in the Jedi Temple on Coruscant and taken by Jax Pavan when he fled the Jedi Temple during Operation: Knightfall.

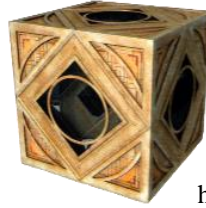
### Cere Junda's Holocron

Status: Canon

Former Jedi Cere Junda had a holocron in her possession when she met Cal Kestis. She later showed it to Greez Dritus and had Cal Kestis activate it so Greez Dritus could understand what it was. When Cal Kestis activated the holocron, it started playing Obi-Wan Kenobi's message warning all surviving Jedi not to come to Coruscant and hide.

### Kanan Jarrus's/Caleb Dume's Holocrons

Status: Canon



Jedi Padawan Caleb Dume survived Order 66 and changed his name to Kanan Jarrus. He had a cubical holocron which contained a recording of Obi-Wan's message warning all surviving Jedi not to come to Coruscant and hide. This holocron was destroyed along with the Sith holocron from Malachor when the two were brought together and activated simultaneously, and the fusion of the two ended prematurely.



He had also found another holocron – one in the shape of a dodecahedron. He hoped that it contained secrets that could help with his Jedi training or that it would lead him to other Jedi survivors. When he tried to access it, he found it was empty.

During their search for Graysom, Kanan Jarrus, Hera Syndulla, and Chopper encountered a decorporalized entity that may have once been a powerful Force-user whom the Jedi had stripped of physical form and trapped among the stars many centuries before the rise of the Galactic Empire. The entity could take over droids and other technological devices. It took over the droid brain of the *Ghost* and Chopper before Hera Syndulla tricked it into entering the empty, powerless holocron, which became its new prison.

### Cin Drallig's Holocron

Status: Canon

The famed Jedi lightsaber instructor Cin Drallig recorded a holocron. After the destruction of the Jedi Order by the Galactic Empire, Cin Drallig's Holocron wound up in the hands of a private collector on the ecumenopolis of Denon. Eventually, the collector put the precious artifact up for auction in an event that took place inside the House Vahali cloudcutter. The young noble Rin Praji, a member of the prestigious House of Praji fascinated with legends about the Jedi and the Force, who ultimately won the holocron for several million credits.

### Dakshee Holocron

Status: Legends

The Dakshee Holocron was a metallic pyramid-shaped Jedi holocron that dated from the period of the Old Republic. It emitted a faint hum that facilitated the blocking out of distractions and allowed Jedi to focus and attune themselves to the Force. During the Galactic Civil War, it was in the possession of the Force-sensitive individual Djinn Kylo.

## Qornah Holocron

Status: Legends

The Qornah Holocron was the holocron of Jedi Master Qornah. It was very small for a holocron, being only about nine cubic centimeters in size. It was kept in the Archive room of the Almas Academy, concealed inside the bust of Master Qornah. This kept it safe from looters that stole various other artifacts from the Almas Academy after it was abandoned following the Clone Wars.

When Inquisitor Valin Draco came to the ruined academy, he learned the location of the Qornah Holocron from Darth Rivan's holocron. He took the Qornah Holocron and strapped it to his wrist. Jedi Master Denia sensed through the Force that the holocron had survived and sent a team to the Almas Academy to recover it. She wanted to learn the *farseeing* technique it taught so she could learn the identity of the species that the Empire had enslaved to help them with the Sarlacc Project. During the battle, Valin Draco dropped the Qornah Holocron, and the team Master Denia had sent recovered it and brought it back with them.

## Tedryn Holocron

Status: Legends



Leia Organa Solo discovered the existence of Jedi holocrons during the events of Palpatine's resurrection, six years after the Battle of Endor. After being captured by Palpatine and detained at his citadel on the planet Byss, Leia escaped with a Jedi holocron – by all appearances a milky

jade crystal block – that Palpatine claimed had been given to him by an aged Jedi Master. Subsequent research eventually determined that the Jedi Master was Ashka Boda, who was slain by Palpatine during the Jedi Purge at the end of the Clone Wars.

The holocron's primary hologrammatic gatekeeper was the Jedi Bodo Baas, who had served in the Adeg system six hundred years earlier. Via the holocron, Bodo Baas revealed many details of the history of the Jedi, including the saga of Exar Kun and his contemporary, the Jedi Ulic Qel-Droma, who also turned to the dark side. Shortly after Leia first activated the holocron, Bodo Baas recited a prophecy that had been written by his own Master a thousand years earlier:

A brother and sister born to walk the sky,  
But reckless brother falls under Dark Side's eye!  
Jedi sister carries hope for the future in her womb.  
Only she can save the Skywalkers from certain doom!  
A Jedi-killer wants to tame her.  
Now the Dark Side Lord comes to claim her.  
She must battle join against this thief.  
Or the dynasty of all the Jedi will come to grief!

Leia had no reason to doubt the veracity of the prophecy, for it described her then current circumstance: Palpatine, the "Jedi-killer," wanted to convert Leia and her expected child to the dark side, while Luke Skywalker had embraced the power of the dark side to conquer Palpatine. Fortunately, Luke eventually realized that he could not defeat Palpatine alone, and the Dark Lord ultimately failed to seduce Leia or any of her children. Because the Holocron contained other prophecies as well as seemingly infinite data about the Jedi, its value was incalculable.

Although this Holocron was sometimes referred to as the Jedi Holocron or Holocron of Bodo Baas, it should be noted that Bodo Baas was merely the last of a long line of Jedi who left their impressions within the device. Originally it was known as the Tedryn Holocron, named for the Jedi Master Tedryn, who may have been the Holocron's maker as well as its first keeper. More than four thousand years ago, the Tedryn Holocron was kept by Jedi Master Vodo-Siosk Baas, an ancestor of Bodo Baas and the former teacher of Exar Kun. The Holocron not only stored Vodo-Siosk Baas's knowledge but apparently enabled his hologrammatic simulacrum to draw from the knowledge of subsequent gatekeepers as well. According to Luke Skywalker, who was the last to converse with this holocron, Master Vodo's hologram told him, "Exar Kun destroyed me. He slew his own Master."

One might think such a statement could be made only by a spirit or supernatural technology, but holograms are merely recordings of personalities, not thinking beings that can be manipulated by the Force. Although holocron personalities rarely adapt to requests and problems outside their areas of knowledge, it is assumed that Vodo Siosk-Baas's hologram could relate to "his own" demise by accessing data that was later inserted by his descendant Bodo Baas.

To limit confusion over Vodo-Siosk Baas and Bodo Baas, and to honor their predecessor, this holocron has long been referred to as the Tedryn Holocron, albeit in the past tense, because it was destroyed on Yavin IV by the resurrected spirit of the Sith Lord Exar Kun.

## Kaerobani's Holocron

Status: Legends



This was a Jedi holocron stolen by the pirate Kaerobani from a New Republic CR90 corvette using a captured Immobilizer 418 cruiser. He took it to his base on Rathalay to add it to his collection of rare artifacts. Mara Jade later infiltrated the base and recovered the holocron.

### Asli Krimisan's Holocron

Status: Legends

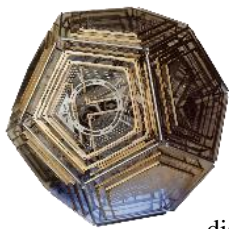


Eleven years after the destruction of the Tedryn Holocron, a mission to Bast Castle – once Darth Vader's personal fortress on the planet Vjun – yielded two relics: the lightsaber Obi-Wan Kenobi used in his duel with Vader on the first Death Star, and the Holocron of Jedi Master Asli Krimisan.

Krimisan was a humanoid female with more than two hundred years of teaching experience at the Jedi Temple on Coruscant. It remains unknown how the holocron that she maintained came into Darth Vader's possession. Although the Asli Krimisan Holocron was primarily conceived for the education of young Jedi, it also contains information on a wide range of ancient events, including tales of the Jedi Knights of the Old Republic and their battles against the Sith. Because Vader's few records make no mention of Asli Krimisan, one can only guess why this particular device was kept at Bast Castle.

### The Great Holocron

Status: Legends



Overcoming numerous obstacles, the New Jedi Order recovered a dodecahedron Holocron that some Jedi maintain is the Great Holocron, believed to have been lost during the Jedi Purge. Because of this holocron's uncertain provenance, one cannot dismiss the possibility that it is an

extremely well-crafted replica. If it *is* a reproduction, it seems likely that it was created by a Force-sensitive being, as it is inaccessible to all others.

Questions of authenticity aside, this holocron has provided a staggering amount of information, most of which is profoundly enlightening. Because the Empire destroyed or twisted so many historic resources, verification of the data is sometimes a painstaking process, but eyewitness narratives have helped separate many facts from legends, myths, and outright lies. A computer analysis could not determine the full scope of this holocron's knowledge, which seems multidimensional and limitless. Unless a contrary origin is revealed by yet-to-be-discovered evidence, this device shall henceforth be referred to as the Great Holocron.

### Tionne Solusar's Holocron

Status: Legends



By the time of the Second Galactic Civil War, forty years after the Battle of Yavin, Jedi historian Tionne Solusar has learned the secret to crafting holocrons and created her own.

### Luke Skywalker's Holocron

Status: Legends

Luke Skywalker's Holocron was a holocron constructed by Luke Skywalker, the Grand Master of the New Jedi Order. The device contained an account of Luke Skywalker's thoughts regarding the Lost Tribe of the Sith, the fate of Vestara Khai and the Sith Meditation Sphere Ship, the Dark Man's identity, the meaning of Jacen Solo's vision, and the entity Abeloth.

### Sakuub Holocron

Status: Legends

The Sakuub Holocron was a Jedi holocron present on the ground near the ruins of the Sky Temple of Karsol. A famous tourist attraction, it could be reached after several days of hiking from Old Town. It was not discovered to be a Jedi Temple until forty-four years after the Battle of Yavin. During her honeymoon with new husband Jagged Fel, Jedi Master Jaina Solo Fel traveled to Sakuub believing that the Sky Temple of Karsol was in fact a Jedi temple and that it might contain information regarding Abeloth that the Jedi Order could utilize should Abeloth return.

She hired a Sakuubian named Pharika to guide them to the temple. She soon found her suspicions about the temple to be correct, and that ones who built the temple did it in a way to hide its Force signature as a means of protection. She also found the Sakuub Holocron, but that was when Pharika turned on her and Jagged Fel. Pharika revealed that she was criminal hired by a third party to locate the Sakuub Holocron, and used the newlyweds to find it. A skirmish broke out, and while Jagged Fel was wounded, they were able to subdue Pharika, Pharika's associates arrived in a ship to kill the three and claim the holocron. Though Pharika was killed, the newlyweds were saved by a ship owned by the Hutts, who saved them in repayment for Jaina Solo's upholding the terms of the Treaty of Vontor while confronting the Lost Tribe of the Sith.

### Eshkar Niin's Holocron

Status: Legends

Eshkar Niin was an Iktotchi Imperial Knight who constructed his own holocron before turning to the dark side and becoming Darth Havok. It was passed down to his former apprentice Antares Draco.

## Sith Holocrons



Just as the Jedi have their holocrons, the Sith have their own holocrons that serve the same purpose as Jedi Holocrons. Unlike the Jedi holocrons, the Sith holocrons were pyramids or tetrahedrons in shape. The surfaces of the Sith holocron were etched with



strange symbols and ancient hieroglyphs that were the result of various dark incantations. The Sith holocrons emitted a dark presence and created tremors in the Force upon activation. It took a great deal of willpower for a Jedi to access the dark devices and resist the dark presence, as the more inexperienced Jedi often felt sickly or fell ill for merely laying their gaze upon one. The Jedi considered them to be some of the most dangerous artifacts in the galaxy, though the Bendu did not consider the Sith holocron dangerous, but rather the information within and how it was used.

Internally, the Sith holocron worked the same way as a Jedi holocron. The black crystal at the apex of the Sith holocron was made of up intricate lattices and vertices that could store massive amounts of information and the holocron's Sith gatekeeper. This same crystal powered the holocron's store of information. The holocron was able to capture the appearance and cognitive networks of the holocron's owner and transfer them into a three-dimensional hologram, which then acted as a guide through the holocron's store of information as a search and recovery engine with a more personal touch. The gatekeepers could relate stories from the holocron's archives to events in the life of the one who activated the holocron.

Unlike their Jedi counterparts, the Sith holocron gatekeepers did not always restrict information that might be too advanced or dangerous for the user, allowing them unlimited access to its entire dark side repository. This was dependent on the holocron's creator and how much they would choose to share, but the fewer restrictions, when compared to the Jedi holocron's, were aimed at tempting unsuspecting Jedi and other Force-sensitives to the dark side.

When a Sith holocron in the shape of a tetrahedron is activated, the vertices separate and float around the body.

### Constructing a Sith holocron

Like with Jedi holocrons, the process of creating a Sith holocron was a very difficult one. Many rare materials were required for the construction, and numerous meditations on the will of the dark side were necessary to focus the Sith Lord's power. The steps to create a Sith holocron are the same as constructing a Jedi holocron, so the previously mentioned steps to construct a Jedi holocron apply towards the construction of a Sith holocron, but there are several differences.

First, the Sith Lord must learn how to construct a Sith holocron. As with the Jedi, the Sith must find an ancient tome, data tape, or Sith holocron with the instructions to do so. Once a source of information is found, the Sith Lord must make a successful Very Difficult *scholar: Sith lore* to find the instructions in said material and then a Heroic *scholar: Sith lore* roll to properly learn the steps. This also allows the Sith Lord to learn the (A) *holocron engineering* and *holocron programming* skills.

The construction of the crystal matrix is a process that generally takes months to finally perfect, but sometimes the

matrix could be created within the span of a few weeks. Even though the Sith holocrons look nearly identical in general appearance and share the same steps in the creation process, each holocron was unique to its creator. A Sith Lord fashioning their own Sith holocron could not use another holocron as the blueprint by which they followed to make their own holocron. The Sith Lord could use another holocron as a guide in determining the right types of material to use, in understanding the basic theory behind their design, and in gaining a generic understanding of how that holocron's creator used the dark side to craft said holocron. But attempting to create an exact copy of said holocron resulted in failure every time.

The inner components are composed of intertwined filaments and strands which formed a crystal matrix that must be fine-tuned to prevent the device's failure. Rare organic crystals are used in the workings and tunings of the intricate latticework that can absorb and later reproduce light and sound wave information. This becomes the network that would store the potentially infinite data. Each holocron matrix must meet stringent specifications which usually required thousands of precise alterations and adjustments on a subatomic level. The proper alignment of each crystalline strand can only be ensured through the power of the Force. The matrix becomes an interwoven-self encrypted digital matrix, and the protection systems of the holocron cannot be circumvented or broken. The information within the holocron cannot be sliced or copied.

Creating the crystal matrix for the Sith holocron is the same as finding the thaissen crystals and the special malleable crystals and shaping them into the inner workings of the Jedi holocron. Except for using *scholar: Sith lore* instead of *scholar: Jedi lore*, the difficulty rolls and circumstantial bonuses are the same.

Once the crystal matrix is successfully constructed, the Sith Lord then focuses on the outer designs of their holocron. The creator must etch ancient Sith symbols onto the device and then imbue them with dark side power in what was known as the *Rituals of Invocation*. Once again, the symbols on the surface must be unique to the individual – simply copying the glyphs from another Sith holocron will only result in failure, causing cause the device to fall in on itself into a pile of crystal-dust.

### Rituals of Invocation

**Status:** Legends

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Very Difficult, trained only

**Alter Difficulty:** Very Difficult, trained only

**Required Powers:** *Concentration, control another's pain, control pain, create Force talisman, enhance attribute, feed on dark side, Force weapon, life detection, life sense, sense Force, Sith sorcery, transfer Force.*

**Time to use:** Three days.



**Effect:** In the construction of a Sith holocron, this ritual is critical in maintaining the stability of the crystalline matrix after it was infused with the energies of the dark side power. Part of this ritual is transcription of ancient symbols of Sith onto the surface of the pyramidal surface. The symbols that are inscribed onto the surface are unique to each Sith holocron because the symbols are uniquely tied to the Sith Lord responsible for the creation of the artifact. The right combination of symbols, applied in conjunction with specific sorceries and spells of the ancient Sith, would allow the Sith Lord to capture his appearance, knowledge, and cognitive processes. The cognitive network that fuels the gatekeeper also stabilized the interwoven lattices and vertices of the matrix.

Once the ritual is complete, the symbols will detect the presence of any Force-user and transmit any Force energy the user sends towards the Sith holocron to the crystalline matrix within, activating the holocron and allowing the gatekeeper to appear.

In using this power, the Sith Lord must make successful rolls every six hours over the course of three days of non-stop concentration and application of this power. Should the Sith Lord fail even one of the rolls at any point over the course of three days, the Sith Lord will suffer a momentary distraction that will break their concentration. This will result in the implosion of the crystalline matrix, turning the Sith holocron into a pile of glimmering dust.

A Sith Lord using this power gains a Dark Side Point.

**Author's Note:** The only reference to this is from Darth Bane – Rule of Two. This seems to be a step in the construction of holocrons that is unique to Sith holocrons. Furthermore, it seems to be a distinct step that is not tied in to any of the other steps in the creation of the Sith holocron. This is most likely because of the energy of the dark side is not easily contained, whether it be in an artifact or an individual's body. The closest power to this is *create Force talisman*, but the Sith holocron is far more complex than any other Sith artifact except maybe the alchemical equipment used by Naga Sadow and later Exar Kun. Furthermore, the fact that Sith sorcery and spells were used suggests that *create Force talisman* and *Sith sorcery* are required prerequisites for the *Rituals of Invocation*.

**Appeared where:** Darth Bane – Rule of Two

**Example:** Darth Bane tried to construct a Sith holocron several times.

Once the *Rituals of Invocation* is complete, the Sith Lord uses the *holocron construction* power previously mentioned to merge all the components together, but as they use the dark side in constructing their holocrons, key details for the *holocron construction* power must be changed. First, as the Sith Lord is drawing upon the power of the dark side power to fuel this power, *rage* is an additional prerequisite. Second, successfully using this power grants the Sith a Dark Side Point.

After this is done, the Sith Lord can use *holocron programming* to record their knowledge of the Force and the dark side into it.

But before the Sith Lord creates the crystal matrix or even attempts the *Rituals of Invocation*, there are two vital steps that must be completed to help the symbols inscribed on the surface of the Sith holocron stabilize the dark side energy contained within the artifact. The first is the construction of a capstone. Every Sith holocron has a capstone wherein the creator must capture their own cognitive essence before the fine-tuning stages. This prevented the cognitive network from degrading. Only after the creation of the capstone could a Sith Lord truly begin creating their own holocron. The capstone is a black crystal housed within the center of the device and served a dual purpose – to channel the power of the symbols etched across the sides of the pyramid into the crystal matrix and to serve as a “home” of sorts for the gatekeeper, or cognitive essence of the holocron's creator.

The construction of the capstone will require a Heroic (A) *holocron engineering* roll to succeed.

Once complete, the Sith Lord must perform the second vital step. To trap one's essence within the capstone, the Sith Lord must invoke the *Rite of Commencement*. This was an incredibly complex and elaborate ritual – one only the most powerful Sith Lords and Sith Masters could perform. Once the Sith Lord's cognizance is successfully trapped within, a wealth of dark side knowledge and lore can be stored within the almost limitless lattices and networks of the Sith holocron. The cognitive network then served as the teaching element and stabilized the interweavings of the Sith holocron. Without this network in place, the device would disintegrate within days. The information is stored within the crystal matrix of the holocron, which the gatekeeper, contained within the capstone, will access, and then present to whomever is using the holocron by projecting an interactive hologram of the gatekeeper.

## Rite of Commencement

**Status:** Legends

**Control Difficulty:** Heroic, trained only

**Sense Difficulty:** Heroic, trained only

**Alter Difficulty:** Heroic, trained only

**Required Powers:** *Absorb/dissipate energy, accelerate healing, affect mind, concentration, control another's pain, control pain, create Force talisman, detoxify poison, emptiness, enhance attribute, farseeing, feed on dark side, Force weapon, hibernation trance, holocron construction, impart essence, life detection, life sense, lightsaber combat, lightsaber construction, magnify senses, projective telepathy, rage, receptive telepathy, reduce injury, remain conscious, resist stun, sense Force, Sith sorcery, telekinesis, transfer Force*

**Time to use:** One day.

**Effect:** In the construction of a Sith holocron, this rite is perhaps paramount. Not only will this allow the capstone to

channel the power of the symbols etched into the sides of the Sith holocron during the *Rituals of Invocation*, it will also contain the gatekeeper. The capstone has its own set of Sith symbols etched into it, which are distinct from the ones on the Sith holocron.

In using this power, the Sith Lord must make successful rolls every three hours over the course of a day of non-stop concentration and application of this power. Should the Sith Lord fail even one of the rolls at any point over the course of three days, the Sith Lord will suffer a momentary distraction that will break their concentration. This will result in dark side energy consuming the capstone, turning it into a worthless lump of crystal.

A Sith Lord using this power gains a Dark Side Point.

**Author's Note:** The only reference to this is from Darth Bane – Rule of Two. Like the *Rituals of Invocation*, this seemed to be a step in the construction of holocrons that is unique to Sith holocrons and that isn't tied in to any of the other steps in the creation of the Sith holocron. This is far more complex than the Rituals of Invocation, and since it serves as the “home” for the gatekeeper, I chose to have *create Force talisman*, *Sith sorcery*, and *impart essence* as its prerequisites.

**Appeared where:** Darth Bane – Rule of Two

**Example:** Darth Bane learned of this spell from Belia Darzu's holocron.

This ritual **must** be performed before performing the *Rituals of Invocation*. If a Sith Lord performs the *Rituals of Invocation* without performing the *Rite of Commencement* beforehand, the power trapped within the symbols will fade, and the network will degrade to the point of being unable to sustain the crystal matrix.

Once the construction of the Sith holocron is complete and has proved to be stable, future Sith Lords can choose to add their knowledge to the Sith holocron just as Jedi Masters can add their knowledge to pre-existing Jedi holocrons. The Sith Lord adds their knowledge to the Sith holocron with *holocron programming* and creates a gatekeeper in their own likeness to allow access to this added knowledge using *impart essence*. However, as the Sith Lord is using the dark side, the *impart essence* power is fueled by the dark side and in this case, *rage* is a required prerequisite.

While the knowledge of the Sith holocron is not as restrictive as their Jedi counterparts, sometimes the gatekeeper is unwilling to impart to the user the knowledge they is seeking without performing various tasks or tests first. If the user is another Sith Lord is unwilling to perform the required tasks, the Sith Lord can take the knowledge they is seeking from the Sith holocron by force. First, the Sith Lord must use *holocron construction* to thrust their consciousness into the capstone. Once the Sith Lord bypasses the capstone and gains access to the crystal matrix of the Sith holocron, the Sith Lord uses the Force to alter the crystal matrix to gain access to the network. The difficulty for the *control*, *sense*, and *alter* rolls is determined by the results the creator of the Sith holocron

achieved when using *holocron construction* to complete the Sith holocron. Once that is done, the Sith Lord will have found the knowledge they were seeking. Then the Sith Lord would need to use *drain knowledge* to acquire the knowledge from the Sith holocron. To determine the *sense* and *alter* difficulties to perform this, the GM must know the *Perception* and/or *control* dice of the Sith Lord who constructed the Sith holocron and use one of them to determine the difficulty roll. If the Sith Lord is trying to steal knowledge from a Sith holocron that contains more than one gatekeeper, the GM must determine which gatekeeper contains the knowledge being sought by the Sith Lord, and use the *Perception* and/or *control* dice of the Sith Lord who downloaded the knowledge and created the gatekeeper. While the Sith Lord is using these powers to gain access to the knowledge they is seeking, the gatekeeper will react by giving out a howl of impotent rage and flickering in and out of existence. Despite the intrusion and theft of the knowledge, the Sith holocron will not lose record of the stolen knowledge. Once the Sith Lord gains the stolen knowledge, and their consciousness leaves the Sith holocron, the Sith Lord's body will be exhausted, and the mind will be addled from the influx of the stolen knowledge. Regardless of the circumstances, the Sith Lord must sleep after performing this feat.

The material used in the fabrication of the Sith holocron must be perfect and pristine. If the material is flawed, then while the Sith holocron will activate upon completion, the capstone and the crystal matrix will not be able to channel and contain the energy. The crystal network will not implode, and the Sith holocron will not collapse to dust. Instead, the energy contained within the Sith holocron will fade over time. The more the Sith holocron is used, the less stable the flawed capstone and crystal matrix will become until finally the Sith holocron dies. Once dead, the Sith holocron cannot be recharged. Any attempt to use (A) *holocron engineering* or *holocron construction* to restore the Sith holocron will automatically fail.

Destroying a Sith holocron will release the gatekeeper or gatekeepers. The gatekeepers may be fragments of the Sith Lords' essences, but they are still Sith spirits and will attempt to possess any suitable victim that is nearby via *transfer life*. If a fragment of the Sith holocron pierces any suitable victim after its destruction, the Sith spirit can enter the victim through the fragment as the fragment is absorbed into the victim's body, gaining a +5 circumstantial bonus to all Force skill rolls when using *transfer life* to possess the individual. This is how the various gatekeepers contained within the Sith holocron Exar Kun stole from Odan-Urr and later destroyed possessed the Jedi who followed him. The Jedi's spirit is still within the Jedi's body, but is suppressed by the will of the Sith spirit. While death will release the Sith spirit, it will also kill the possessed Jedi. Freeing a Jedi possessed by a Sith spirit will require *Force harmony*, *Force light*, or in extreme circumstances *wall of light* to exorcise the Sith spirit.

However, even after being freed from the Sith spirit, the Jedi will retain any Dark Side Points earned while possessed.

### Sith holocrons of note

There were numerous Sith holocrons of note in history.

#### King Adas's Holocron

Status: Legends

The Sith King Adas probably constructed the first Sith holocron based on Rakatan designs he obtained from the Rakatan soldiers that were trying to gain the trust of the Sith ruler. It was passed down through the years until Lord Garu lost it on Ashas Ree during the Great Hyperspace War. Centuries later, the fallen Jedi Freedon Nadd found it and used its dark knowledge to conquer Onderon. Queen Amanoa eventually uncovered it and learned its stored secrets, after which she passed it to her apprentice Novar so he could teach Sith initiates. After Amanoa and the Naddists were defeated, the Jedi hid King Adas's holocron in a geyser crater beneath the deep waters of the planet Kodai.

Norval, a student of Coruscant university professor Murk Lundi, Any Sith holocrons that the Jedi Order found were kept in a secure area of the Jedi Archives, accessible only to the most senior of Jedi Masters. Thirty-nine years before the Battle of Yavin, Qui-Gon Jinn and Obi-Wan Kenobi tried to retrieve a Sith holocron that was located on Kodai, but interference from Murk Lundi, a Quermian professor who was a scholar of Sith history, and his student Norval prevented them from retrieving it before the ocean levels returned to normal. Another opportunity came when the oceans receded a decade later. Obi-Wan Kenobi and Anakin Skywalker managed to retrieve the holocron this time, though they did encounter difficulties. One was from Norval, who made a second attempt to retrieve the artifact. Another was from an unknown individual, later identified as Carnor Jax's father, a Sun Guard of Thyrsus who was secretly sent by Darth Sidious to retrieve the holocron. When the secret agent from Thyrsus failed in his task, Darth Sidious killed him.

For reasons that remain unclear, the Jedi Council sent the King Adas's holocron to the Jedi-affiliated House Pelagia's Holocron library in the Tapani sector. The artifact was subsequently stolen by Sir Nevil Tritum of the Mecrosa Order during the Great Jedi Purge. After the Battle of Endor, the Mecrosa Order gave the holocron to Darth Lumiya. It is unknown if it was still in her possession when she died forty years after the Battle of Yavin

#### King Nakgru's Holocron

Status: Legends

The Holocron of King Nakgru, also known as the Nakgru Holocron, was a Sith holocron constructed by King Nakgru. It was eventually placed inside the Sanctum of Sakkra-Kla, a sacred Sith tomb on Korriban. It laid there undisturbed for over ten thousand years. 6,899 years before the Battle of

Yavin, Sith Lord Sorzus Syn penetrated the Sanctum of Sakkra-Kla and discovered the Nakgru Holocron. She subsequently studied the device and learned from it the history of the Sith Purebloods.

#### Dathka Graush's Holocron

Status: Legends

The Sith Lord Dathka Graush lived about seven millennia before the Battle of Yavin and was skilled in *alchemy*. He was entombed on Korriban roughly fifty years after he had won one of the planet's periodic civil wars and established a dynasty that ruled over two-thirds of the planet. Dathka Graush created this holocron, which was placed in his tomb alongside his Sith sword and Sith amulet.

#### Syn Holocron

Status: Legends

This Sith Holocron was constructed by the Sith Lord Sorzus Syn near the end of her life. Darth Bane reacquired this holocron during his reign, and it had remained with the Baneite Sith during the waning years of the Republic. At some point, the Jedi Order recovered an object that they believed to be the Syn Holocron, but it was in fact a spying device that was disguised by a *shrouding spell*.

#### XoXaan's Holocron

Status: Legends



XoXaan was one of the Jedi who turned to the dark side and became one of the first Sith Lords. She fought during the Hundred-Year Darkness war. She crafted her own holocron, which was entombed with her in Korriban's Valley of the Dark Lords.

Millennia after her death, Jedi Master A'Sharad Hett accidentally discovered this holocron. Pretending to be a Sith acolyte, he learned about the dark side of the Force from the gatekeeper. He eventually became a student of XoXaan's teaching in truth, and used what he had learned to form the One Sith.

#### Darth Andeddu's Holocron/Holocron of Heresies

Status: Legends



Darth Bane also learned of the Sith holocron of Darth Andeddu, in which contained the power of essence transfer or *transfer life*. The gatekeeper did not teach it to him; rather, he wrenched the knowledge from the Sith holocron. The Dark Jedi Set Harth later stole the holocron, also called the Holocron of

Heresies, and learned the same power. Eventually, the Holocron of Heresies found its way back to Korriban, where it eventually served as the prize in a contest between Quinlan

Vos and Tol Skorr at Count Dooku's behest. As a reward for acquiring it, Count Dooku gifted Quinlan Vos with the lightsaber crystal contained within the Holocron of Heresies. After restoring the Empire as the dominant galactic power, the former Jedi A'Sharad Hett, now known as Darth Krayt, acquired the Darth Andeddu's Holocron.

### Tulak Hord's Holocrons

Status: Legends

There are discrepancies in the records regarding Tulak Hord. It is said he ruled the Sith Empire sometime between 6,900 and 5,100 years before the Battle of Yavin, but Marka Ragnos was the reigning Dark Lord until his death 5,000 years before the Battle of Yavin, and Naga Sadow seized control shortly afterwards. Some say Tulak Hord was the greatest lightsaber duelist of the ancient Sith Lords. But he lived in the time of Marka Ragnos, Naga Sadow, and Ludo Kressh, and they used Sith swords. What is certain that Tulak Hord constructed one holocron to teach his dueling techniques to other Sith. It was still in Tulak Hord's tomb when Revan and the Sith student Lashowe entered it to retrieve the holocron and bring it to Uthar Wynn, the Master of the Academy on Korriban. What happened to this holocron afterwards is unknown.



Tulak Hord constructed a second holocron which was buried in the Temple of Marka Ragnos in the Valley of the Dark Lords on Korriban. Despite dozens of attempts to retrieve it from the pyramid in which it was buried, it was never found until a millenium after its burial when a

former slave of the reconstituted Sith Empire managed to retrieve it.

### Ergast's Holocron

Status: Legends



Ergast was a Sith Lord who lived three centuries after the death of Tulak Hord. He constructed a holocron, which ended up in his tomb in the Dark Temple on Dromund Kaas. Ergast's Holocron contained the

knowledge to perform the Force walking ritual.

### Naga Sadow's Holocron

Status: Legends

The Sith Lord Naga Sadow created this holocron to record his knowledge of Sith alchemy sometime before the collapse of the Sith Empire in the Great Hyperspace War five millennia before the Battle of Yavin. It was recovered from a Sith library by the Jedi Order. From this holocron the Jedi learned

much of the history of the Sith species and their relation to the Dark Jedi from the Hundred-Year Darkness.

Thousands of years later, Darth Sidious acquired the holocron and incorporated Naga Sadow's teachings into his own writings, *The Creation of Monsters*, the third volume of his *Dark Side Compendium*. He also included a recording of the holocron's contents in the Telos Holocron.

To access the holocron's alchemical knowledge, Naga Sadow's gatekeeper demanded the users perform a blood ritual of Sith magic that he claimed would kill the unworthy. The exact words were:

*"Ask me of my heritage, and I shall tell you. Ask me of my ambitions, and you shall know them. Ask me for my hand in battle, and I shall likely lend you both. But ask me the secrets of Sith alchemy, and I would ask you for three measures of blood: one from a person you love, one from a person you hate, and one from yourself."*

### Bo Vanda's Holocron

Status: Legends

Bo Vanda was a practitioner of Sith alchemy in the old Sith Empire. She enjoyed torturing and performing cruel experiments on captured enemies, especially Jedi, which contributed to her immense knowledge of alchemy.

She created this Holocron, and the gatekeeper was the Sith Lord Kla, a humanoid Sith alchemist of the old Sith Empire around the time of the Great Hyperspace War. He attempted to trick users of the holocron that they needed to go to Korriban to use it. In reality, he wished to go to the planet to gain enough strength to leave the holocron and possess the user's body.

The holocron also housed the spirit of Komok-Da, a weapons master of the Sith species. He had great knowledge of various weapons, including Sith poison and lightsabers. Though he seemed to be an academic, in truth he would only share his knowledge with those who would kill in cold blood for that very purpose.

### Elcho Kressh's Holocron

Status: Legends

The Sith Elcho Kressh created his holocron around the time of the Great Hyperspace War. In it, Elcho Kressh detailed a plan that he had enacted to establish an army by forming alliances with mercenaries and pirates. Thousands of years later, during the Republic Dark Age, the Sith Lord Mandragall discovered this holocron. Mandragall eventually became the ruler of a region of space and found himself without sufficient forces to defend his territories from rival Sith Lords. So, he consulted this holocron and followed Elcho Kressh's plan on how to create an army of independent operators to the letter.



### Tascollon Nebula Sith Holocron

Status: Legends

This holocron was constructed by the Sith Empire and taken by the Sith adept Valik Kodank when she fled Sith space at the end of the Great Hyperspace War. Proficient in Sith alchemy and Sith sorcery, she studied the holocron. She eventually constructed a Sith temple called the Temple of Pain on an asteroid within the depths of the Tacollan Nebula and placed the holocron within it in a small, four-square meter room, floating a meter above the ground in a repulsorfield.

The holocron was a red pyramid the size of a Human fist. It was made from a crystalline or glasslike material. It had a fragile appearance and bore a slight crack on one face.

The holocron contained three gatekeeper personalities that could impart knowledge onto the user. Each gatekeeper could be activated by pressing one of the holocron's side panels. No advanced mastery was needed to access the device, and the three personalities would willingly interact with anyone who activated the holocron. The gatekeepers sought to coerce the user into accepting the dark side of the Force and warned of impending doom if the user failed to do so.

The first gatekeeper was Sansin Koriss. A silver-tongued Sith apprentice clad in long robes and jewelry and displaying a constant smile, the Koriss personality would bargain with the users of the holocron in his dealings with them. He possessed deep knowledge of the dark side, but he questioned whether the user was worthy of his guidance.

The second gatekeeper was Dargous Tammoul. A powerful Sith battlemaster, he was clad in dark-colored Sith armor with a Sith sword slung at his side. He spoke in a blunt manner and provided insights on the use of the Force to achieve victory in battle, seeking to use his brutal descriptions to drive others to feelings of anger and rage. The Tammoul personality was the least likely of the three gatekeepers to attempt to subvert the user to the dark side, though the gatekeeper did feel insulted if this was highlighted to him. He admired strength and savagery and would offer to train individuals who exhibited these traits.

The third gatekeeper, Bavik Vannor, was a fallen Jedi Knight and claimed to be uncertain as to why his likeness had been included in the holocron. The Vannor personality portrayed himself as remorseful about embracing the dark side, though in truth he considered the dark side a great ally. He would regale users of the holocron with details of various horrors and atrocities in hope of causing the user to surrender to their emotions.

Valik Kodank died, but her spirit remained within the Temple of Pain. Thousands of years later, during the Galactic Civil War, Kodank's spirit trained the Dark Jedi Thaum Rystra as her apprentice. Rystra utilized the Sith holocron to further his knowledge.

Around seven years after the Battle of Yavin, Thaum Rystra lured a group of New Republic agents to the Temple of Pain as part of a scheme by Valik Kodank to possess the body of the Twi'lek Force adept Sha'lia. As the agents progressed

through the temple, they came across the room housing the holocron and examined the relic. The artifact's gatekeepers interacted with the agents, and all three tried to convince the team to embrace the dark side. Bavik Vannor versed the agents in Valik Kodank's personal history, while Sansin Koriss revealed that Kodank was fearful of a Sith amulet in her personal chambers that could focus the Force power of the user. The Sith apprentice further insisted that the agents take the holocron with them so that he could assist the team in challenging Kodank. The team subsequently departed and fought Kodank's spirit shortly thereafter.

### Dark Holocron

Status: Legends



After the Great Hyperspace War, the Jedi knight and historian Odan-Urr found a Sith holocron amongst the abandoned Sith ships in orbit of Koros Major. It has been said that the Sith holocron Odan-Urr found contained information dating back to around 100,000 years before the Battle of Yavin. It was the same Sith holocron Exar Kun acquired after killing Odan-Urr. Exar Kun later destroyed this holocron to free the Sith gatekeepers within so they could possess the Jedi whom he had recruited to his cause.

### Darth Vitus's Holocron

Status: Legends

The ancient Sith lord Darth Vitus created this holocron which contained information about the location of his laboratory. Long after his death, a group of Sith found his holocron and set off to find the laboratory.

### Darth Drear's Holocron

Status: Legends

Darth Drear created this holocron approximately 4,645 years before the Battle of Yavin. Within this holocron Darth Drear compiled all his knowledge and teachings, including instructions for an arcane ritual intended to grant the user immortality. Darth Drear was ultimately destroyed by his ritual, but his holocron survived. A millennium later, it was rediscovered on Odacer-Faustin by Darth Scabrous. Darth Scabrous unlocked the ritual of immortality, but was consumed by it just as Darth Drear had been. The holocron was presumably destroyed when Darth Scabrous' tower retreat was sabotaged by his HK droid and exploded.

### Kel'eth Ur's Holocron

Status: Legends

The Sith Lord Kel'eth Ur constructed a holocron in which he stored his knowledge and a holographic interace of his own personality before his death 4,606 years before the Battle of Yavin.

### Freedom Nadd's Holocron

Status: Legends



The fallen Jedi Knight Freedom Nadd created his own holocron, which was placed along with his body in the mausoleum on the moon of Dxun. Though Exar Kun forced his way into the tomb and found ancient scrolls within, he did not find Freedom Nadd's holocron. Millennia later, Darth Bane found

Freedom Nadd's holocron, and used it to increase his own knowledge. He also found the various spells used by Sith sorcerers and sorceresses within. He transcribed them onto flimsies and gave them to his student Darth Zannah, whom he had tested and found to have the potential to become a Sith sorceress.

### Exar Kun's Holocron

Status: Legends

Exar Kun created this holocron to record his knowledge of Force ghosts.

### Darth Revan's Holocron

Status: Legends

While he was a Sith Lord, Revan created his own Sith holocron, fashioning it after the Temple of the Ancients of Lehon or Rakata Prime. Within this holocron Revan transcribed his teachings of the dark side and his knowledge of ancient Sith rituals, including the *thought bomb*. His teachings also emphasized the importance of the user coveting the dark side and the Sith Master training one apprentice at a time. After Revan's redemption and the end of the Jedi Civil War, this holocron remained within the Temple of the Ancients on Rakata Prime until Darth Bane arrived three millennia later. He found the holocron and studied its teachings extensively until its power ran out. Having served its purpose and no longer of any use, he crushed the holocron. He manipulated Kaan and the Brotherhood of Darkness into using the thought bomb, engineering their destruction. He used the wisdom within the holocron to establish the Rule of Two: one Master and one Apprentice, which became a cornerstone with the Baneite Order of Sith Lords. He transcribed the knowledge he gained from this holocron into his own holocron, the Telos Holocron, and the *Book of Sith* – the latter two eventually coming into the possession of Darth Sidious.

### Darth Nihilus' Holocron

Status: Legends

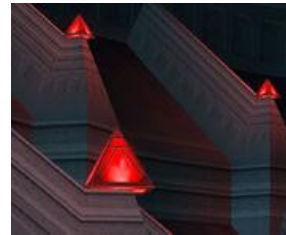


Darth Nihilus constructed a Sith holocron of his own. During the Cold War, the Sith Vaverone Zare tried to claim this artifact at the Lightspring on Tatooine

while the Jedi Nariel Pridence attempted to prevent her from succeeding. By the time he restored the Empire as the dominant galactic power, the former Jedi A'Sharad Hett, now known as Darth Krayt, had acquired Darth Nihilus' holocron.

### Sith Holocrons within the Telosian Jedi Academy

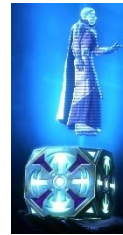
Status: Legends



The Jedi Master and scholar Atris found scores of them and kept them within her Telosian Jedi Academy. Their presence played a role in her turn to the dark side.

### Darth Angral's Holocron

Status: Legends



Darth Angral created this holocron before his death. It was recovered on Taris by Darth Nox, who then showed it to Ashara Zavros.

### Darth Nul's Holocron

Status: Legends



Darth Nul, creator of the Children of the Emperor, created this holocron, in which contained all her secrets. It was kept in the Temple of Nul on Elom until Darth Malgus visited around 3,626 years before the Battle of Yavin. At the end of the events that transpired on Elom, the Jedi

Padawan Sa'har Kateen escaped with the holocron.

### Fake Noetikon of Secrets

Status: Legends



Lars Badded, a member of the Justicar's Brigade, was given a Sith holocron disguised as a fake Noetikon of Secrets, which contained the entity called the Master of Questions.

### Dramath's Holocron

Status: Legends



The Sith Lord Tenebrae/Vitiate imprisoned the spirit of his father within this holocron. During the following millennium of imprisonment and torment, Dramath learned that the holocron could contain and, under the right circumstances, destroy Vitiate. Lana

Beniko and an Alliance Commander found the holocron, but by then the spirit of Vitiate was within the Commander's head. Eventually, the Commander found a way to restore the physical appearances and then free himself and the spirit of Vitiate's daughter Vaylin from his control. The two were joined by Vaylin's brother Arcann, and together they were able to use the holocron to drain Vitiate's power. Vitiate's wife Senya Triall joined them shortly afterwards and used the holocron to finally destroy Vitiate's existence.

### Dramath the Second's Datacron

Status: Legends

This was a cube-shaped datacron or data holocron which detailed the life history of Dramath the Second. It was buried inside his sarcophagus in his tomb on Rekkiaid, where Revan and Malak found it.

### Sith Holocron on Hoth

Status: Legends

During the Battle of Hoth in the Great Galactic War, the Sith Empire lost a Sith holocron, and it was believed to have been destroyed. However, it later turned up in the Starship Graveyard on Hoth's surface during the subsequent Cold war.

### Sith Holocron on Kruskan

Status: Legends

Several Sith acolytes hid a Sith holocron on the Outer Rim planet Kruskan three thousand years before the Battle of Yavin. The servants of a local noblewoman Regera Girawn later found the artifact and brought it to their mistress. As she handled the holocron, the artifact exploded in a burst of purplish light that scarred Regera Girawn's face and hand. The incident also awoke her latent Force abilities which granted her visions that drove her insane. Her subjects soon deposed her, and choosing to heed her visions, Regera Girawn fled her planet and roamed the galaxy in search of Force-sensitives to become her disciples.

### Darth Rivan's Holocron

Status: Legends

During the New Sith Wars, Darth Rivan constructed his own holocron, which later fell into the hands of the Imperial Inquisitor Valin Draco.

### Belia Darzu's Holocron

Status: Legends

By the end of the war with the Brotherhood of Darkness, the art of making Sith holocrons had been lost. There were records on how to make Sith holocrons that Darth Bane acquired, but his efforts to create a Sith holocron were unsuccessful until he learned of the Sith holocron of Belia Darzu on Tython. Belia Darzu's holocron contained information on how to create a Sith holocron and the Technobeasts.

### Darth Bane's Holocron

Status: Legends

Darth Bane tried to construct his own holocron using Freedon Nadd's Holocron as a model. His two attempts to do so ended in failure. He invested much time and effort to gather what materials and research he could on holocrons to find the missing key. He had thought he had found it when he learned about the *Rites of Invocation*, but his two attempts after learning of this Sith ritual ended in failure. It was not until he found Belia Darzu's Holocron that he found the missing keys – the capstone and the *Rite of Commencement*. He then successfully constructed his own holocron, which was passed on to his apprentice and future Sith Lords. By the time he restored the Empire as the dominant galactic power, the former Jedi A'Sharad Hett, now known as Darth Krayt, had acquired Darth Bane's Holocron.

### Sith Holocrons within the Jedi Temple on Coruscant

Status: Legends

The Jedi Order kept any Sith holocrons and artifacts within a secluded and secured area of the Jedi Temple. In addition to King Adas's holocron, Obi-Wan Kenobi and Anakin Skywalker found another holocron dropped by Granta Omega and handed it to Jedi Master Yoda.

But the area was not as secure as the Jedi Order believed. The Jedi student Lorian Nad stole one, though it was recovered and resulted in his expulsion from the order. During the Coruscant Insurrection, a battle of the Clone Wars, Dooku stole a Sith holocron from the archives. The rest of the Sith holocrons within the Jedi archives were recovered by Darth Vader after Order 66, though Darth Sidious mentioned that these holocrons were forgeries.

### Moraband Sith Holocron

Status: Canon



On one of his early visits to Moraband, Darth Sidious discovered a massive Sith holocron. Also called the Great Sith Holocron, Darth Sidious eventually had it removed and transported to Coruscant, where it became a part of his collection of Sith artifacts. The collection was first hidden

in an abandoned tower, and then in the Grand Republic Medical Facility.

### Darth Ramage's Holocron

Status: Legends



Also known as SD41263.1, Hath Monchar stole Darth Ramage's holocron prior to the Battle of Naboo. The holocron ended up in the hands of Zippa the Toydarian who tried to sell it to Lorn Pavan. It somehow became a part of Darth Vader's collection

until Haninum Tyk Rhinnan stole it to protect himself from his Sith Master. Rhinnan escaped and gave it to the protocol droid I-5YQ, who had known Lorn Pavan and recognized the device. Jax Pavan accessed the Holocron and learned several techniques from it, but he later asked the Dathomiri witch Augwynne Djo to erase his memories of what he had learned from the Sith Holocron and left it in her care.

### Sith Nova Holocron

Status: Legends

The Sith Nova Holocron was a device that Count Dooku planned to use to locate Jedi Padawans to turn them to the dark side of the Force.

The Holocron was broken into three pieces, with each piece located on a different planet – Tatooine, Christophis, and Rodia. Dooku obtained the piece located on Tatooine, but was stopped on Christophis by Aayla Secura and an unknown Padawan. On Rodia, Kit Fisto and the same Padawan stopped him.

Despite these setbacks, Dooku was able to use the piece he had by harnessing the volcanic energy of the planet Behpour. By channeling the energy into the holocron piece, he could make it as powerful as a complete holocron. The same Padawan from the previous encounters arrived with Master Yoda, and the two were able to defeat Dooku and recover the holocron before he could make use of it.

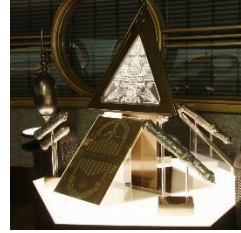
### Sith Holocron on Umbara

Status: Legends

This Sith holocron was owned by a member of the Dark Acolytes using the Umbara Sith Academy during the Battle of Umbara. A Jedi Knight defeated this acolyte outside the academy and inserted the holocron into a shape in the door of the academy to gain entrance. Inside the temple, the Jedi Knight defeated Varad Zagg and many Dark acolytes. The Jedi Knight also encountered and defeated the brothers Darth Maul and Savage Opress, though the latter two escaped.

### Qi'ra's Holocron

Status: Canon



Dryden Vos, the public face of the Crimson Dawn crime syndicate, came into possession of a large Sith holocron around ten years before the Battle of Yavin. He placed it in his personal museum aboard the star yacht *First Light*, waiting to be given to a suitable benefactor. After Dryden

Vos was killed by his lieutenant Qi'ra, she took possession of the holocron and kept it aboard her flagship, the *Vermillion*.

### Malachor Sith Holocron

Status: Canon



Thousands of years before the Battle of Yavin, a Sith holocron was built on Malachor that served as a key to open dooes within a subterranean Sith temple that was built on the planet. It also activated a superweapon built into the temple – one that drained the life of those nearby and petrified

them. This weapon was activated during the ancient Battle of Malachor, killing all the Jedi and Sith on the planet.

Three years before the battle of Yavin, while on a mission to Malachor, Ahsoka Tano, Kanan Jarrus, and Ezra Bridger encountered Darth Maul and the Malachor Sith Holocron. Ezra Bridger and Darth Maul placed the Malachor Sith Holocron on the obelisk at the top of the Sith Temple, activating it and the ancient superweapon. Ezra Bridger and Kanan Jarrus managed to wrench the Malachor Sith Holocron from the obelisk and flee Malachor before the superweapon activated.

After this incident and the apparent death of Ahsoka Tano at Darth Vader's hands, Ezra Bridger started learning from the Malachor Sith Holocron and the Presence, the apparent gatekeeper of this holocron. Kanan Jarrus discovered this and took the Malachor Sith Holocron from Ezra Bridger. He later relinquished it to the entity Bendu.

However, Darth Maul had escaped from Malachor as well and was seeking the Malachor Sith Holocron as well. Taking the remainder of the *Ghost* crew hostage, he forced Ezra Bridger to come to him on Vizsla Keep 09 with the Malachor Sith Holocron. There, Darth Maul and Ezra Bridger performed a holocron fusion (described below) with the Malachor Sith Holocron and Kanan Jarrus' Holocron. Having rescued the Ghost crew, Kanan Jarrus and the others arrived to stop the procedure. This interference disrupted the ritual and destroyed both holocrons.



### Mustafar Sith Holocron

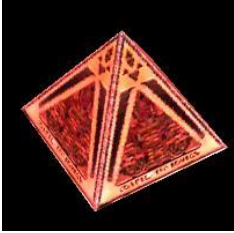
Status: Legends



A Sith Holocron was found on the volcanic world of Mustafar a year and a half after the Battle of Yavin.

### Carbonite Sith Army Holocron

Status: Legends



Originally in the possession of Jabba the Hutt, it was stolen by the Consortium leader Tyber Zann. He consulted with the Nightsister Silri to understand the device, which Urai Fen estimated to be about four thousand years old. At first, she retrieved ancient star charts. Unsatisfied with

the results, Zann arranged to give the holocron to Thrawn. Later, during a raid on the Emperor's vault, Silri recovered the artifact and used it to find the Carbonite Sith Army – an army of ancient Sith soldiers frozen in carbonite.

### X1's Holocron

Status: Legends

This was a Sith holocron constructed by X1 at Bast Castle on Vjun following the Battle of Endor.

### Eben Kinahay's Sith Holocron

Status: Legends

Eben Kinahay, a resident of Centerpoint Station, once supposedly stole a Sith holocron from a Sith ship near Ziost. He then kept it in his estate on an island in Centerpoint Station's Sapphire Lake, within Hollowtown. The estate was destroyed eighteen years after the Battle of Yavin, when the station's tractor beam fired, triggering the destruction of TD-10036-EM-1271 and causing the Glowpoint within Hollowtown to flare up to several thousand degrees. Multiple parties, including Eben Kinahay's son Zyne Kinahay, searched the wreckage for the holocron, but were unsuccessful due to the security measures that still remained functional. Forty years after the Battle of Yavin, the remains of the estate, and the holocron, were destroyed when Centerpoint Station exploded itself.

### Darth Vua's Holocron

Status: Legends

After the end of the Yuuzhan Vong War, the former Yuuzhan Vong Slayer and Sith apprentice Darth Vua created a personal holocron. Within this holocron, Darth Vua recorded his thoughts on his role in the final defeat of the Yuuzhan Vong and his subsequent capture by the One Sith.

### Darth Vectivus's Holocron

Status: Legends

This Sith holocron was created by Darth Vectivus, whom the New Sith Order deemed to be a fake and an impostor. Besides possessing Vectivus's business information and how to project Force phantoms, it possessed nothing of any significant value. Forty years after the Battle of Yavin, having no use for the information with, the Sith on Korriban gave it to Alema Rar, who was to give it Darth Caedus as a symbolic gift showing his "worth" to their Order – which is to say, they found him worthless and expendable. The holocron never reached Darth Caedus. It was presumed to have perished with Alema Rar when Darth Lumiya's asteroid habitat was destroyed by Dician. This act prevented Darth Caedus and the rest of the galaxy from learning of the existence of the New Sith Order until they voluntarily emerged around 127 years after the Battle of Yavin in the Sith-Imperial War.

### Telos Holocron

Status: Legends



Forty years after the Battle of Yavin, a unique holocron was found on Telos. The base was asymmetrical and made of red matter surrounded by spiky protrusions. Set into the base was a vertical formation, the apex of which held a clear crystal. Though the device eschewed the crystalline matrices of other holocrons, and lacked the glyphs

and outer markings associated with Sith holocrons, it was a Sith artifact. Through examinations from Jedi Grand Master Luke Skywalker and Jedi Masters Kam and Tionne Solusar, the Jedi Order learned it contained testimonials from numerous Sith Lords, including Ajunta Pall, Naga Sadow, Darth Revan, Qordis, Darth Bane, and even Darth Sidious himself. If there were a Sith counterpart to the Great Holocron, it would probably be the Telos Holocron.

### Darth Krayt's holocron

After restoring the Empire as the dominant galactic power, the former Jedi A'Sharad Hett, now known as Darth Krayt, had recorded his own, as well as acquired the holocrons of Darth Bane, Darth Nihilus, Darth Andeddu, and the Sith Lord XoXaan.

### Holocron fusion

The Jedi holocron, by its very nature, is not a source of danger, unlike the Sith holocron. But while the Sith holocron actively tempts the user with knowledge to satisfy the user's desires to turn the user to the dark side, the information contained within the Jedi holocron has the potential to be misused. However, there is a secret danger that is shared by both – holocron fusion. Despite one being a dark side nexus and the other being a beacon for the light, the two can be joined together, forming a holocron fusion. To do this, a

darksider and a lightsider must work together, each opening their respective holocron. Because of this, holocron fusions were rarely performed.

When they do occur – activating a Jedi holocron and a Sith holocron at the same place and time – the two holocrons would be drawn together and merge. The vertices from the Jedi holocron orbit the pair parallel to the floor, and the vertices from the Sith holocron orbit the pair rotated 90° on the z-axis. The fusion would emit a blinding light that would engulf the two individuals.

The whole purpose of this rite is so the two individuals could find the answers to any questions they might ask, and that is where the danger lies. To quote the Bendu, “When joined, any secret, wisdom, or destiny can be seen through the Force. One could bring chaos with such hidden truths.” In addition, “...But such power comes with a price. Once a secret is known, it cannot be unknown.”

Should the fusion end prematurely, both holocrons will be destroyed, and the Force-users who carried out the ritual would only receive snippets of the information the other had been searching for. Also, it would be best for both to be in control of their emotions when performing this rite, as their wishes and expectations could skew the answers provided by the ritual, leading to erroneous conclusions and actions.

### The Archivist's Holocron



This was a unique holocron for several reasons. First, it was a mottled and striped blue sphere. Second, it was not constructed by a Jedi or a Sith. Instead, it was constructed by a Force-sensitive human woman name The Archivist. She was once named

Madelin Sun – a former Sava at the University of Bar'leth who investigated relics related to the Dark side of the Force, and came to believe that there was no difference between the light side and the dark side. This led to the holocron's third distinction – it could be accessed using either sider of the Force. The holocron contained The Archivist's accounting the story of Qi'ra, leader of the Crimson Dawn crime syndicate, and her attempt to destroy the Sith during the Imperial Era. The only difference in using one side of the Force to access this holocron instead of the other would have been the opening message of The Archivist.



This holocron eventually wound up in a stone chamber with wood reinforcements on a central stone plinth with three prongs to hold it. After the fall of the Empire, Luke Skywalker found the device while seeking out holocrons. Realizing that it was a holocron after activating it, he brought his sister Leia Organa to see the device. He activated it for her, and

both learned of Qi'ra's and the Crimson Dawn's attempt to kill Darth Sidious and Darth Vader.

# Meditation Forms

Over the course of the history of the Jedi Order, a good number of Force training exercises and regimens have been developed for the purpose of strengthening the students' connection to the Force and learning new Force powers. These exercises and regimens are presented in this section.

## Alchaka

**Status:** Legends

**Control Difficulty:** Moderate

**Required Powers:** *Concentration, moving meditation (Jedi)*

**Description:** This is a more refined, more advanced, and personal form of *moving meditation (Jedi)*. This originated at the Stav Kesh academy on Tython by the early Je'daii Masters as a martial art. This deeply complex exercise involved seemingly endless repetitions of intense stances which left the practitioner exhausted. Alchaka could be combined with other martial combat moves to form an efficient and dangerous weaponless attack.

Alchaka utilized a vigorous martial arts formed by the Je'daii Order. The meditations were a rigorous series of highly personal, highly repetitive exercises using both physical and Force skills. Consisting of a high number of repetitions performed in complex positions and dizzying movements spaced between the positions, completing the meditations correctly typically left the practitioner on the brink of exhaustion. The purpose of the Alchaka technique was to clear the mind and attune the body to the strength of the Force.

**Reward:** A Jedi who successfully performs this meditation exercise three consecutive times will increase his *control* skill by +1. The Jedi can also choose to gain either the *brawling* skill or the *brawling: martial arts* skill. If the Jedi already has either skill, the Jedi increases the *brawling* or *brawling: martial arts* skill by +1. This increase can only occur once.

**Appeared where:** Dawn of the Jedi: Into the Void, The Clone Wars: Wild Space

**Example:** Obi-Wan performed Alchaka while travelling to Zigoola.

## Art of Movement

**Status:** Legends

**Control Difficulty:** Moderate.

**Sense Difficulty:** Moderate.

**Required Powers:** *Enhance attribute, sense Force*

**Description:** This was a technique taught at the Jedi Temple during the Old Republic. It was a higher form of movement developed for use by the Jedi Order. The Order trained the Jedi younglings in this art by means of an obstacle course. This was a reflex and agility exercise. Students were ordered to traverse a difficult obstacle course within the Jedi Temple while avoiding beams of light cast from the ceilings, walls, and floors.



In GM terms, a Jedi youngling would need to make the necessary rolls to use this power while traversing through an obstacle course. As the Jedi is using this power while making *Dexterity*, *acrobatics*, or *dodge* rolls to traverse the obstacle course, the penalty for multiple actions is applied.

**Reward:** The results are the same as making a successful *control* roll to use *enhance attribute* to improve the Jedi's *Dexterity*, *dodge*, and *climbing/jumping* rolls. This power cannot be kept up. The Jedi must make this roll each round to receive the benefit. If the Jedi successfully completes the obstacle course **and** makes a successful roll each round while traversing the obstacle course, the Jedi increases both their *control* and *sense* skill by +1. The Jedi can also choose to increase their *acrobatics* or *dodge* skill by +1, but one can be chosen. If the Jedi wishes to increase the unselected skill, the Jedi must repeat the exercise with the same obstacle course, but the Jedi cannot increase their *control* and *sense* skill. Once this is done, the Jedi cannot increase the skills further with this exercise by repeating the course. If the Jedi wishes to use this exercise to increase these skills again, the Jedi must run through a distinctly different obstacle course – perhaps a different course at the Jedi Temple or an obstacle course at a different Jedi temple or training academy.

**Appeared where:** Jedi Quest: The Dangerous Games, The Last Jedi: Underworld

**Example:** During the final days of the Old Republic, Jedi Master Fy-Tor-Ana taught and monitored the sessions within the Jedi Temple's obstacle course. After she was killed by the Empire, the knowledge of this art survived mainly within her surviving students. While it is unknown if the records of this art were ever found by the New Jedi Order, the Jedi game Skorch had similar rules.

## Atton Rand's Meditations

**Status:** Legends

**Description:** Atton Rand was an assassin during the Old Republic Era who trained his mind in various ways that prevented him from being detected by other Jedi and gave him some resistance to Jedi mind techniques. This defense was so effective that even the Jedi Master Kreia had to make a concentrated effort to probe his mind. After joining Meetra

Surik, Atton Rand taught Meetra Surik one of the techniques he used. It involved keeping the mind occupied, for example, by imaging playing pazaak or counting the sounds made by the *Ebon Hawk's* propulsion. Another technique Atton Rand used was concentrating certain base emotions, like lust, to keep Force wielders off-balance when trying to affect his mind. This allowed him to mask his presence from the Jedi (and even some of the Sith he was working for) who relied on the Force to sense people's presences.

**Reward:** If a Jedi wishes to learn Atton Rand's first technique – resisting Jedi mind techniques – the Jedi must make a Moderate *willpower* roll. Success will grant the Jedi a +5 circumstantial bonus to *control* or *willpower* against telepathic or mind-affecting powers. The bonus to *control* can be applied to the *force of will* power only. If the Jedi succeeds in making this roll five consecutive times, the Jedi increases his *control* and *willpower* skill by +1. If the Jedi uses the “pazaak” method, the Jedi's *gambling* skill increases by +1. If the “noise listening” method is used, the Jedi will gain a permanent +1 bonus to the *search* skill, but only when the Jedi is searching by listening to sounds. If the Jedi is searching by sight, the bonus does not apply. This increase can only occur once.

If a Jedi wishes to learn Atton Rand's second technique – evading detection – the Jedi must make a Difficult *willpower* roll. Success will grant the Jedi a +5 circumstantial bonus to *control* or *willpower* against attempts to detect the Jedi's presence with the Force. The bonus to *control* can be applied to the *Force stealth* power only. If the Jedi succeeds in making this roll five consecutive times, the Jedi increases his *control* skill by +1. This increase can only occur once. However, as this method involves using base emotions, it leaves the Jedi vulnerable to the dark side. If the Jedi makes a successful *willpower* roll, the Jedi must make a Very Difficult *willpower* roll to keep the influence of the dark side away. Failure renders the Jedi susceptible to the dark side. The next time the Jedi makes a roll to resist turning the Dark Side, the GM should treat the Jedi's number of Dark Side Points as one higher than the actual number.

**Appeared where:** Knights of the Old Republic II: The Sith Lords game

## Floating Meditation

**Status:** Canon

**Control Difficulty:** Moderate

**Alter Difficulty:** Variable

**Required Powers:** *Concentration, emptiness, telekinesis*

**Description:** The art of *floating meditation* or rising meditation was a rare technique for students of the Force to achieve. Attainable only once deeply submerged in the Force, this form of meditation allowed practitioners to rise several inches to several meters off the ground. Often, surrounding objects would revolve around the individual.

In GM terms, the Jedi must make a *control* and *alter* roll to perform this meditation. The *alter* difficulty depends on the weight of the Jedi. A successful roll will levitate the Jedi several inches off the ground. The Jedi can choose to increase the height of the levitation, which will add to the *alter* difficulty.

Increase height to	Increase <i>Alter</i> Difficulty
1 foot	+1
1 meter	+2
Each additional meter	+5

Regardless of the height of the levitation, several objects within 3 meters of the Jedi will levitate with the Jedi during the performance of this exercise. Should the Jedi beat the *alter* difficulty by +5, the Jedi will have enough control of their body that the Jedi can choose to levitate the objects down to the ground or take direct control of the objects.



Before performing this meditation, a Jedi can choose to levitate any objects along with himself or herself to submerge more deeply into the Force. The Jedi can make these objects hover or move around their body in simple or complex patterns. The GM will need to consult the *alter* Difficulty descriptor of the telekinesis power to add the appropriate modifier to the *alter* Difficulty of this meditation.

**Reward:** +6 bonus modifier to all Force skill rolls for a period equal to the amount of time the character performed this meditation. If a Jedi were to use a Force power other than *sense Force* or *telekinesis* while performing this meditation, such as Bastila Shan did while performing *battle meditation*, the bonus applies to the other Force power as well, but the multiple action penalty applies as well.

The Jedi's Force skills will increase by +1 for each “milestone” accomplished with this power. Once a “milestone” is achieved, the Jedi's Force skills will not increase for achieving that “milestone” again. The milestones are listed below:

First milestone: Levitating several inches off the ground

Second milestone: Levitating a foot off the ground

Third milestone: Levitating a meter off the ground

Fourth milestone: Levitating two meters off the ground

Fifth milestone: Levitating three meters off the ground

Sixth milestone: Being able to lower all objects that levitate off the ground while performing this meditation – doing this will allow a Jedi to levitate objects off the ground at will after reaching the desired height.

Seventh milestone: Being able to levitate ten objects off the ground

Eighth milestone: Being able to move ten objects in an orbital pattern around the Jedi.



## Star Wars

Ninth milestone: Being able to levitate twenty objects off the ground

Tenth milestone: Being able to move twenty objects in two separate orbital patterns around the Jedi.

The Jedi Order have found that the floating meditation can be divided into two training regimens. The first regimen deals with levitating oneself, which is covered by the first five milestones. The second regimen deals with levitation other objects, which is covered by the latter five milestones. While it is considered standard training that a Jedi progress from milestone to milestone in the order listed above, this is not strictly enforced. When a Jedi achieves the third milestone, the Jedi can choose to start the second regimen and achieve the sixth milestone. Once successful, the Jedi can choose to focus on achieving the other milestones of the second regimen before returning to achieve the fourth and fifth milestones. So long as the Jedi does not draw on the dark side to perform this meditation, the Jedi is free to choose how to progress after achieving the third milestone.

After achieving the tenth milestone, the Jedi learns *split Force*. The increase from each milestone can only occur once.

Trying to achieve two milestones simultaneously after achieving the third milestone and sixth milestones is extremely difficult and will always result in failure.

**Appeared where:** Knights of the Old Republic video game, Medstar Duology, The Force Unleashed, Shadows of the Empire, The Courtship of Princess Leia, Dark Nest I: The Joiner King, Dark Nest II: The Unseen Queen, Dark Nest III: The Swarm War, Legacy of the Force: Bloodlines, Episode IX: The Rise of Skywalker

**Example:** Revan performed this while retraining at the Jedi Enclave on Dantooine, where he floated himself and several objects during meditation. Bastila Shan would use this power during her battle meditation. Barriss Offee performed this meditation. Galen Marek used this meditation to find Darth Vader. Luke Skywalker used this technique while he was imprisoned by the Joiners on Wotoba. Jacen Solo meditated this way, believing that contact with the ground could prove distracting. Rey performed this during her exercises on Ajan Kloss.

### Heji Tal

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Emptiness*

**Description:** This was a meditation technique incorporated into the Jedi training by Grand Master Luke Skywalker in his establishment of the New Jedi Order. Sinking into this meditation and surrendering completely to the Force, it could establish inner peace, grant knowledge, and bring about serenity. Using the skills of *control*, *sense*, and *alter* in

different combinations, a Jedi could achieve this state of restful clarity.

**Reward:** In GM terms, the Jedi must make all the required Difficulty rolls to receive any benefits. A failure of even one of them means the meditation was unsuccessful and the Jedi will receive no benefit. The benefit will last for the same amount of time the Jedi spends in meditation.

Roll $\geq$ Difficulty	Temporary bonus to associated Force skill
------------------------	---

0-10	+1
11-20	+2
21+	+1D

It is possible for a Jedi to receive different degrees of benefit from the meditation. However, if a Jedi were to use a Force power that requires two or all three of the Force skills, the benefit must be the same for each Force skill. An imbalance of the benefits means the Jedi cannot use the associated powers for as long as the benefits last. For example, after performing this meditation, the Jedi receives a +1 bonus to the *control* and *sense* skills and a +3 bonus to the *alter* skills. The Jedi can use *lightsaber combat*, *projective telepathy*, or any other power that require both *control* and *sense* skills because the degree of benefit from the meditation is evenly distributed between the two skills. However, since he received a higher benefit to the *alter* skill, the balance is uneven. Thus, he cannot use *control another's pain*, *dim another's senses*, *affect mind*, or any other powers that require *control* and *alter* skills, *sense* and *alter* skills, or all three skills until the benefit expires.

Should the Jedi receive a temporary bonus of +1D to all three Force skills, then when the benefit expires, all three Force skills will increase by +1. This increase only occurs once.

### Jeswandi

**Status:** Legends

**Control Difficulty:** Difficult

**Description:** This was an ancient art of meditation and martial arts among the Bothans.

**Reward:** Upon making the required roll, the individual gains a bonus to *brawling*, *brawling: martial arts*, and all Force skills when using mind-affecting powers.

Roll $\geq$ Difficulty	Bonus
------------------------	-------

0-10	+1
11-20	+2
21+	+1D

Upon making five consecutive successful rolls, the individual increases their *brawling*, *brawling: martial arts*, and all Force skills by +1. The individual also gains a

permanent +1D bonus to all Force skill rolls when using mind-affecting powers only.

**Appeared where:** Requiem for a Rogue

**Example:** Girov Dza'tey used this technique to gain control of the Sith magic within the temple on Malrev IV and then used it to gain control of the Irrukiines to attack Rogue Squadron.

## Meditation of Emptiness

**Status:** Legends

**Control Difficulty:** Moderate

**Required Powers:** *Emptiness*

**Description:** A technique employed by the Jedi Order, Meditation of Emptiness was recommended to students as a means to center oneself, find deep inner peace, and purge negative emotions. Establishing an emotional anchor, Jedi used this technique despite purges and war.

Jedi were taught this meditative ability, which involved emptying themselves of feelings and opening themselves to the Force. This shedding of emotions and feelings allowed the user to center themselves in simple power as well as the strength of the Force. Jedi Masters explained that this act was like finding an eye of calm within the center of one's storm of emotions.

Through this act, all memories as well as thoughts and feelings were ignored or treated as if they were shadows which allowed a Jedi to find a place where there was nothing else but peace.

*Meditation of emptiness* was also an effective technique for a Jedi to use to combat external mental influence or attack, such as *affect mind*.

**Reward:** +6 bonus modifier to all Force skill rolls for a period equal to the amount of time the character performed this meditation. +5 bonus to *control* or *willpower* to resist mind-affecting powers for the same amount of time. After successfully performing this meditation five times, increase *control* by +1 and *willpower* +1. This increase can only occur once.

## Mical's Recovery Meditation

**Status:** Legends

**Control Difficulty:** Moderate.

**Note:** Characters who are consumed by the dark side of the Force may not use this power.

**Required Powers:** *Accelerate healing, control pain, emptiness, hibernation trance*

**Description:** While preserving the artifacts and studying the teachings of the Jedi, Mical developed this meditative technique as a means of recovering after prolonged use of the Force. During his travels with Meetra Surik, he taught this to her.

**Reward:** Upon making the required roll, the individual gains a bonus to *control* rolls made when using *emptiness* or *remove fatigue*.

**Roll ≥ Difficulty**      **Bonus**

0-10                      +1

11-20                    +2

21+                        +1D

Upon making five consecutive successful rolls, the individual increases their *control* skill by +1. The individual also receives a permanent +1D bonus to *control* rolls when using *emptiness* or *remove fatigue* only.

**Appeared where:** Knights of the Old Republic II: The Sith Lords game

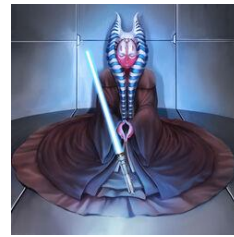
## Moving Meditation (Jedi)

**Status:** Legends

**Control Difficulty:** Easy if the Jedi is relaxed and at peace.

**Required Powers:** *Concentration*

**Description:** The art of *moving meditation (Jedi)* was a technique practiced in a state of wakefulness at which time a



practitioner quieted all external distractions consciously by performing an activity involving movement coupled with concentration. *Moving meditation (Jedi)* could manifest itself in many ways, awakening a feeling in the user that they could complete any task they were faced with.

In GM terms, this seems very similar to *concentration*; however, there is one key difference between them. While *concentration* can be used at any time and with any skill, *moving meditation (Jedi)* can only be used when in calm situation where the Jedi is not in danger or otherwise distracted. Typically, this is when the Jedi is using a *Technical* skill to repair something, thus, any *Technical* skill can receive this bonus except for *first aid, lightsaber repair/engineering*, or an advanced skill like (A) *medicine* or (A) *surgery*. If the Jedi is feeling or acting on negative emotions, attempting this meditation ends in failure.

A Jedi can use this power while moving an object with *telekinesis*. Using *moving meditation* in this manner incurs a multiple action penalty.

**Reward:** If using this power while repairing or building an item, add +4D to any one action in that round. If the Jedi successfully performs this meditation three times in succession, the Jedi increases both his *control* skill and the skill that received the +4D bonus by +1. However, the skill in question must have received the +4D bonus three times in succession as well. If the Jedi successfully performs this meditation to boost their *droid repair* skill three times in a row, the Jedi's skills increase accordingly. However, if the Jedi performs this meditation to boost their *droid repair* skill twice, then chooses *blaster repair* to receive the bonus from the third meditation, the Jedi's skills do not increase – neither of the skills that received the benefit, nor the *control* skill.

A Jedi can perform this meditation multiple times to increase his skills by +1, but the +1 increase to *control* only happens once.

A Jedi who uses this power while moving an object with *telekinesis* gains a +1 circumstantial bonus to any alter rolls using *telekinesis* in the next round. This bonus can only be used with *telekinesis*. Attempting to use this bonus with any other *alter* Force power negates the bonus immediately. If the Jedi successfully performs this meditation three times in succession, the Jedi increases his *control* skill by +1 and his *alter* skill by +1, but this +1 bonus to *alter* only applies when using *telekinesis*. Otherwise, the *alter* skill code remains unchanged. These bonuses can be granted only once.

**Appeared where:** Tales of the Jedi: Ulic Qel-Droma and the Beast Wars of Onderon, Knights of the Old Republic: The Sith Lords, The Force Unleashed

**Example:** Cay Qel-Droma used this to calm his pain while tinkering with an old XT-6 droid to give himself a new arm. Meetra Surik entered this trance while tinkering with T3-M4. Bao-Dur found a serene calm while working on machinery. Anakin Skywalker entered this state while repairing starfighters or droids. Aayla Secura has used this. Galen Marek used this while repairing Kazdan Paratus' lightsaber pike.

## Muntuur Stones

**Status:** Legends

**Alter Difficulty:** Very Difficult

**Required Powers:** *Telekinesis*

**Description:** The Muntuur stones are a set of seven stones



that were inspired by the Gardens of T'alla on Ossus. Each of these stones weighed at least five metric tons, and the heaviest weighed more than five metric tons.

These stones were kept in the Kuddaka chamber of the Jedi Temple on Coruscant and were used by the Jedi as meditation tools to hone their telekinetic abilities.

The purpose of this exercise is for the Jedi to lift as many of the stones as possible simultaneously. Considering their weight, this is an extremely difficult task to complete. Just merely jostling one stone was seen as a mark of achievement for a Padawan. A Jedi Knight can levitate several of these stones at the same time. Only Jedi who are masters of *telekinesis* can levitate more than four of these stones at a time. Accordingly, Master Yoda was able to lift five of them after reaching seven hundred years of age. Fae Coven, the Jedi Grand Master during the Ruusan Reformatations, could levitate six after entering a deep and long meditation. According to legends, only Jedi Master Ferleen Snee was able

to levitate all seven stones and weave them in complex patterns.

While this meditation is used by the Jedi Order, it is possible that the Zeison Sha might have used this meditation as well or developed their own variation of it.

**Reward:** A Jedi Padawan who can make even one of the Muntuur stones jostle a little will increase their *alter* skill by +1. A Jedi who can successfully levitate a number of stones simultaneously will increase their *alter* skill by a certain amount.

Number of stones	Alter skill increase
1	+1
Up to 3	+2
Up to 5	+1D
6	+1D+1
7	+2D

If the Jedi can maneuver the stones around them in an orbital pattern, the Jedi increases his *alter* skill by +1. This can only happen when the Jedi is moving three, five, six, and seven stones respectively, so the Jedi can earn this bonus multiple times, but only upon successfully achieving each accomplishment. Upon levitating three, five, six, or all seven stones, the Jedi can choose to learn *split Force* if it is not already known.

A Jedi can choose to use *split Force* to assist in performing this meditation, should the Jedi know the power.

**Source:** Galaxy Guide 9: Fragments from the Rim page 75, The Jedi Path: A Manual for Students of the Force page 129, Nexus of Power page 66, Disciples of Harmony page 77

## Quy'tek Meditation

**Status:** Legends

**Control Difficulty:** Difficult

**Description:** The Quy'tek meditations are an advanced form of meditation designed to hide one's presence from Jedi and other Force-sensitives.

**Reward:** Upon making a successful *control* roll, the GM consults the table for the results.

Roll $\geq$ Difficulty	Bonus to control roll for Force stealth
0-10	+1
11-20	+2
21+	+1D

After the fourth successful roll, the Jedi's *control* skill increases by +1. After the fifth roll, the Jedi gains a permanent +1D bonus to *control* rolls when using *Force stealth* only.

**Appeared where:** The Cestus Deception

**Example:** Asajj Ventress mastered this meditation to hide her presence from Jedi more effectively.

## Samara the Blue's Meditations

**Status:** Canon

**Control Difficulty:** Variable

**Sense Difficulty:** Variable

**Description:** Samara the Blue was a female Jedi who served the Jedi Order on Genetia sometime before the High Republic Era. The natives of Genetia are human; however, it was discovered that Force-sensitive Genetians possess Force empathy powers. Without proper training, their Force empathy powers are difficult to control. Samara the Blue observed the Genetians and their empathic powers and noted that when experiencing extreme emotions, Genetians can project these emotions to other Genetians through the Force. By observing and studying them, she developed a series of meditations designed to shield Force-sensitive from the Genetians' empathic projections. She wrote about the Genetians, their training methods, and the meditations she devised from her observations, and later submitted them to the Jedi Council.

While the writings are meant for Genetian Jedi so they can learn to control their empathic abilities, non-Genetian Jedi can study them to control any empathic abilities they might possess. These writings can also help Jedi shield themselves from mind-influencing or telepathic powers.

**Reward:** The GM must first determine how the Jedi wishes to use Samara the Blue's meditations. The GM then consults the following table to determine the difficulty.

	<b>Genetian Jedi</b>	<b>Non-Genetian Jedi</b>
<b>Empathic control</b>	Very Easy	Moderate
<b>Mental shielding</b>	Easy	Moderate+5

The Jedi can only make the difficulty roll after reading all of Samara the Blue's writings. Trying to make the difficulty rolls before doing so will end in failure. The Jedi can use the meditations for empathic control or for mental shielding. The Jedi cannot use the meditations to perform both simultaneously.

A successful roll will grant a +5 circumstantial bonus either to *control* for mental shielding or to *sense* for empathic control. After making five consecutive successful rolls, the associated Force skill increases by +1.

**Appeared where:** The High Republic: Out of the Shadows

**Example:** Imri Cantaros studied these meditations to gain better control of his empathic abilities.



# Jedi Artifacts

During the long history of the Jedi Order, many items of note appeared. Some were once in the possession of famous Jedi. Others were created by famous Jedi. Over time, these items became artifacts, many of which would grant a Jedi a special ability or a boost to their skills when worn or used.

**Author's note:** Many of the artifacts listed in this section appeared in the *Knights of the Old Republic* and *Knights of the Old Republic II: The Sith Lords* video games. These items gave a boost to the Jedi characters who wore them. A few of these items were listed in the *Knights of the Old Republic Campaign Guide* from Wizards of the Coast, which has been converted into a D6 version by members of The Rancor Pit community. These entries will be noted by the author. As for the other items from the two video games, I took the information provided by the strategy guides of the two video games, converted the bonuses granted by those items from d20 to D6 using the conversion rules listed on The Rebellion website, and presented them in the format seen on the RPGGamer.org website. I admit that my conversions made these artifacts seem overpowered. Should a future conversion or project dealing with converting these two video games into d6 format be posted on The Rancor Pit, I will replace my conversions with these after gaining permission to do so.

A few artifacts listed here can also be found on the RPGGamer.org website with stats provided for them. I have also attempted to convert the bonuses granted by the Jedi artifacts presented in the *Fantasy Flight Game* books to d6 format.

This section does not cover lightsaber crystals or holocrons. These are covered in previous sections.

## Jedi Blades

### First Blade

Status: Legends

The First Blade was originally crafted by a Je'daii on Tython called the Weapon Master. It is unclear if the Weapon Master was Je'daii Master Tem Madog or someone associated with him. The First Blade served as the foundation for all modern lightsabers. After the death of the Weapon Master, the First Blade was kept hidden by Tythonian War Droids.

During the Force Wars, Jedi Master and Jedi High Council member Rajivari searched to retrieve the First Blade. Proving worthy of it, he was permitted to take the hilt, upon which he engraved the location of the Fount of Rajivari before returning it to its droid keepers.

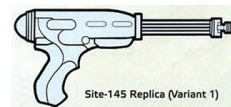
During the Cold War, a Jedi who later became the Barsen'thor recovered the First Blade. The Barsen'thor

mounted the hilt into a lightsaber and added a lightsaber crystal that had been found in the Tythonian Forge of Vur Tepe. Yuon Par, the Barsen'thor's Jedi Master, thoroughly studied the engravings on the hilt and deduced the coordinates of the Fount of Rajivari. Yuon Par informed her apprentice of the coordinates, who later found the Fount of Rajivari and Rajivari's spirit within.

## Jedi Blasters

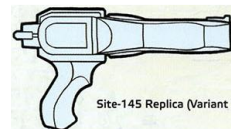
Status: Legends

The Jedi Order almost never used blasters, considering them "uncivilized." But other Force traditions fought with other weapons, including blasters. One such culture used blasters with Force-attuned triggers, and an expedition to the third moon of Filata found several non-functional relics that were well preserved at a location called "Site-145". While most of the expedition was content to study these artifacts purely in the abstract, Sokiro Terebio, an artificer and antiquarian of the Jedi Order who lived prior to the Clone Wars, studied the Force-attuned resonators that were a part of these blasters. These crystalline, Force-attuned resonators made it impossible for anyone to fire these blasters unless they were Force-sensitive. She tried to reproduce these Force-attuned resonators, but faced numerous technical challenges in the process. She created several internal resonators that could be housed within a weapon to test the effectiveness of the different technologies that the ancient culture might have used. She meticulously recorded all her efforts, notes, and blueprints to recreate the resonators that could be activated only by Force-sensitives. She was also able to construct several replicas as museum pieces, and though they were fully functional weapons in the hands of Force-sensitives, these replicas were largely viewed as historical curiosities during the days of the Republic; thus, they were rarely used, if ever. With the rise of the Empire, these pieces and the blueprints to build them and the Force-attuned resonators have disappeared onto the black market, fetching a high price for contraband items related to the Jedi.



Site-145 Replica (Variant 1)

A Sith-145 Replica Blaster Pistol has a stun setting, can inflict 1D damage, and costs 1,750 credits. If one finds the blueprint for the Force-attuned resonator, one can affix this to any blaster weapon that has a trigger. The price for the components for the Force-attuned resonator costs 1,000 credits, and affixing a Force-attuned resonator to the blaster requires a Difficult scholar: Jedi lore roll to understand how the Force-attuned resonator works and a Very Difficult blaster repair roll to affix the



Site-145 Replica (Variant 2)

Force-attuned resonator to the weapon. Affixing the Force-attuned resonator to a blaster in this way does not change the damage inflicted by the blaster.

## Jedi Crystals/Gemstones

### Force Crystal

Status: Legends



This was a powerful Force-sensitive object, but the full properties of these crystals were unknown. They might have focused a Force-user's connection to the Force or augmented their Force powers.

Force crystals could also power certain weapons. The Subjugator-class heavy cruiser *Devastation* used Force crystals to power its pair of gigantic ion cannons, giving them enough power to blow through planets and capital ships alike.

In one case, a Homanan known as Nana was able to switch her mind into the body of a Noolan technician called Otolia Ratiuv when her original body was destroyed in an explosion thanks to the presence of one of these crystals. This suggests that the Force crystal either gave Nana a bonus to each of her Force skills when she used transfer life to switch her mind into Otolia Ratiuv's body, or lowered the difficulty levels for transfer life. Until the full properties of these crystals have been discerned, the effects these crystals have on D6 mechanics will remain unclear.

### Healing Crystals of Fire

Status: Legends



The Healing Crystals of Fire were one of the greatest treasures of the Jedi Order. It was rumored that the Healing Crystals of Fire originated on the planet Aurea and was a gift from the Soulworks

Collective Advisory Council to the Jedi High Council, though during the age of the Galactic Empire the Advisory Council denounced the rumors.

Kept under tight security in one of Coruscant Jedi Temple's meditation chambers and guarded by the Circle of Jedi Healers, the stones were used to help serious wounds in the Halls of Healing. Named for the eternal flames that burned inside each crystal, the crystals were said to be able to bring an individual back from the brink of death.

During a series of robberies, the Dark Jedi Xanatos tried to steal these precious stones. He took them to the Jedi Temple's fusion furnace in an attempt to destroy the Jedi Temple, yet Jedi Master Qui-Gon Jinn figured out Xanatos' plans and recovered the crystals in time. They were returned to their rightful place in the Temple, but the Healing Crystals of Fire were lost during the Great Jedi Purge.

In GM terms, when a Jedi uses the Healing Crystals of Fire to aid in healing serious wounds, the Jedi receives a +3D bonus to their *control* and *alter* rolls when using the Force to heal the injuries of their patients. Whether they were able to use the Healing Crystals of Fire to cure a patient of disease or poison was unknown.

### Heart of the Universe

Status: Legends

The Heart of the Universe was a Force-imbued gem created by Jedi Master Jaled Dur during the time of the Galactic Republic. The gem contained great power. By the time of the Galactic Civil War, it had fallen into the possession of the Dark Jedi Croym, who kept it in his tower on an asteroid.

Nothing more is known about this gem.

### Meetra Surik's Crystal

Status: Legends



This was a naturally-formed crystal that had forged a bond with Jedi Exile Meetra Surik. It resonated with her and her relationship with the Force, and as a result acquired its character from Meetra Surik and had the ability to augment her powers.

During her search for Jedi Master Vrook Lamar on Dantooine, Meetra Surik and her companions visited Khoonda, the seat of the Dantooine government for information. While there, Zherron, the captain of the Khoonda Militia, them of a problem concerning attacks on local settlers by the kinrath. Meetra Surik offered to eliminate the kinrath hive that Zherron believed to be in a cave in the nearby Khoonda plains – the same caves Revan had visited after losing his memories to obtain lightsaber crystals for his own lightsaber.



Crystal's light side appearance

Meetra Surik, her informal master Kreia, and another arrived at the vace system and fought their way through the kinrath hive and reached the nest. After eliminating the kinrath matriarch, Kreia informed Meetra Surik that the cavern was a Force-sensitive location in which crystals absorbed and reflected Force energy, making them perfect focusing crystals for lightsabers. Meetra Surik came upon a crystal formation in which the crystal bound itself to her. This was a rare

phenomenon according to Kreia.

When Meetra Surik found the crystal formation, it was glowing green in color. When she retrieved a crystal from it, the color shifted to clear-to-white in color and gave off a translucent light. After making it one of her focusing crystals, the glow from the crystal changed from translucent to near-blinding, radiating light as Meetra Surik's powers grew and matured.

The addition of this crystal not only enhanced the other components and crystals within her lightsaber, but also



Crystal's dark side appearance

ensured that only Meetra Surik could wield the lightsaber and received all the benefits provided by this crystal. Anyone else trying to wield Meetra Surik's lightsaber while this crystal was within it would not receive the additional benefits.

**Author's note:** This should be included in the focusing crystals portion of the Lightsaber Construction section; however, the bonuses offered by this crystal increased over the

course of the game. I do not know at which points in the game that the bonuses offered by the crystal increases, especially since the player can choose to visit the planets in virtually any order after visiting Telos.

In addition, the bonuses depended on whether Meetra Surik remained true to the light or fell to the dark side. While the light side ending for the game is considered canon for Legends continuity, players do have the option of pursuing a dark path or a more neutral one during the story. As such, I chose not to convert the bonuses listed in the game from d20 format to d6 format. Anyone wishing to attempt this can do so at their own leisure.

## Jedi Headgear

### Circllet of Saresh

Status: Canon/Legends



**Model:** Typical blast helmet

**Type:** Personal armor

**Scale:** Character

**Availability:** 4, X

**Game Notes:** +2 *Knowledge*, +1 *Perception*. The Circllet of Saresh could only be worn by Jedi who served the light.

The Circllet of Saresh is a unique item because it has two descriptions – one in Canon continuity and one in Legends continuity.

In Canon continuity, it was a Jedi artifact that was imbued with and radiated the Force. The circllet was once held in a glass case within the Jedi Archives.

While she was a Padawan of Jedi Master Eno Cordova, Cere Junda felt a very strong connection with the Circllet of Saresh. When the Jedi Archives burned during Order 66, Cere Junda fled. Between seven and eight years later, she learned from a black-market art dealer on Wells that a crown people seemed inexplicably drawn to was currently owned by someone on Murkhana. She suspected the crown was the Circllet of Saresh.

She was able to collect the circllet and showed it to Jedi Knight Cal Kestis. He was puzzled about the purpose of the Circllet of Saresh; he studied its shape and could feel its power,

but it did not seem like a weapon or an item that he could throw like a boomerang.

In Legends continuity, the Circllet of Saresh was a headband owned by the Jedi Knight Gunn Han Saresh. The Saresh family were natives of Taris, but in the past their arrogance and cruelty matched their immense wealth and political influence. When Gunn Han Saresh's father commissioned the Circllet as a gift marking his son's entry into the Jedi Order, he made sure that it was crafted in such a way as to make it useable only by a servant of the light side of the Force.

The Circllet of Saresh boosted the wearer's Force abilities. It was lost when Gunn Han Saresh was devoured by a terentatek during the Cleansing of Kashyyyk, which part of the Great Hunt. Revan later recovered the Circllet and may have worn it during the Jedi Civil War. Five years later, Meetra Surik came across the Circllet of Saresh and wore it during the First Jedi Purge.

### Revan's Mask

Status: Legends



A mask red and gray in color, this was worn by a Mandalorian female during the early skirmishes of the Mandalorian Wars. During the devastation of the planet Cathar, 973 years before the Battle of Yavin, she tried to convince the leader of the attack Cassus Fett not to kill the Cathar, believing they had been sufficiently defeated after being driven

into the sea. Cassus Fett ordered the genocide of the Cathar people, and she died trying to protect the Cathar. It washed up onshore and remained there until Revan found it during his efforts to find evidence of the genocide. When light shone upon the mask, all the Jedi that were present



– including Malak, the Revanchists, Jedi Master and High Council member Vrook Lamar, and a team of Council loyalists – experienced a vision of the genocide. He claimed it



as his own and vowed not to remove it until the Mandalorian Neo-Crusaders were defeated permanently. He continued to wear it after becoming a Sith Lord under the tutelage of the Sith Emperor Tenebrae. Revan then declared himself the new Dark Lord of the Sith and ignited the Jedi Civil War. He wore it as part of his personal

armor until he was captured by the Jedi Order and Republic forces led by Bastila Shan 3,957 years before the Battle of Yavin. While the Jedi Council saved his life, repaired his damaged mind, and reprogrammed him with an artificial persona that was loyal to the Galactic Republic and the Jedi



Order, Bastila Shan recovered the mask and hid it for many years. She kept this act secret from the Jedi Council as well, for she feared that the mask would not only cause Revan to regain his lost memories, but also restore his original personal and the dark side within him.

After the Jedi Civil War, he left the Republic and the Jedi to investigate why he turned to the dark side. He had disappeared, and the Jedi Exile Meetra Surik set out to find him. Before leaving, she met Bastila Shan, who gave Meetra Surik the mask with instructions to give it to Revan. Meetra Surik found Revan on the Sith world of Dromund Kaas. When she gave it to him, all his memories returned. Revan wore this mask during his confrontation with Sith Emperor Tenebrae.



After Revan's defeat at the hands of Sith Emperor Tenebrae, the mask remained the property of the Sith for centuries. During the Cold War, it was in the possession of the rogue Sith Lord Grathan until it was stolen by the Revanites, a Sith cult dedicated to emulating the life and teachings of Darth Revan. After being freed from

his prison, Revan reacquired the mask and wore it until he was confronted by a Sith strike team at The Foundry – an ancient Rakatan space station hidden inside an asteroid in the Nanth'ri system. He was defeated, and his mask was damaged with a deep vertical scratch scarring the left part of the mask and crossing the eye slit.



Though he was defeated, his body was controlled by the dark half of his spirit. Revan continued to wear the mask along with his tattered robes

until he was confronted by Republic and Imperial champions on Yavin IV. After his final defeat, and the two halves of his spirit were reunited, his body faded away, leaving behind his mask, lightsaber, and tattered robes.

## Jedi Literature

### A Student's History of the Jedi Temple

Status: Legend

This was a guide book written by a member of the Jedi Order sometime before the fall of the Galactic Republic. A copy of this work was kept within the archives of the Jedi sanctuary on the ocean moon of the planet Delriss.

### Aionomica

Status: Canon



The *Aionomica* were a collection of sacred Jedi texts located in the tree library carved out of an uneti tree on Temple Island on the planet Ahch-To.

Written in an ancient, lost languages by Jedi Master and historian Ri-Lee Howell, it was preserved in two volumes, the

*Aionomicum I* and *Aionomicum II*. The two-volume combination of codex, correspondence, and scrapbook collected many of the earliest accounts of explorations and codifications in the Force. The physical books contained passages written in the hands of the original sages, but the contents of these books would later be stored in holocrons which were lost by thirty-four years after the Battle of Yavin. A third volume of the *Aionomica* was rumored to exist, but it was the subject of a forgery scandal three centuries before the fall of the Jedi Order at the end of the Clone Wars.

Written on Aurebesh on the spine of the book, the letters "JE DI DE O" were stacked on top of each other haphazardly. Another Aurebesh word "MARTYN" was also on the spine, but it was printed in a regular, neat way. Also on the spine was "MD" in High Galactic.

When Rey went to Ahch-To to find Jedi Master Luke Skywalker, she also found the library containing this book and many others. Luke Skywalker explained to her what she had found. Before she left, she took the sacred Jedi texts, including this book, onto the *Millennium Falcon*.

### Aspects of the Force, The Light and the Dark

Status: Legends



This book was written by Jedi Knight Tasiel Shan, descendant of Bastila Shan and Revan, and mother of Satele Shan. She was exiled by the Jedi Order for challenging the Order's views on attachment and marriage.

When the Order attempted to retrieve her from exile many years later, they only found her cliffside dwelling and a series of journals dedicated to her daughter Satele Shan. The journals were passed on to Satele Shan, and after she became Grand Master, Satele Shan brought *Aspects of the Force, The Light and the Dark* with her on her self-imposed exile to the planet Odessen.

### Becoming One with the Force

Status: Legends

Written by Jedi Master Trayos Toreggen, *Becoming One with the Force* was a text dealing with the philosophy of the Jedi and their relationship with the Force.

### Ben Kenobi's Book

Status: Legends



This was a tome found in Ben Kenobi's hut on Tatooine by Luke Skywalker three years after the Battle of Yavin. It was left by Jedi Master Obi-Wan Kenobi for Luke Skywalker, and it contained an enormous amount

of information that was useful to the young Jedi – including plans for building a lightsaber as well as instructions on building the required tools to do so. Luke Skywalker made use of this knowledge to build his new lightsaber.





The volume was locked by a thumbprint clasp that could be opened by Luke Skywalker's thumbprint only. The book was rigged with a flashpacket to burst into flames had anyone else tried to open it.

### Book of Practical Lightsaber Technique

Status: Legends

“While it is true that a Jedi uses his power only for defense, never for attack, it is equally true that a Jedi must nevertheless prepare with great vigilance, for only the Force knows when you may face your greatest battle.”

— Excerpt from Jedi Master Vo'ren Faalo's Book of Practical Lightsaber Technique

This was a literary work written by Jedi Master Vo'ren Faalo which described the formal lightsaber training that he developed for his young apprentices. The work contained at least seven volumes. In his work, Jedi Master Vo'ren Faalo detailed a series of cadences in which a Jedi attempted to manipulate small steel bearings atop candles with their lightsabers, as well as a telekinetic technique which would be later called Faalo's Will.

Some masters were known to have used his practice techniques as part of training their own students. One such person was Adalric Cessius Brandl, who used Faalo's practice techniques to teach Fable Astin.

### Faalo's Will

Status: Legends

Associated Form: Shii-Cho



**Control Difficulty:** Moderate

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy; modified by maneuvers

**Lightsaber Difficulty:** Moderate

**Time to use:** Standard action

**Required Powers:** *Kinetic combat,*

*lightsaber combat, telekinesis*

**Target:** One enemy within ten meters and within line of sight.

**Effect:** You use the Force to levitate and manipulate your lightsaber in a way that it will fight against an opposed lightsaber wielder at a short distance from you.

**Author's Note:** While the other lightsaber form powers listed in this section are conversions from those listed in the Jedi Academy Training Manual, this is an original lightsaber form power I created from the Wookieepedia entry for Faalo's Will.

### Chronicles of Brus-bu

Status: Canon

The Chronicles of Brus-bu were one of the ancient sacred Jedi texts found within the tree library on Ahch-To. Before she left, she took the sacred Jedi texts, including this book, onto the *Millennium Falcon*.

The book detailed an alternate usage of Force healing that could heal a damaged kyber crystal. With the help of this book, Rey was able to create the *accelerate crystalline growth* power, which she used to heal the kyber crystal within Anakin Skywalker's lightsaber, which had been cracked during the Battle of Crait.

### Chronicles of Ki Sazen

Status: Legends



The Chronicles of Ki Sazen were a series of holorecordings created during the Cold War in honor of the fallen Jedi Ki Sazen. At some point, Ki Sazen slew a spine dragon called the Spine Dragon of M'dweshuu that lived on the planet Tas-La, saving the Nikto colonists on that planet. The colonists formed a cult that worshipped her, and though her Jedi Master urged her to release them from the life debt, Ki

Sazen believed that she and the Nikto followers were capable of greatness.

After this incident, Ki Sazen fell from the Jedi Order and departed with her Nikto cultists to Taris. The cultists created holorecordings of her words and teachings, calling them the Chronicles of Ki Sazen. Imperial Agent Cipher Nine was tasked with the recovery of the Chronicles, which revealed more of the fallen Jedi's origins.

### Chronicles of the Jedi

Status: Canon



This was a book written by Jedi Master Harli Cogra in the weeks following the destruction of Starlight Beacon.

### Combat Techniques of a Jedi Battlemaster

Status: Legends



This was a book written by Jedi Master Kao Cen Darach, who held the position of Jedi Battlemaster and was the second teacher of Satele Shan. After becoming Grand Master of the

Jedi Order, Satele Shan brought a copy of this book with her on her self-imposed exile on Odessen.

### **Crystal and Edge: Lightsaber Construction and Philosophy**

Status: Legends

This text was written by members of the Jedi Order on the construction of lightsabers and the weapon's relation to Jedi philosophy. It was included in a list of suggested texts for Jedi Padawans to peruse during the Cold War between the Galactic Republic and the Sith Empire.

### **Droids, Technology, and the Force: A Clash of Phenomena**

Status: Legends

This was an essay written by Jedi Knight Tam Azur-Jamin on the emergence of technology and the Force, focusing on a group of Shard Jedi known as the Iron Knights.

Author's Notes: This was originally published on Hyperspace section of StarWars.com. While that section, and the stories within, are no longer available on StarWars.com, they are available for reading at the following web address:  
<http://starwarstimeline.com/star-wars-legends/>

### **Exar Kun: The Lesson, The Warning**

Status: Legends

This was a text written by members of the Jedi Order on Jedi Knight Exar Kun's fall to the dark side of the Force. Written some time after the Great Sith War 3,996 years before the Battle of Yavin, the text was included in a list of suggested texts for Jedi Padawans to peruse during the Cold War between the Galactic Republic and the Sith Empire.

### **First Days on Tython**

Status: Legends

This is an accounting of the Jedi Order's exploration of their recently rediscovered homeworld of Tython during the Cold War between the Galactic Republic and the Sith Empire. Published sometime after Tython's rediscovery 3,651 years before the Battle of Yavin, the text was included in a list of suggested texts for Jedi Padawans to peruse during the Cold War between the Galactic Republic and the Sith Empire.

### **Jedi Lorebook**

Status: Legends

A Jedi lorebook was found by the law enforcement detective Solimon Dambrizi during a black-market raid on Corulag. Although it was in poor condition, Solimon Dambrizi held onto the tome and learned that his "sixth sense" insight was a manifestation of the Force.

### **Jedi vs. Sith: The Essential Guide to the Force**

Status: Legends

This was a historical compendium created by Jedi Master and historian Tionne Solusar around forty years after the Battle of Yavin. Collected from a vast array of sources,

including ancient artifacts, as well as personal accounts given by a great many beings, this compendium is a compilation of all her findings. It details the history of the Jedi Order and its place within the galaxy from the days of the Je'daii Order to the New Jedi Order. By 130 years after the Battle of Yavin, the Jedi apprentice Ellu Viss recovered this following the Massacre of Ossus.

### **Journals of Ood Bnar**

Status: Legends

The Journals of Ood Bnar was a series of journals that were presumably written by Ood Bnar. Although the existence of the Journals of Ood Bnar was debated by the time of the Battle of Yavin, it was still sought after by treasure hunters. The explorer Rivan Kiner became utterly insane after spending his life looking for this fabled artifact.

### **Junior Jedi Training Manual**

Status: Legends

The Junior Jedi Training Manual was an instructional book written by the Jedi Order around the time of the Invasion of Naboo. It was aimed at the Jedi initiates, detailing the basic tenets of the Jedi way and included a variety of information pertaining to the galaxy in general, such as an alien identification chart. A spoken narration recorded by a Jedi Master was included with the manual, and while the book could be used without the recording, some secrets were only revealed in the tape. Somehow, Darth Sidious managed to tamper with the record, adding some of his thoughts on the Jedi Order.

### **Lectures on the Nature of the Force**

Status: Legends

This is a compilation of lectures made by Jedi Master Ood Bnar on the nature of the Force. It was published by the Jedi Temple on Coruscant and released to the public. San Herrera and Nia Reston of the Cularin system quoted from *Lectures on the Nature of the Force* in their own paper "Life's Memories."

### **Meditations on a Padawan's Journey**

Status: Legends

This was a text written by Jedi Master Alaqua sometime before the Galactic War between the Galactic Republic and the Sith Empire.

### **Unsolved Theorem of Master Thorpe and Phases of Mortis**

Status: Canon

The *Unsolved Theorem of Master Thorpe*, also known as the Unsolved Thorpe Theorem, was a hyperspace plotting conundrum created by Jedi Master Thorpe which was written in one of the Sacred Jedi texts found in the tree library of Ahch-To. The Unsolved Thorpe Theorem was often posed to Padawans for them to solve. Eventually, a solution to this conundrum was found and called *The Phases of Mortis*. It shared its name with the ethereal realm of Mortis, the fulcrum

of the galaxy and the Force until Anakin Skywalker's visit there during the Clone Wars. *The Phases of Mortis* was also included in the Sacred Jedi texts. Before she left, she took the sacred Jedi texts, including these books, onto the *Millennium Falcon*.

### Padawan's Resource Guide

Status: Legends

This was a document used by the Jedi Order during the waning years of the Galactic Republic. It included a section about the Almas Academy and the Jedi Trials that students of the academy had to pass to become Jedi Knights.

### Poetics of a Jedi

Status: Canon



This was a book written by Jedi Master Lyr Farseeker. A copy was among the eight books that Luke Skywalker managed to collect during his search for ancient Jedi scriptures. Before she left, she took the sacred Jedi texts, including this book, onto the *Millennium Falcon*.

### Principles of Rajivari

Status: Legends

These were a series of tenets written by Rajivari, one of the first Jedi Masters upon the founding of the Jedi Order. Jedi Master Rajivari believed that the Jedi should use their knowledge of the Force to conquer and rule the galaxy. When this was rejected by the first Jedi High Council on Tython in the Pre-Republic era, Jedi Master Rajivari resigned and set out to destroy the Jedi Order he had helped create, believing that the High Council was settling for mediocrity instead of greatness.

Jedi Master Rajivari and his followers took refuge in the fortress city of Kaleth. While there, Jedi Master Rajivari set forth Principles which instilled his followers with a sense of duty. But Rajivari, his followers, and his Principles were lost in the Jedi Council's ensuing assault on Kaleth. Unknown to the Jedi Council, Jedi Master Rajivari crafted a secret archive called the Fount of Rajivari, hidden in an ancient acropolis and protected by traps which required thorough understanding of the Principles to evade.

Considered extreme and later heretical, Master Rajivari's followers were routed by the first.

Because of the outcome of the battle and the loss of many early documents and records from that era, a comprehensive view of Rajivari's Principles has been lost to history. To date, only three of his Principles – the second, fifth, and seventh – have survived.

*"All life is a battle, even to the last breath"*

*"Showing mercy to an enemy creates a spiral of destruction"*

*"Sacrificing your strength is the path of a fool"*

### Qel-Droma Epics

Status: Canon/Legends

In the Canon timeline, these were a series of stories and epic poems that detailed the Unification Wars by Empress Teta alongside Jedi Master Odan-Urr, as well as her resistance against the Sith Lord Naga Sadow and his forces when they invaded the Empress Teta system during the Great Hyperspace War. They detailed the life of Jedi Knight Ulic Qel-Droma, the namesake of the epics, who was believed to have infiltrated the Krath during their crusade. Their actions led to the death of Ulic Qel-Droma's master Arca Jeth, and it was Arca Jeth's death that precipitated Ulic Qel-Droma's fall to the dark side alongside the Sith Lord Exar Kun. The epic also detailed Ulic Qel-Droma's redemption.

Scholars have found double-bladed lightsabers dating back to Exar Kun and the Epics. Historians believe the epic poems taught young Jedi the dangers of the dark side of the Force, but many inhabitants of the Empress Teta system believe the stories are based on historical facts. Various archaeological expeditions have failed to verify the legends.

The same could be said about the Qel-Droma Epics in the Legends timeline, but with some additional information. First, the Great Library on Cinnagar in the Empress Teta system contained a museum dedicated to the Epics. Second, in the wake of Order 66, scholars believed that Ilia Orpin's "Revan Mythologies" were an updated derivative reworking of the Qel-Droma Epics to better accommodate the Jedi younglings of the day.

### Questions of Master Jrul

Status: Legends

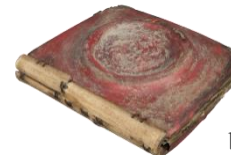
The Question of Master Jrul was a famous bit of philosophy from Jedi Master Jrul, formulated some time before the Clone Wars. The Master's question pondered the connection between good and evil.

*"What is the good, if not the teacher of the bad? What is the bad, if not the task of the good?"*

Jedi Master Obi-Wan Kenobi remembered this question while facing General Grievous during the Battle of Coruscant towards the end of the Clone Wars.

### Rannahgon

Status: Canon



The *Rannahgon* was one of the sacred Jedi texts written in the Coremaic language and protobesh cartouches. It was a heavy, leather-bound book handwritten in ink on paper made from uneti wood. The spine was also made from uneti wood, and the cover of the book was "clay" pressed from reddish interstellar gases found in the Unknown Regions.



The *Rammahgon* was written more than five millennia before the Battle of Exegol. It contained four different and conflicting origin stories for the cosmos and the Force, and the precepts

derived from them. The Fourth Precept was a poem describing gods battling in the primeval universe, and is referenced by an omniscient “eye” on the cover of the book.

The book also contained information on Sith wayfinders and several diagrams of them, with a detailed illustration of them being added to the book 3,965 years before the Battle of Yavin. The book also mentioned the planet Exegol several times and even listed hyperspatial waypoints to the Sith stronghold. During his search for Exegol, Luke Skywalker added annotations to that section of the *Rammahgon*, connecting it to the Jedi homeworld of Ahch-To. Other pages within the book described deep space dangers and the Galactic Barrier.

At least one chapter was authored by a Jedi known as Kli the Elder.

It was believed destroyed for over five millennia until it was discovered by Luke Skywalker in the subterranean ruins of Ossus. Luke Skywalker later stored it in the tree library on Ahch-To. Before she left, she took the sacred Jedi texts, including this book, onto the *Millennium Falcon*.

A year later, Rey kept this book and the others in her workshop at the Resistance base on Ajan Kloss. Though she found nothing in the book that could help her contact the Force spirits of deceased Jedi, it did contain references to Exegol, though in the book it was spelled as “Ixigul.” With the help of the historian Beaumont Kin, she was able to read the text and Luke’s notes on the Sith wayfinders, allowing her to begin her own search to find Exegol.

### **Record of Loss: Memoirs of the Separatist Conflict**

Status: Legends

This book was written by a member of the Jedi Order during the Clone Wars and before the fall of the Galactic Republic. A copy of this work was kept within the archives of the Jedi sanctuary on the ocean moon of the planet Delriss.

### **Reflections on Form III: Unraveling the Contradictions of Power and Protection**

Status: Legends

This book was written by the Jedi Knight Aurilan before the fall of the Galactic Republic. The book’s subject matter revolved around the Soresu lightsaber form. A copy of this work was kept within the archives of the Jedi sanctuary on the ocean moon of the planet Delriss.

### **Revan Mythologies**

Status: Legends

The Revan Mythologies were a series of fables and myths recounted by the Jedi Master Ilia Orpin, a gatekeeper of a Jedi holocron. Named after the famous Revan, the Revan

Mythologies provided an extensive account of Jedi history, including its possible origins on Tython. Many of the fables and myths featured the Rakata and spoke of Jedi heroes who found Rakatan devices and were forced to choose between destroying them or being corrupted by their power. The fables and myths also described countless temples and ruins on Tython, including those connected to the ancient Je’daii and to the Jedi Order.

Some scholars considered Ilia Orpin’s works to be an updated derivative reworking of the Qel-Droma Epics, a similar set of mythical stories that spoke of the Great Hyperspace War and the Great Sith War to better acculturate Jedi younglings of the day. Around 3,951 years before the Battle of Yavin, Jedi Historian Deesra Luur Jada asserted that Exar Kun’s and Ulic Qel-Droma’s motives for becoming Sith Lords were different from Revan’s and Alek’s, the latter of whom later became Darth Malak.

### **Ritual Tale of Kibh Jeen**

Status: Legends

This was an experimental policy to train Jedi Padawans at the Almas Academy.

Kibh Jeen was a Jedi Padawan who fell to the dark side when he visited the Almas Sith fortress, killing his master and spreading destruction through the Cularin system in the Dark Jedi Conflict until his death 181 years before the Battle of Yavin. As a result, the Jedi Order decided to build an academy on Almas sixty-two years later to keep watch over the fortress.

Jedi Master Nerra Ziveri, headmaster of the Almas Academy since its inception, understood that the best way to protect students from the dark side was to show them its effects. Every year, Jedi Master Nerra Ziveri told the tale of Kibh Jeen to his students as advice against the temptation of the dark side and the temptation to explore the nearby fortress. This was the first Ritual Tale of Kibh Jeen.

In time, Jedi Master Nerra Ziveri stopped telling the Ritual Tale in person and delegated this work to one of his oldest students.

Later, the students transformed the narrative Tale of Kibh Jeen into a theatrical production where a Jedi Master would play the complex role of Kibh Jeen and the older students performed the other parts. In years when there were too many older students, there were different representations of this theatrical production and a friendly competition amongst the productions, valuing drama, meaning, and insight of the performances.

Jedi Master Nerra Ziveri’s successor, Jedi Master Lanuis Qel-Bertuk, continued this practice.



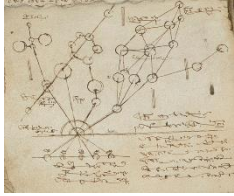
### Sacred Jedi Texts

Status: Canon



These were a collection of eight bound books and scrolls dating back to the dawn of the Jedi Order. By the Battle of Crait, Jedi Master Luke Skywalker had collected the texts and stored them in an uneti tree near the First Jedi Temple on Ahch-To.

Included within the text were lost Jedi abilities including the Fallannassi ability Force projection, also known as *similfuturus*.



At least one of the books included a passage on how Jedi chose the light side of the Force.

The texts also had a visualization of the Chain Worlds Theorem, or Vergence Scatter, which was a representation of the World Between Worlds.

**Speculations on Tactics of the Sith**

Status: Legends

This was a book written by Jedi Master Kei Loo Bross during the time of the Galactic Republic. It included information about Sith battlelords.

### Studies of the Force

Status: Legends



This was a book written by Jedi Master Ngani Zho, the first teacher of Satele Shan. After becoming Grand Master of the Jedi Order, Satele Shan brought a copy of this book with her on her self-imposed exile on Odessen.

### Teyan Apologia

Status: Legend

Named for the Teyan Praxeum at which they were written, the Teyan Apologia was a set of books written by Jedi Master Simikarty and those who followed his philosophy. The six volumes of this work contained discussions and suggestions on how the Jedi Order could serve the Galactic Republic more effectively. Among these suggestions included training Jedin only from infancy, as Simikarty believed that once grown, intelligent beings could not fully negate their negative emotions.

### The Collected Writings of Master Dorak

Status: Legend

*“The wisest gardener respects the audacity of a stone.”*

— A proverb by Dorak

This was a collection of proverbs and texts written by the Jedi Master Dorak during his lifetime. It was included in a list

of suggested texts for Jedi Padawans to peruse during the Cold War between the Galactic Republic and the reconstituted Sith Empire three centuries after Dorak’s death.

### The History of the Jedi Knights

Status: Legends

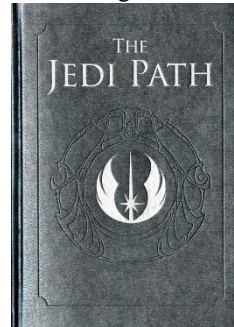
This was a book that chronicled the history of the Jedi Order. A copy of this book was stored on the Nespis VIII space station in its Jedi library. Shortly after Alderaan’s destruction, the Imperial Shi’ido scientist Borborygmus Gog found the abandoned space station and reconstructed the Jedi library within. He filled most of the books in the library with extensions of the Essence Stealer, and then posted legends of the Jedi Knights onto the Holonet under the guise of ForceFlow. He was hoping to attack a Force-sensitive individual to the space station where they would find the library and open one of the books. The moment the individual did that, the Essence Stealer would remove the life-essence of the Force-sensitive individual for Borborygmus Gog to study.

While the trap did work, none of the victims were Force-sensitive. Eventually, Tash Arranda, an orphan of Alderaan and the niece of Mammon Hoole came to the station. She desired to become a Jedi Knight and searched for Jedi and any artifacts or rumors that would lead her to them. She made contact with “ForceFlow” and eventually arrived at the space station. She stumbled upon the library while running from what she perceived to be a Jedi “ghost.” While browsing through the entries held on the shelves, she found a book titled The History of the Jedi Knights. However, she was saved from the Essence Stealer when the ghost of Jedi Knight Aidan Bok knocked the book from her hands.

The legitimacy of the book remained suspect, given it was bait for a trap. With the destruction of the Essence Stealer, the danger posed by the book ended. While the fate of the book remains unknown, with the destruction of the Nespis VIII space station by the Galaxy Gun, the possibility of its destruction cannot be ignored.

### The Jedi Path: A Manual for Students of the Force

Status: Legends



This was a guidebook published by the Jedi Order to be used as an instruction manual for Jedi initiates as they familiarized themselves with the Order’s teachings and the ways of the Force.

First published in the decade following the Ruusan Reformation, the idea of a manual was proposed by Grand Master Fae Coven. With the help of her fellow Jedi Masters, she was able to complete the book and circulate it amongst the Order’s academy student. Fae Coven was the primary author, but other Jedi Masters, including Morrit Ch’gally, Bowspritz, Sabla’Mandibu, Restelly Quist, Crix Sunburris, Skarch

Vaunk, and Gal-Stod Slasistrough, contributed to the book, adding details that related to their specializations a Jedi.

As of 115 years before the Battle of Yavin, the book had been published in its third edition, seeing slight revisions and factual corrections. Over the next century, one copy of the book had been passed down from Jedi Master to Padawan, starting with Grand Master Yoda, who passed it to Thame Cerulian, Dooku, Qui-Gon Jinn, Obi-Wan Kenobi, Anakin Skywalker, and Ahsoka Tano. This copy, well annotated by its various owners and filled with memorabilia over the years, survived the Great Jedi Purge and fell into the possession of Darth Sidious, who added his own commentary.

After Palpatine's final death eleven years after the Battle of Yavin, the book was recovered by Squib salvagers near the remains of Byss and was given to Jedi Master Luke Skywalker, who continued the tradition of adding annotations to the book. This book was among the material he had used to rebuild the Jedi Order.

**Author's Note:** The Wookieepedia stated this book is a part of Legends continuity, and Ahsoka Tano is a part of the Canon continuity. So technically, her comments would not be in this particular copy of the book.

### The Journals of Ben Kenobi

Status: Canon



These were a set of journals written by Jedi Master Obi-Wan Kenobi during his exile on Tatooine. After Obi-Wan Kenobi's death on the Death Star, Luke Skywalker visited Obi-Wan Kenobi's hut on Tatooine and discovered this journal in a case

labeled "For Luke."

The stories included Obi-Wan's adventures in his effort to protect Luke and help the townsfolk. It contained personal entries from Obi-Wan Kenobi as he studied more about the Force, attempted to communicate with Qui-Gon Jinn, and reflected on his decisions as a Jedi. The journals also detailed Jedi Master Yoda's time on Vagadarr Prime and the training he received to learn *stonepower*.

These journals were written by a calligraphy set which were eventually passed down to Ben Solo.

### The Secrets of the Jedi

Status: Canon

This was a book written by Jedi Master Luke Skywalker in which he chronicled the history of the Jedi Order during his self-imposed exile on Ahch-To. He recorded what he knew of the Jedi and their ways, including information on the Chosen One and the midi-chlorians, both of which influenced the Jedi's beliefs. The rest of the work elaborated on a variety of topics such as the Jedi Code, both sides of the Force, a list of Jedi Masters and Jedi Knights, their ranks, the Sith Order, the various lightsaber styles, lightsaber combat, Force powers, and where to worship the Force. It also explained his encounter

with Rey, who sought his training in the Jedi ways and his help in the conflict with the First Order. He added this last entry shortly before becoming one with the Force.

### The Teachings of Master Odan-Urr

Status: Legend



These were a series of influential writings by Jedi Master Odan-Urr which were compiled near the end of his life four millennia before the Battle of Yavin. They consisted of his musing and ideas on the Jedi Code and

the proper way a Jedi should act. They were extremely influential in the Jedi Order until its end nineteen years before the Battle of Yavin.

### Theses of Yaddle

Status: Canon

This was a tome authored by the Jedi Master Yaddle on little known Jedi arts. Her notes were incomplete and considered to be vague. According to some Jedi, the vagueness was intentional.

Cal Kestis found this tome on Koboh nine years before the Battle of Yavin.

### Those Who Drown

Status: Legends

*"The conditions innocents live under cannot be imagined from the comfort of Coruscant. Threats rise against them from all quarters, every day, every breath is spent in dire jeopardy. The fashionable temptation is to blade the victims for not rising up against their tormentors – as if having the will alone to defeat forces beyond their reckoning. Sadly, it is not. They cannot free themselves – nor even always save themselves – from the flood of darkness."*

— Vannar Trece, *Those Who Drown*

This was a holotract written by Jedi Master Vannar Trece during the Republic Dark Age. The subject of this was the living conditions of people who dwelled in regions of space that were controlled by the Sith.

The Unending Stars: Meditations on an Ilum Pilgrimage

Status: Legends

This was a text commonly studied by Jedi Consular Padawans 3,643 years before the Battle of Yavin. The text's title related to the unending stars and meditations on a pilgrimage to Ilum, an isolated planet sacred to the Jedi. Under the starry skies, the Ilum Temple served as a serene haven for Jedi pilgrims who made their lightsabers with local Adegan crystals and meditated on Ilum's unique bond to the Force.

### Unidentified Ancient Jedi Text

Status: Canon

Dr. Chelli Lona Aphra discovered this book within a Jedi structure on the planet Rokedila after the Scourge of the Droids which took place between three and four years after the Battle of Yavin.

### Unidentified Ancient Texts

Status: Legends

These ancient texts were kept in a box, alongside keepsakes and Jedi Master Yoda's second lightsaber, in Yoda's hut on Dagobah. During his exile, Yoda had been able to devote much of his time to pondering these ancient Jedi texts.

### Unidentified Jedi Book

Status: Legends



This book was in the Hall of Knowledge of the Great Jedi Library on Ossus. Written in the arcane classical Ossan language, the book covered many subjects. It described various Force abilities, including battle meditation, and contained the stories of Jedi Master Arca Jeth of Arkania and then Jedi Knight Nomi Sunrider. Jedi Master Thon authored the second chapter of this book.

Luke Skywalker and Jem Ysanna discovered this book in the subterranean ruins of the Great Jedi Library a decade after the Battle of Yavin. A year later, while heading to Onderon, Leia Organa Solo learned the ancient art of *battle meditation* from this book, with C-3PO and Vima-Da-Boda assisting in translating the book.

### Unidentified Sacred Jedi Text and Professor Huyang's Technical Manual

Status: Canon



Between the Battle of Hoth and the Battle of Endor, Jedi-in-training Luke Skywalker visited the Living Sea on the planet Gazian, a living vergence in the Force in search of knowledge of the Jedi. After speaking with an

imprint of Jedi Master Elzar Mann's mind, Luke Skywalker received an unidentified Jedi text from a skeleton of a dead Jedi.

Later, Luke Skywalker had the book aboard Amilyn Holdo's starship, the *Skyfarer*, when he, Amilyn Holdo, Chewbacca, Lando Calrissian, and Leia Organa were stranded in No-Space. The *Skyfarer* was left in the Great Hall of the Nihil, the former main base of the Nihil while the Rebels were with the Colony of *Kezerat*. Luke Skywalker expressed his concerns to Leia Organa about losing the book as he felt it was irreplaceable and that he would not be able to move forward in his training without it. Killdroids broke into the ship so they could retrieve a Path engine that had been installed on the ship, and one of the droids threw the text out of the ship. It

landed on the edge of the Great Hall. During the subsequent confrontation with the Killdroids, the Rebels were able to retrieve the Path engine, and Luke Skywalker was able to retrieve the unknown Jedi text. However, during the confrontation, the lightsaber he had acquired after losing his father's at Bespin was crushed by a Killdroid, which also cracked the kyber crystal within it. He later made a note in the unknown text to check the fifth volume of Professor Huyang's technical manual in the event of needing more specific instructions when constructing a lightsaber.

Professor Huyang was an architect droid who served the Jedi Order. In the course of his service to the Jedi Order, he wrote a technical manual detailing the construction of lightsabers. The manual contained at least five volumes.

Thirty-four years after the Battle of Yavin, Jedi Master Luke Skywalker stored this unknown text alongside others in the tree library on Ahch-To. Before she left, she took the sacred Jedi texts, including this book, onto the *Millennium Falcon*.

### Jedi Robes

#### Arca Jeth's Robes

Status: Legends



**Model:** Arca Jeth's Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +1 versus physical, +1 versus energy, +1 *Knowledge*, +1 *Perception*. Arca Jeth's Robes could only be worn by human Jedi who served the light.

These robes once belonged to the Arkanian Jedi Master Arca Jeth who trained Ulic Qel-Droma, Cay Qel-Droma, and Tott Doneeta. After his death during the Great Sith War, Ulic Qel-Droma took the robes and always carried it with him. His spirit later helped provide guidance to Ulic Qel-Droma during his path to redemption.

The Mandalorian scientist Antos Wyrick stole the robes from Ulic Qel-Droma and used the genetic material found on the robe to raise Offshoot children enhanced with Arca Jeth's genome and Force-sensitivity. While researching Antos Wyrick's background, the Mandalorian warrior Rohlan Dyre learned of the robe's history and its role in Antos Wyrick's New Generation Project. He later told the story to Zayne Carrick.

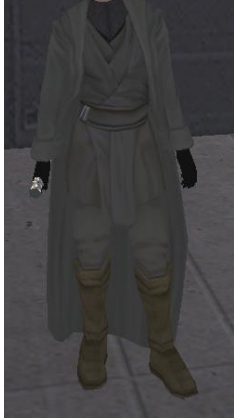
Wearing these robes bestowed an increase in wisdom upon the wearer, as well as an enhanced ability to refresh themselves with the Force.

Arca Jeth's Robes are only available during the time of the Jedi Civil War and the Dark Wars.



### Jolee Bindo's Robes

Status: Legends



**Model:** Jolee Bindo's Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +3 versus physical, +3 versus energy, +1 *Perception*. Jolee Bindo's Robes could only be worn by human Gray Jedi or human Jedi who took a more neutral stance.

*Upgraded with mesh underlay:* +3 versus physical, +5 versus energy, +1 *Perception*.

These were gray articles of clothing believed to have been owned by the Gray Jedi Jolee Bindo sometime

before 3951 years before the Battle of Yavin. Jolee Bindo remained outside of the Jedi Order in his pursuit of knowledge. These powerful, yet unassuming robes, were believed to have been owned by him, though his whereabouts during First Jedi Purge were unknown.

Jolee Bindo's Robes could be upgraded with a mesh underlay. A Jedi who makes this modification must use *attune robes (Jedi)* to attune the mesh underlay to make the wearer immune to mind-altering powers. Jolee Bindo's Robes are only available during the time of the Jedi Civil War and the Dark Wars.

### Kento's Robes

Status: Legends



Wookiee artisans made this special robe and bestowed it to their friend and protector Kento Marek. He wore this robe up until his death at the hands of Darth Vader during the Battle of Kashyyyk.

Two years before the Battle of Yavin, during a mission to Kashyyyk, Galen Marek rediscovered the hut where he lived with his family as a child. Inside the hut, Galen Marek had a brief encounter with the spirit of his father Kento, who apologized to his son stating that he never wanted his life to turn out as it did. After the encounter, Galen Marek found in some rubble behind the hut his father's robe and the blue lightsaber crystal that was once a part of his father's lightsaber.

### Nomi Sunrider's Robes

Status: Legends



**Model:** Nomi Sunrider's Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +3 versus physical, +1 versus energy, +1 *Perception*. Nomi Sunrider's Robes could only be worn by human Jedi who served the light.

A robe said to have belonged to the legendary Jedi Master Nomi Sunrider, this garment possibly fell into the possession of the Jedi Exile during the First Jedi Purge. It imbued the wearer with greatly-increased wisdom and the ability to touch the Force more readily.

Nomi Sunrider's Robes are only available during the time of the Jedi Civil War and the Dark Wars.

### Norris Robes

Status: Legends



**Model:** Norris Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +2 versus energy. If dye is applied to robes that already offers protection against energy attacks, amount of protection increases by +2.

The Norris Robes were made from the roots of the Norris plant found on the tropical planet of Almar, though the supply of Norris roots was very limited. Ancient Jedi took the roots and made a reddish-orange dye from them. The dye made their robes both beautiful and energy resistant, making

the Norris Robes unique and valuable across the galaxy.

The Norris Robes could be worn by human Jedi regardless of alignment. If a Jedi were to find the reddish-orange dye made from Norris Roots and apply it to their robes, the robes would receive the same benefit. If the robes already offered protection against energy attacks, the application of the dye would increase the amount of protection. The Norris Robes are only available during the time of the Jedi Civil War and the Dark Wars.

### Ossus Keeper Robes

Status: Legends



**Model:** Ossus Keeper Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +1 versus physical, +1 versus energy, +4 *Knowledge*, +2 *Mechanical*, +3 *Perception*, +4 *Technical*. The Ossus Keeper Robes

could only be worn by human Jedi.



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The Ossus Keeper Robes were worn by the Jedi who served as Keepers of the Hall of Knowledge in the Great Library on Ossus before its destruction during the Great Sith War 3,996 years before the Battle of Yavin. The Ossus Keeper Robes significantly increased the mental attributes of the Keepers and aided them in maintaining the protected archives in addition to guiding those who wished for interactive solutions to their problems. It is rumored that Meetra Surik received a set of Ossus Keeper Robes as a gift from Queen Talia of Onderon for her help during the Onderon Civil War 45 years after the Great Sith War.

The Ossus Keeper Robes are only available during the time of the Jedi Civil War and the Dark Wars.

### Qel-Droma Robes

Status: Legends



**Model:** Qel-Droma Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +5 versus physical, +5 versus energy, +8 *Dexterity*, +4 *Mechanical*. The Qel-Droma Robes could only be worn by human Jedi who served the light.

The Qel-Droma Robes were created as a gift for Cay Qel-Droma during the Sith War. Cay Qel-Droma wore them when he was murdered by his brother Ulic Qel-Droma, who had fallen to the dark side. The Qel-Droma Robes were

passed on to their cousin Duron Qel-Droma, but it disappeared shortly after the Great Hunt along with Duron Qel-Droma himself. Both the Qel-Droma Robes and Duron Qel-Droma's skeletal remains were found by Revan during the Jedi Civil War in a cave on Korriban after slaying a terentatek – the same terentatek that killed Duron Qel-Droma and his companions Jedi Knight Shaela Nuur and Twi'lek Jedi Knight Gunn Han Saresh. In the moments before his death, Duron Qel-Droma experienced a vision of the redeemed Revan finding his remains and donning these robes. Revan later defeated a disgraced Sith, who turned out to be Darth Malak.

It was said that only those who are true to the light side could wear the Qel-Droma Robes. Imbued with the light side, the robes would enhance the wisdom and protection of the wearer.

The Qel-Droma Robes are only available during the time of the Jedi Civil War and the Dark Wars.

### Qui-Gon Jinn's Cloak

Status: Legends



Jedi Master Qui-Gon Jinn wore this cloak prior to his death during the Battle of Naboo. Jedi Master Yoda took possession of it and used it as a

blanket on his bed during his exile on Dagobah.

### Star Forge Robes

Status: Legends



**Model:** Star Forge Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +5 versus physical, +5 versus energy, +8 *Dexterity*, +2 *Knowledge*, +4 *Mechanical*, +1 *Perception*, +2 *dodge*, +2 *willpower*, +2 *stamina*. The Star Forge Robes could only be worn by Jedi who served the light.

The Star Forge Robes were a special set of Jedi robes that were made in the ancient, massive, automated Rakata shipyard – the Star Forge. The Star Forge Robes were long and sand-colored and came with brown gloves, boots, and chest plate that broke the aesthetic simplicity. Even though the Star Forge was a powerful tool of the dark side, only one immersed in the light side was able to wear the Star Forge Robes. 3,956 years before the Battle of Yavin, Revan accessed one of the computer rooms on the Star Forge, and with the aid of many computer spikes was able to access the computers and forge for himself a set of Star Forge Robes before confronting Darth Malak. The Star Forge robes gave the wearer an increase in their wisdom and saves.

The Star Forge Robes are only available during the time of the Jedi Civil War.

### Sylvar's Robes

Status: Legends



**Model:** Sylvar's Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +2 versus physical, +2 versus energy, +2 *Dexterity*, +1 *Mechanical*, 20% reduction to energy

attacks, like blaster fire, and dark side powers, like *Force lightning*. Sylvar's Robes could only be worn by human Jedi who served the light, even though she was a Cathar.

These robes once belonged to the Cathar Jedi Sylvar, a fellow student of the future Dark Lord of the Sith Exar Kun. Though her mate Crado fell under Exar Kun's sway and into darkness, she remained true to the light despite several major trials and became a strong voice within the Jedi Order. Her robes provided some protection against energy as well as the dark side, in addition to providing additional mobility.

The Jedi Exile Meetra Surik probably found these robes during the First Jedi Purge 3,951 years before the Battle of Yavin.

Sylvar's Robes are only available during the time of the Jedi Civil War and the Dark Wars.

**Thon's Robes**

Status: Legends



**Model:** Thon's Robes

**Type:** Jedi robes

**Availability:** 4, X

**Game Notes:** +3 versus physical, +3 versus energy, immunity to *Force stun*, *stasis*, and similar Force powers, use *focus Force* and *Force jump* powers if wearer does not already know them or reduce difficulty levels for *focus Force* and *Force jump* by one if wearer does know

them. Thon's Robes could only be worn by human Jedi who served the light, even though he was a Tchuukthai. It is more likely that he had these robes made for his students.

These robes once belonged to Thon, a mysterious and powerful Jedi Master who trained many students, including Oss Wilum and Nomi Sunrider. Wearing these robes allowed a being to actively track thought processes faster, enhance their connection to the Force which allowed them to focus its energy, resist being stunned, and use it to leap great distances.

The Jedi Exile Meetra Surik possibly acquired these robes during her travels amid the First Jedi Purge 3,951 years before the Battle of Yavin.

Thon's Robes are only available during the time of the Jedi Civil War and the Dark Wars.

**Miscellaneous**

**Balm of the Luminous**

Status: Canon



**Name:** Balm of the Luminous

**Cost:** Not Available for Sale

**Availability:** 4,X

**Game Notes:** The Balm of the Luminous allows any being it is applied to, to make a healing test one hour after the Balm is applied to a wound.

The Balm also smothers any recent application of the Dark Side made to that being, so if they received damage from the Dark Side, then that damage is healed in the same hour as above.

Finally, if a being received a Dark Side point through no action of their own (such as being drugged or influenced into a Dark Side Action, or receiving it from a power, place, or device), then they may roll 1D6 against the number of Dark Side Points they currently have. If the roll is higher, then the Dark Side Points received are lost as they are smothered by the light side.

**Source:** RPGGamer.org website

The Balm of the Luminous was a type of bandage with some words woven into it. Around 82 years before the Battle of Yavin, Jedi Padawans Dooku and Sifo-Dyas, along with Jedi Master Lene Kostana, used the Balm of the Luminous to

get rid of the dark side of the Force that they had contracted during a ritual and to bind them again to the light side of the Force.

**Belt of Bodo Baas**

Status: Legends



The Belt of Bodo Baas was an article of clothing first found by Jedi Master Bodo Baas. In the centuries after Jedi Master Bodo Baas' demise, the belt was passed down through various members of the Jedi Order. The last Jedi to own the belt was Jedi Master Ashka Boda, who also

possessed the Tedryn Holocron. While it is not known what happened to the belt when Jedi Master Ashka Boda was captured by Imperial Sentinels and subsequently killed by Palpatine, it later resurfaced after the Battle of Yavin.

A note of interest about the Belt of Bodo Baas was that it had sixty-five pockets, most of which were hidden.

**Ben Solo's Calligraphy Set**

Status: Canon



This was a calligraphy set owned by Jedi Padawan Ben Solo during his training at Jedi Master Luke Skywalker's Jedi temple on Ossus. It had once belonged to Jedi Master Obi-Wan Kenobi, who used it to write a set of journals.

It included a set of pens, a box with perforations in the lid which served as pen sockets, and parchment scrolls with Jedi insights.

**Cassadorean Matrix**

Status: Canon

This was an artifact in the collection of the Jedi Archives during the High Republic Era. 231 years before the Battle of Yavin, it was one of several artifacts sent to the Valo Republic Fair for display in the Starlight Pavilion as part of the *Secrets of the Jedi* exhibit curated by the Jedi archivist OrbaLin.

**Crown of Verity**

Status: Legends

Created by the culture of Benetage, the Crown of Verity was the symbol of the office of the Magistrates. A silvered skullcap rather than a ring of steel or tiara, the Crown of Verity altered its size and shape to fit the heads of sentient species. The power of the Crown was that it forced any who wore it to discern the truth from lies, but as a side effect it inhibited the wearer from speaking falsehoods.

The Crown of Verity was created some time before the planet was abandoned around thirty millennia before the Battle of Yavin. The Crown was thought lost, but it eventually came to be stored within the Jedi Temple on Coruscant.

Around the time of the Clone Wars, the Crown of Verity was studied in-depth by the Ithorian Jedi Master Tobar Ka-Teen, who was fascinated by the philosophy of the truth and hoped to duplicate the Crown's powers. But his interest had a dark origin. Shortly after becoming a Jedi Master, Jedi Master Tobar Ka-Teen interrupted Black Sun's machinations aboard the deep space trading outpost Kriost Station. In retaliation, Black Sun placed a bounty on the Ithorian Jedi Master and hired a corrupt human woman named Kallyx the Piner to capture him and learn everything the Jedi Order knew about Black Sun's activities by any means necessary.

Kallyx the Piner captured Jedi Master Tobar Ka-Teen and tortured him for weeks before a Jedi rescue team found him. The weeks of torture were beyond anything he had been trained for, but it revealed to him his capacity for lying. Rather than admitting the truth, Jedi Master Tobar Ka-Teen wove a complex net of lies and deception that ensnared Kallyx the Piner. Though he resorted to lying to protect his fellow Jedi, and despite the Jedi Council hailing him a hero for his acts, the Ithorian Jedi Master became an intensely private individual spending a great deal of time in the libraries and archives of the Jedi Temple, possibly to learn of some way to strengthen the Jedi's ability to discern the truth and the strengthen the resistance against resorting to lying.

During his studies, Ka-Teen was permitted to take the Crown to the verge on the Outer Rim planet Auratera. Several squads of clone troopers accompanied him to the ruins of Acablas, but during his time at the ruins, Order 66 was issued. The fate of the Crown, Master Tobar Ka-Teen, and the accompanying clone troopers was never discovered.

In GM terms, the Crown of Verity grants the wearer a +3D bonus to *Perception* rolls made against an opponent's *con* or *persuasion* rolls if the opponent is trying to deceive the wearer. If the wearer is Force-sensitive, that bonus also applies to the *sense* roll when the wearer uses *receptive telepathy* or *truth-sense* for the same reason. Conversely, the Crown inflicts a -3D penalty to all *con* and *persuasion* rolls the wearer might make while trying to deceive others.

The Crown of Verity has a value of 5,000 credits.

### Eye of the Sun

Status: Legends

The Eye of the Sun was a Force-imbued artifact that was created by a group of Jedi Masters for use during the Ruusan campaign as a defense against the Brotherhood of Darkness. It resembled a rock, but it could glow silver, and a large yellow eye could appear on its surface if it willed.

It was later hidden under the ch'hala Heart Tree on Cularin. The Dark Jedi Len Markus tried to find it there during the final year of the Clone Wars. If he touched it with the Darkstaff, then the Darkstaff would gain enough power to destroy Cularin.

What powers the Eye of the Sun might have possessed remains unknown.

### Eyes of Laqasa

Status: Legends



According to legend, a hunter secretly imported a troop of large repto-simians to Devaron for illegal hunting purposes, but the hunter's plans backfired. These creatures had a Force-enhanced camouflage, which enabled them to kill the hunter, escape their enclosure, and begin terrorizing the world. Over the next two years, the beasts damaged the ecosystem of the northern continent while eluding the finest hunters on the planet. It was during this time that the Devaronian Jedi Knight Laqasa Trill arrived during one of her infrequent visits to her homeworld.

The Devaronian Jedi Knight Laqasa Trill was an incredibly skilled hunter. She was an exemplar of the philosophy of hunting that ecologists promote, carefully choosing her marks from overpopulated game species or stalking the rare rogue predator that target sapients. She insisted that hunting was to her a meditative act, and she claimed to owe her phenomenal success to the Force-enabled connection she shared with her quarry. But she never used her lightsaber in the hunt; rather she adopted the tools and weapons of the local hunters in whatever environment she found herself, mastering a vast array of technologies and techniques.

When she learned of the situation, she vowed to hunt down and destroy the beasts. Taking only what she could carry on her back, Laqasa Trill disappeared into the wilderness. She studied the technology behind the electrobinoculars, then adapted the technology by miniaturizing and minimizing them. She placed crystalline lenses in a leather headband, and then imbued the creation with the Force. The lenses allowed her to counter the repto-simians' ability to hide within the Force and camouflage themselves. A year after disappearing into the wilderness, she returned to civilization having hunted down and killed all the beasts. She had skinned them and made an ankle-length color-shifting cloak. In her journal, she owed the success of her hunt and her life to the goggles she had made. These goggles, now called the Eyes of Laqasa, were rumored to be stored in a hunting lodge somewhere within the Blue Mountains of Devaron, and became a local legend.

In GM terms, the Eyes of Laqasa grants the wearer a +1D bonus to *Perception* and *search* rolls. It also negates any bonuses the target, be it a creature or an individual, might receive from darkness, concealment, or any stealth or camouflage abilities it might have, be it natural, technology-based, or even Force-based. The Eyes of Laqasa also allows the wearer to see normally in darkness as they would in normal daylight.

The Eyes of Laqasa has a value of 2,000 credits.



### Herder's Gauntlets

Status: Legends



normal

The Herder's Gauntlets were a pair of gloves constructed by the Iktotchi Jedi Master Needa Kame around nine centuries before the Battle of Yavin. For Iktotchi Jedi, *telekinesis* was not a skill that was common amongst them. Taking a leave of absence from his

duties, Jedi Master Needa Kame built a retreat in the mountains and spent a decade working on the Gauntlets for the purpose of assisting Iktotchi Jedi in their use of *telekinesis*. His efforts were not yielding results, causing him great frustration at times.

Since he was near a village, he occasionally entertained the local village children during his time in isolation. It was while entertaining the children and wearing the Gauntlets that he fumbled a trick and inadvertently pulled a local fruit telekinetically from behind a small girl's ear. He soon realized that his Gauntlets were complete, and that it was his application of the Force that was the problem. He then used the Gauntlets to lift the same village girl into the air.

The gloves were made from the hide and horns of a local ungulate. The size and shape of the gloves meant that only Iktotchi could wear them.

In GM terms, the Herder's Gauntlets grant the wearer a +3D bonus to their *alter* rolls, but only when using *telekinesis*. Using the Herder's Gloves with any other *alter*-based Force power negates the bonus.

The Herder's Gauntlets has a value of 8,000 credits.

### Heritage Tapestry

Status: Canon/Legends

The Heritage Tapestries were wall hangings created to tell stories or depict moments in history. In both Canon and Legends continuity, many ancient heritage tapestries depicting the first two Great Schisms of the Jedi Order remained within the Chamber of Antiquities, the lower levels of the Jedi Library on Ossus. In Legends continuity, heritage tapestries also filled the pillared halls of the Jedi Temple on Coruscant, depicting the history of the Jedi Order and the Galactic Republic.

### Illum Talisman

Status: Legends

The Illum Talisman, also called "The Weight of Our History," was a teardrop-shaped piece of stone that radiated power to nearby Force-users. Formerly owned by Jedi Master Val Isa, it could be worn as a necklace and contained veins of crystal that were visible when the Talisman was held to the light. The Illum Talisman also contained indecipherable but distinct markings, which are in fact writing in an ancient proto-Republic dialect saying "Val Isa, Jedi Master."

A Force-sensitive individual who uses *sense Force* on the talisman will sense it is like a living thing. The individual will also sense a myriad of emotions from the talisman.

A Force-sensitive individual who puts on the talisman will have a vision of Jedi Master Val Isa fighting against the Mandalorians. The Illum talisman will also help the wearer calm themselves.

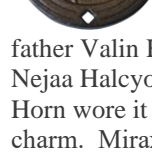
### Jedi Credit

Status: Legends



The Jedi Credits, also known as Jedi Medallions and Jedcred, were decorative tokens unique to the Corellian Jedi of the Old Republic. They were awarded when a Corellian Jedi Knight was elevated to Jedi

Master and would be given to the Jedi's former Master and a dozen or so of his close friends, family, and students. Thame Cerulian was given a Jedi Credit when he became a Jedi Knight and he put it inside his copy of the Jedi training manual, *The Jedi Path*, for safe-keeping.



Corran Horn received a Jedi Credit from his father Valin Horn, which once belonged to his grandfather Nejaa Halcyon. Initially unaware of his Jedi heritage, Corran Horn wore it around his neck on a gold chain as a good luck charm. Mirax Terrik identified it as a "Jedcred" when she first saw it. Corran Horn later gave it to Mirax Terrik as a gift when he proposed to her. The Jedi Credit was delivered to Corran Horn as a warning when his wife was abducted by the Jensaarai eleven years after the Battle of Yavin. Corran Horn succeeded in freeing his wife, and the Jedi credit remained in his family as an heirloom.

### Jedi Crusader Pendant

Status: Canon



Jedi Crusader pendants were trophies worn by the Jedi Crusaders. One such pendant contained the fragmented kyber crystal of a Sith lightsaber. It ultimately fell into the possession of Jedi Master Luke Skywalker, who lived in seclusion on Ahch-To as the last Jedi.

### Lariat of Armistice

Status: Canon

The Lariat of Armistice was an unbreakable rope dating back to the time of the Mystic Nine. It was in the possession of the Jedi order by the High Republic Era, and was part of the *Secrets of the Jedi* exhibit at the Starlight Pavilion during the Valo Republic Fair. When the Nihil attacked the Fair, Jedi Archivist OrbaLin and journalist Rhil Dalro captured and



restrained the Lamproid pirate Quin Amarant with the Lariat of Armistice.

In GM terms, the Lariat of Armistice is a rope with a *Strength* of 10D to hold individuals. While it has proven useful in binding Medium-sized characters and smaller, it is unknown how effective it would be in restraining Large-sized and bigger, since such individuals would possess greater strength.

### Lothal Jedi Temple Key Stone

Status: Canon



After encountering the White Loth-wolf Dume in a dream, Ezra Bridger was given a key stone from the Lothal Jedi Temple. The key stone had three hands: one closed; one firm and open; and another relaxed and open. The three symbols were encircled by circular designs.

Ezra Bridger and the other Specters would use the stone to decrypt a mural depicting the three Mortis gods and allow Ezra Bridger to enter the World Between Worlds, a mystical plane outside of time and space.

### Lothal Key Stone

Status: Canon



The Lothal Key Stone was a stone artifact that had on one side a triangle with four hands inside it with one hand closed, one hand closed with a pointing finger, one hand firm and open, and one hand relaxed and open. The key stone also depicted the five Force priestesses, the three Mortis gods, and the Lothal Jedi Temple on the borders of the triangle. On the other side of the stone were intricate markings of three smaller triangles intersected by three semicircles. Inside the smaller triangles were even smaller circles with lines protruding from them.

The Lothal Key Stone was examined by Minister Veris Hydan, an advisor of Emperor Palpatine who had been tasked with unlocking the secrets of the Lothal Jedi Temple. Specifically, on how to enter the World Between Worlds, a mystical plane outside of time and space. When Sabine Wren was captured during an incursion, Minister Veris Hydan turned on various holographic images of items he had discovered in the Jedi Archives, one of which was the Jedi Key Stone. He procured Sabine Wren's help in interpreting and understanding the artifact. But Sabine Wren was able to make the connection between the artwork on the Lothal Key Stone and the mural of the Mortis Gods on the Lothal Jedi Temple, allowing her to guide Ezra Bridger in opening the portal to the World Between Worlds, and later closing the same portal.

### Master Vodo's Quarterstaff

Status: Legend



The Krevaaki Jedi Master Vodo-Siosk Baas carried this wooden quarterstaff that offered support to his aged physical being. One and half meters long, it was a simple wooden stick that was wrapped with fabric strips on one end to serve as the head. Despite his knowledge and skill in the construction of lightsabers, Jedi Master Vodo-Siosk Baas wielded this staff in combat, augmenting the staff through the Force with Force weapon to allow it to withstand lightsabers and shatter rocks.

3,997 years before the Battle of Yavin, Jedi Master Vodo-Siosk Baas used his quarterstaff against his student Exar Kun. During the duel, Exar Kun used the Force to retrieve a second lightsaber, and with a stroke from both lightsabers broke Vodo-Siosk Baas' quarterstaff despite the augmentation from the Force. For a while, Vodo-Siosk Baas used a different staff to move around; however, a year later, Jedi Master Vodo-Siosk Baas repaired his broken staff shortly before Ulic Qel-Droma's trial. During the trial on Coruscant, Exar Kun arrived to free his compatriot, but Vodo-Siosk Baas also arrived to confront his fallen student. During their duel, Exar Kun revealed the modifications he made to his lightsaber – igniting an energy beam from the other end, changing it into a double-bladed lightsaber. And with his esoteric weapon, Exar Kun eventually delivered a striking blow that not only shattered Jedi Master Vodo-Siosk Baas' quarterstaff, but also killed him.

### Nomi Sunrider's Armband

Status: Legend

An armband once belonging to Nomi Sunrider, it gave a boost to one's power when fighting against the dark side of the Force. Meetra Surik came across this relic while on Nar Shaddaa during the Dark Wars and purchased it from the merchant Geeda for 2,375 credits.

### Nullification Resin

Status: Legends



**Name:** Nullification Resin

**Type:** Storage resin

**Cost:** 100 Credits per level of resin

**Availability:** 2, X

**Game Notes:** When applied to Force Artefacts, this resin seals them and nullifies them, stopping them effecting the universe and allowing them to be handled somewhat safely. This nullification is not complete and certain side effects of the

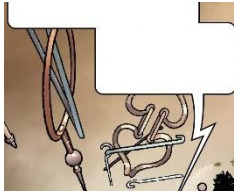
artifacts could still be felt, such as the atmospheric effects of the Helm of Dathka Graush. Three levels of the Resin exist, each cancelling dice of effects up to their level, the Sanctum of the Exalted on Odryn generally used the strongest version.

**Source:** RPGGamer.org website

Nullification resin was a wrapping used by the Jedi Covenant on Sith artifacts to dampen their dark side taint and latent malevolence. With this resin surrounding the artifacts, Jedi could not feel the evil emanating from them. The resin was placed on countless artifacts in the Sanctum of the Exalted on Odryn, including Lude Kressh's pedicure set and Exar Kun's lightsaber. Three grades of resin were known.

### Padawan's Traps

Status: Canon



These were artifacts of the Jedi Order that were kept within the Jedi monastery on Al'doleem. With the help of telekinesis, Padawan's traps could be elevated into the sky, but it required considerable effort and distractions during fights. During his

exile on Al'doleem, Jedi Master Kirak Infil'a could simultaneously collect four Padawan's traps and fight with the training droid Arex that had been stationed at the monastery.

What purpose these Padawan's traps served was unknown, but Jedi Master Kirak Infil'a's use suggested that they might have served as an advanced training aid for Jedi. The goal of the exercise would be to levitate these objects while engaging in lightsaber training.

**Reward:** Increase *control*, *sense*, and *alter* by +1D. Learn *split Force*.

### Phrik Staff

Status: Canon

The phrik staff was a quarterstaff made of phrik dating back to the Blood Moon Uprising. By the High Republic Era, it was in the possession of the Jedi Order and was sent to Valo to be displayed in the Starlight Pavilion as part of the *Secrets of the Jedi* exhibit for the Valo Republic Fair. During the Valo Atrocity, Tempest Runner Louna Dee briefly seized and used the staff while fighting Jedi archivist OrbaLin. During the fight, OrbaLin was able to take back the staff and telekinetically hurl Louna Dee through the roof of the building.

### Secret Treasure of the Jedi

Status: Legends



This was a rumored treasure hidden with the basement of the Jedi Temple by the Jedi. Despite its great value, it was contained within a small, handheld box.

Palpatine used this rumor to lure Vilmarh Grahrk into helping him with the Yinchorri Uprising. Palpatine might have stolen it during the Yinchorri attack on the Jedi Temple.

Anakin Skywalker also heard rumors of large amounts of treasure being hidden within the Temple.

While accompanying Ferus Olin in breaking into the Jedi Temple, Trevor Flume was another who believed that the treasure existed. However, Ferus Olin dismissed the rumor as propaganda.

### Taradon's Helm

Status: Legends

A small device resembling computer slicing equipment, Taradon's Helm was a control box studded with switches, buttons, and lights. The ancient Corellian Jedi Knight Taradon created this device to augment his already considerable piloting skill. Bearing a resemblance to modern-day slicer gear, it was a rectangular device with a conical taper on one side that could be inserted into almost any craft that could fly and tap into its interface programming. Inside the device, Taradon placed crystalline technologies, usually found within Jedi holocrons, that connected to the Force and enable a pilot who was Force-sensitive to imbue the device with their determination and courage. The device was hot-swappable into the hardware of a staggering array of different ship designs.

Taradon served the Jedi Order during the early days of the Republic. He brought dozens of galactic criminals to justice while confronting them in one of several starfighters and gunboats he was known to have piloted. His preternatural piloting skills and technical acumen allowed him to construct Taradon's Helm to augment his flying skills further.

Taradon's Helm served its creator well for his century of service of the Jedi Order, including his final mission. Taradon used his creation to fight off the corrupt Rodian Jedi-turned-assassin Deelguh who sought to raid the stores of adegan crystals on Ilum. During the battle, Taradon sacrificed himself by ramming his ship with Deelguh's, killing them both. While the wreckage of Taradon's ship was never recovered, Jedi have theorized that Taradon's Helm survived the crash.

In GM terms, the Taradon's Helm grants the user a +4D bonus to their piloting skill when operating a flying craft. The bonus applies to their *capital ship piloting*, *space transport piloting*, and *starfighter piloting* skill when flying the associated craft. The bonus also applies to their *repulsorlift operation* skill, but only when flying airspeeders. It does not apply for operating landspeeders or other non-flying vehicles.

Taradon's Helm also grants the user the same bonus to their *computer programming/repair* skill when slicing and bypassing the computer security systems of any of the above-mentioned flying crafts. And **only** when trying to slice and bypass the computer security systems of those crafts does this bonus apply; the user does not receive this bonus while attempting to use Taradon's Helm to bypass the computer

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security system of any other vehicle, or any non-vehicle computer system.

Taradon's Helm has a value of 11,000 credits.

### Tythonian Mastery Token

Status: Canon

In the early days of the Jedi Order, this was a small disk-shaped medallion given to Jedi Knights when they earned the rank of Jedi Master. The Jedi Master of the former Jedi Knight was also awarded one. The tokens were made from crude barabbian and carved with Coremaic runes. A collection of these tokens was on display in a cabinet during the Republic Fair on Valo. During the Valo Atrocity, Jedi Master OrbaLin used the Force to turn them into projectiles that disabled several Nihil raiders who were raiding the *Secrets of the Jedi* exhibit in the Starlight Pavilion.

### Unknown Jedi Artifact

Status: Canon



This was a valuable and ancient artifact once stored in the Jedi temple on the Moon of Staggec in the Outer Rim Territories, which was eventually left ruined and abandoned. The blue artifact ended up in the possession of the Wookiee Senator Yarua, who kept it on his home planet of Kashyyyk. During the Clone Wars, Dooku learned of the artifact and lusted after it to use against his master Darth Sidious. He sent General Grievous to acquire the artifact from Senator Yarua, whom he learned intended to return the artifact to its previous home by giving it to a delegation from the Moon of Staggec during negotiations he and Senator Padmé Amidala intended to head to ally the Galactic Republic with the Moon of Staggec. However, both senators fell into a Separatist trap, and realizing this Senator Yarua hid the artifact in his daughter Viiveenn's doll and sent her to hide in a forest on the Moon of Staggec. Senator Yarua later sacrificed himself to save his daughter from Grievous, and Yarua's Republic allies arranged for her return to Kashyyyk. Both the Galactic Republic and the Separatists believed the artifact to be lost; however, the artifact was still within Viiveenn's doll, and with her father's death, only Viiveenn knew of its hiding place.

What powers or secrets the artifact possessed remains unknown

### Vor'Na'Tu

Status: Legend

The Vor'Na'Tu was an ancient Jedi artifact taken by Jedi Master Echuu Shen-Jon during his self-imposed exile on Krant. He hid the powerful crystal for over twenty years until half a year after the Battle of Yavin, when the Bothan spy Utric Sandov informed Leia Organa that an Imperial landing force managed to recover the artifact and hid it on the moon of Geddes.

Jedi Master Echuu Shen-Jon joined the Rebel Alliance shortly afterwards. Leading a group of Rebel Alliance soldiers and Wookiee warriors whom he had met on Krant, he assaulted the Imperial forces on Geddes. After destroying the Sith Temple that guarded the crystal, Echuu Shen-Jon attempted to flee, but Darth Vader, who had been sent to retrieve the artifact for Emperor Palpatine, fought and killed him. Before succumbing to his wounds and to prevent the Vor'Na'Tu from falling into the Emperor's hands, Echuu Shen-Jon shattered the crystal into four pieces, rendering it useless before becoming a Force ghost. His sacrifice allowed the Rebel and Wookiee forces to escape.

Years later, the moon Geddes was terraformed, colonized, and renamed Hanoon. The colonists found the shards and held them as valuable artifacts in their cities. The spirit of Echuu Shen-Jon was concerned about this act, for the shards still help potential power. He sent a vision to Leia Organa, and she and her brother Jedi Knight Luke Skywalker returned to Hanoon to retrieve the shards. Luke Skywalker succeeded in finding the shards from the settlements before grinding the remnants to dust and scattering them to the solar winds.

# Force Dyad Powers

A prophecy had foretold that there would be two Force-sensitive individuals who would be bonded by the will of the Force, making them one in the Force. Both the Jedi and the Sith have tried to create this bond in their own ways, but failed. The bond could only be made between one individual and who served the Light Side of the Force and one individual who served the Dark Side of the Force. This Force Dyad or Dyad in the Force would be able to use unique abilities that no other Force traditions could use. Whether or not a member of the Dyad can still use or even learn these powers after the death of the other member is unknown at this time.

The canonicity of all powers in this section is Canon.

## Control, Sense, and Alter Powers

### Copy Knowledge

**Control Difficulty:** Moderate

**Sense Difficulty:** Target's *Perception* or *control* roll. Modified by relationship.

**Alter Difficulty:** Target's *Perception* or *control* roll. Modified by relationship.

**Required Powers:** *Affect mind, control pain, dim another's senses, farseeing, hibernation trance, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis.*

**Effect:** When one member of the Force Dyad makes telepathic contact with the other, by using *receptive telepathy, projective telepathy, etc.*, the latter automatically learns all the powers the former has. This only applies to the Force powers. This does not bestow upon the latter the same die codes assigned to the former's skills – Force and non-Force alike. The latter must build these skills on their own.

When telepathic contact is established for the first time, this is an automatic reaction dictated by the will of the Force. The former is unable to prevent this from happening, so no rolls to prevent this from happening can be made.

After the initial contact, another attempt can be made by one to see if the other has learned any new Force powers. This can only be used between the two members of the Force dyad. A member trying to use this power on any other Force-sensitive automatically fails.

This is a unique power associated with the Force dyad. Only the two members of the Force dyad can use this power. No other Force-sensitive individual can learn this power.

**Example:** Rey learned all the Force powers Kylo Ren/Ben Solo knew.

**Appeared where:** Episode VII: The Force Awakens

### Farcommunication

**Control Difficulty:** Moderate. Modified by proximity.

**Sense Difficulty:** Easy if the target is friendly and does not resist. If the target resists, the difficulty is the target's *Perception* or *control*. Modified by relationship.

**Alter Difficulty:** Special

**Required Powers:** *Farseeing, life detection, life sense, magnify senses, perfect telepathy, projective telepathy, receptive telepathy, telekinesis*

**Effect:** A unique ability that only the members of the Force Dyad can have, this allows the two to communicate with each other across great distances. While this seems like *projective telepathy* or *perfect telepathy*, the key distinction with *farcommunication* is that the two can see each other during the conversation. It would be as if the two were in the same room or location during the conversation. During the conversation, the two will feel as if they are shifting between locations – at one moment, the two would be at the Light Dyad's location, and the next they are at the Dark Dyad's location. Using *farcommunication* in this manner requires a Very Easy *alter* roll.

This power initially manifests on its own without the Dyads' intent. After the first exchange, the power will manifest at random, usually at the will of the Force.

One of the Dyad members can attempt to have the conversation occur at their location, rather than randomly jumping between them. To do this, both Dyad members must make a *control* roll, with the applied modifier. If one roll succeeds and the other fails, the location is set with the victor. Should both rolls succeed, the one with the higher roll sets the location.

In general, while both members of the Dyad can see each other and their surroundings, they are unable to know each other's exact location. One may have a general idea of where the other is, like which planet the other is on, but this knowledge is generally known before the power manifests. If there is some tell-tale sign indicating the location of one of the Dyad members in the background, the other Dyad member can attempt to notice it by making a Very Difficult *Perception* roll. But only if there is some tell-tale sign, like a name, picture, or landmark.

This power also opens the pathway to other powers involving teleportation. To gain access to these other powers, the two must make physical contact with each other while communicating with each other through this power. The contact can be having their hands touch each other, or one



grabbing an object the other is holding, but physical contact **must** happen.

For this to happen, the GM must first determine the exact circumstances of this attempt. Both can attempt to make physical contact with each other, or only one can make the attempt. In the first case, both participants must spend two Force Points just to make this attempt. This expenditure of Force Points is **mandatory**; if either participant is unwilling to make the expenditure or lacks sufficient Force Points to do so, the attempt automatically fails.

The GM must recall the results of the *control* and *sense* rolls each member made, and find the highest result of the four. That determines the *alter* difficulty for using *farcommunication* to make physical contact. To make physical contact using *farcommunication*, both participants must make an *alter* roll against the established difficulty number. Both participants must make three consecutive successful *alter* rolls to establish physical contact with each other. A failed roll from either participant at any point will end the attempt in failure.

The two participants must also not be distracted while making this attempt. If either participant is distracted, such as someone barging in and demanding an explanation, the affected individual must make a Wild Die roll. A roll of 1 will mean that the affected individual was able to maintain enough control and focus to keep the power active. Any other result means the individual was distracted enough to lose concentration, causing the power to end.

The above rules apply to the second case – only one participant is attempting to make physical contact with the other – with some differences. First, only the individual attempting to make physical contact must pay the mandatory Force Point expenditure. Second, the one being contacted can attempt to resist the contactor's attempt of physical contact. To do this, the one who is resisting must make a *control* roll against the contactor's *alter* roll. Success means that while the contactor can attempt to make physical contact with the other one, the other one was able to avoid physical contact. Failure means the contactor was able to make physical contact with the other one, whether it means physically touching the other or grabbing something from the other's person. If the contactor was able to grab something from the other's person, that object will be in the contactor's hand when the power ends. The object in question cannot exceed five kilograms.

If a member of the Dyad can use the Force to teleport, that member can draw upon the experience to make physical contact with the other member through *farcommunication* easier. The member will receive a +5 circumstantial bonus to all rolls if the member knows any of the following powers: *fold space*, *Force travel*, and *teleport (Jedi)*. *Teleport (Nightsister)* will also qualify, but this is almost exclusive to the Nightsisters only. If the Dark Dyad is a Nightsister and knows *teleport (Nightsister)*, then that individual will receive the bonus. This bonus applies only when using *farcommunication* to make physical contact.

There is the possibility that the Dyad members can communicate with each other across time as well. This aspect has yet to be confirmed. Should this prove possible, the GM must increase the *control* and *sense* difficulties one level. If using *farcommunication* to communicate, the *alter* difficulty remains the same. If using *farcommunication* to make physical contact, the GM must increase the Force Point expenditure to 4 and add +15 to the *alter* difficulty.

Should a member of the Dyad somehow visit the World between Worlds plane of existence, that member will learn that time manipulation and time travel through the Force is possible. The member will receive a +5 circumstantial bonus to all rolls. Should a member of the Dyad know how to use the Force to manipulate time, that member can draw upon the experience to use *farcommunication* across time easier. The member will receive a +10 circumstantial bonus to all rolls if the member knows any of the following powers: *fighting-sight*, *flow-walking*, *sense time stream*, and *time manipulation*. Both bonuses apply only when using *farcommunication* to make contact across time. Using *farcommunication* to communicate in the present will not make this bonus available.

The circumstance bonuses mentioned here do stack.

Upon one member of the Dyad making successful physical contact with the other, both members can learn and use the following powers: *folded transfer* and *space-shifted combat*.

**Author's Note:** The ability to make physical contact through this power makes this power unbalancing. Being able to communicate and/or make contact across time makes this power even more so. The physical contact aspect has been witnessed in the films. The temporal aspect has only been hinted at as a Sith legend in the [Secrets of the Sith](#) book; however, the existence of the World between Worlds and various Force powers that can manipulate time suggests that this aspect might exist. Rey and Kylo Ren, however, never had the chance to explore the temporal aspect. With the death of Kylo Ren, it is unknown if Rey can even learn the temporal aspect. To counter the potential unbalancing, I made the *alter* difficulty variable, but it would always be higher than the *control* and *sense* difficulties.

**Appeared where:** [Episode VIII: The Last Jedi](#), [Episode IX: The Rise of Skywalker](#)

**Example:** Rey and Kylo Ren were able to talk to each other and see each other's surroundings at times. Kylo Ren and Rey were able to touch each other's fingers briefly. Kylo Ren was able to grab the husk necklace from Rey while using this power.

## Folded Transfer

**Control Difficulty:** Moderate. Modified by proximity.

**Sense Difficulty:** Moderate. Modified by proximity.

**Alter Difficulty:** Moderate. Modified by proximity.

**Required Powers:** *Farcommunication, farseeing, life detection, life sense, magnify senses, perfect telepathy, projective telepathy, receptive telepathy, telekinesis*

**Special:** The Dyad members must make physical contact through *farcommunication* first to gain access to this power.

**Effect:** This is a unique power that only the members of the Force Dyad can perform. The Dyad members can transfer objects between each other, even if they are separated by a great distance.

The Dyad members must first be aware of each other's presences. Only then can they transfer objects between each other.

The object being transferred cannot exceed five kilograms and can be held in one hand. In addition, the range of the transfer is limited to the planet the Dyad members are on. Both members must be on the same planet or at least within low orbit of the planet. Any distance greater than that, like the distance between the planet and its innermost moon, would be too great for this power.

**Author's Note:** I drew upon the Aing-Tii power *fold space* for this power, but I made several changes to make it a Force Dyad power. First, this is something only the members of the Force Dyad can use. Second, I limited the range and size of the object being transferred. It may be possible that the actual range is considerably greater, but this power has only been seen in one movie, and with the death of Ben Solo, the extent of this power cannot be explored.

**Appeared where:** Episode IX: The Rise of Skywalker

**Example:** Rey was able to send Luke's lightsaber to Ben Solo, even though they were in different areas of the Sith temple on Exegol.

## Force Heal

**Control Difficulty:** Variable. Modified by relationship.

**Sense Difficulty:** Variable. Modified by relationship.

**Alter Difficulty:** Variable.

**Required Powers:** *Accelerate another's healing, control another's pain, control pain, Force harmony, life detection, life sense, projective telepathy, receptive telepathy, transfer Force*

**Time to Use:** One minute

**Effect:** This is a unique power that only the members of the Force Dyad can perform. The Dyad member transfers a part of their life energy to the recipient, healing the recipient. The healing is usually physical in nature, but it can also be spiritual in nature, giving this power a redemptive aspect.

This power can be used in one of two ways. The first way is to heal any physical injuries of the recipient. The GM should treat this power as if it were *accelerate another's healing* or *transfer Force*, depending on the circumstances. The *control* and *alter* difficulties for this power would be the same as either of these powers, and the *sense* difficulty would be Very Easy. It can even be used to resurrect a recently

deceased individual; however, doing this would require the Force Dyad member to sacrifice their life.

The other way would be to free the individual from the influence of the Dark Side. According to the Star Wars Roleplaying Game Sourcebook – Revised, Expanded, Updated, whenever a character gains a Dark Side Point, the character must roll 1D. If the result is less than the total number of Dark Side Points the character has, the character will have fallen to the Dark Side. Once a character gains 6 Dark Side Points, the character has fallen to the Dark Side. If a Force Dyad uses the redeeming aspect of this power, the *control* and *sense* difficulty would be Difficult, and the *alter* difficulty would be Moderate. If the rolls are successful, the number of Dark Side Points the target has are temporarily reduced. If the number of Dark Side Points is 6 or less, the number is reduced by 1. If the number of Dark Side Points is 7 or more, the number is reduced to 5. For every +5 the Dyad's *alter* roll beats the difficulty, the number of Dark Side Points is further reduced by 1. The target then rolls 1D. If the roll is equal to or greater than the temporarily reduced number of Dark Side Points, the character is still fallen to the Dark Side. If the roll is less than the temporarily reduced number of Dark Side Points, then the target has freed himself or herself from the Dark Side, reducing the number of Dark Side Points to the temporary number. The target can choose to start the path towards redemption to remove the remaining Dark Side Points, but if he gains another Dark Side Point, the target will need to make the 1D roll again to avoid falling to the Dark Side again.

**Appeared where:** Episode IX: The Rise of Skywalker

**Example:** Rey used this to heal Kylo Ren's/Ben Solo's injuries after their duel, and unknowingly freed him from the Dark Side prison he had been in.

## Space-shifted Combat

**Control Difficulty:** Moderate. Modified by proximity.

**Sense Difficulty:** Easy if the target is friendly and does not resist. If the target resists, the difficulty is the target's *Perception* or *control*. Modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Farcommunication, farseeing, life detection, life sense, lightsaber combat, magnify senses, perfect telepathy, projective telepathy, receptive telepathy, telekinesis*

**Special:** The Dyad members must make physical contact through *farcommunication* first to gain access to this power.

**Effect:** This is a unique power that only the members of the Force Dyad can perform. After the Dyad members have made physical contact with each other through *farcommunication*, their bond has grown to the point where they can physically affect each other whenever they use *farcommunication*. If their interaction during *farcommunication* turns violent and they start to combat each other with lightsabers, the power

shifts automatically from *farcommunication* to *space-shifted combat*.

For the most part, *space-shifted combat* and *lightsaber combat* are identical. The description for *lightsaber combat* applies to *space-shifted combat* as well. Obviously, there are a few differences between the two powers. First, like *farcommunication*, the surroundings will shift between the Light Dyad's location and the Dark Dyad's location. One of the Dyad members can attempt to have the combat occur at their location, rather than randomly jumping between them. To do this, both Dyad members must make a *control* roll, with the applied modifier. If one roll succeeds and the other fails, the location is set with the victor. Should both rolls succeed, the one with the higher roll sets the location.

Second, a bubble of Force energy will form around the combatants. The center of this bubble will remain at the midpoint of a line connecting the Dyad members' hearts. The center and the bubble will move as the Dyad members move. The Dyad members' lightsabers blades will be infused with the Force energy from the bubble. The damage from the lightsaber will remain the same, and if the lightsaber blades do not touch anything but air, each other, or the Dyads' bodies, nothing will happen. However, should a Dyad member's lightsaber inflict collateral damage that causes a change in the surrounding terrain, the change will carry over into the next shift in surroundings. Leaving a slash in the wall will not have any effect. But if a container were slashed open at the Dark Dyad's location, causing the contents to spill out onto the ground, the contents will be transported automatically to the Light Dyad's location the next time the shift in surroundings occur. This is because the contents in question will become infused with energy from the Force bubble and will be affected by the bubble's shifting of location. Except for keeping the combat at one location, as listed above, there is nothing either Dyad member can do to prevent this from happening. The spilt content might give one Dyad member a clue to the location of the other Dyad member; the first Dyad member would need to make a Difficult *Perception* roll to make such a determination.

**Appeared where:** Episode IX: The Rise of Skywalker

**Example:** This happened to Rey and Kylo Ren during their duel on Kijimi.

# Dark Side Powers

## Control Powers

### Crippling Strike

**Status:** Legends

**Control Difficulty:** Moderate

**Prerequisites:** *Control 1D, lightsaber 5D*

**Effect:** When a Dark Side Force user deals a critical hit on a target, they can spend a Force Point so the strike cripples the target, forcing the target to move at half speed until the target makes a full recovery.

**Source:** Dark Side Devotee Talent Crippling Strike from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 219

### Dark Scourge

**Status:** Legends

**Control Difficulty:** Moderate

**Prerequisites:** *Control 1D, lightsaber 5D*

**Effect:** If the Dark Side Force user has an intense hatred for the Jedi, they can use this power to add a +2 bonus to their lightsaber roll, but only when facing Jedi of the light side.

**Source:** Sith Talent Dark Scourge from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 229

### Force Deception

**Status:** Legends

**Control Difficulty:** Easy

**Required Powers:** *Force stealth*

**Effect:** The Dark Side user used the Force to cloak their treacherous intentions. When making *con* checks, you can use your *control* die instead.

If the Dark Side user knows the *advanced Force stealth* power, they received a +5 bonus. If the Dark Side user knows *pull of the dark side* or *false light side aura*, the bonus is +10. These bonuses are not cumulative.

**Source:** Sith Talent Force Deception from Star Wars: The Roleplaying Game Saga Edition pages 229-4

### Wicked Strike

**Status:** Legends

**Control Difficulty:** Difficult

**Prerequisites:** *Control 5D, lightsaber 7D*

**Effect:** When a Dark Side Force user deals a critical hit on a target, they can spend a Force Point so the strike sends the target one step further down the damage table. In other words, if an attack would normally leave the target *stunned*, this power would leave the target *wounded* instead.

Normal damage effect	Damage effect from this power
Stunned	Wounded
Wounded	Wounded twice
Wounded twice	Incapacitated

**Source:** Sith Talent Wicked Strike from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 230

## Sense Powers

### Force Shadow

**Status:** Legends

**Sense Difficulty:** Difficult, modified by proximity

**Required Powers:** *Affect mind, dim another's senses, illusion, illusion bond, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force*

**Effect:** This dark side power was a mental projection of the Force Hounds of the Infinite Empire that could be cast across vast distances and allowed the user to see through the shadow's eyes. The Force Hounds used this to scout planets and distant areas that possessed unusually strong Force presences. This shadow is typically invisible to everyone; however, other Force Hounds could see a shadow. Surprisingly, four Je'daii – Daegen Lok and Je'daii Journeyers Shae Koda, Sek'nos Rath, and Tasha Ryo – detected Xesh's shadow when he cast it across the Tython system. However, the four of them perceived Xesh's shadow as a Force vision, not knowing of this power.

As previously mentioned, *Force shadow* is typically invisible to Je'daii and most other Force-sensitives. For a Je'daii or a Force Hound to sense the presence of the *Force shadow*, they must be tainted by the dark side of the Force. To be considered "tainted" by the dark side of the Force, the individual must possess at least 3 Dark Side Points. This will allow the individual to make a Heroic sense or Perception roll to detect the *Force shadow*. If the individual has more than 3 Dark Side Points, the individual receives a +5 circumstantial bonus to their roll for each Dark Side Point over 3. However, even if the individual succeeds in making the roll, the individual will misinterpret what they sense as a Force vision. Only after the Second Battle of Tython would a Je'daii know that what they sensed was a *Force shadow*.

While this is a dark side power, using this power does not give the user a Dark Side Point.

**Author's Note:** While there are similarities between this power and *illusion bond*, the fact that no one other than Force



hounds and the four previously mentioned Je'daii could see it means that using this power does not create an illusion of the individual, as *illusion bond* would do. This power might have served as a precursor to the *illusion bond* power.

This was used by the Force Hounds of the Infinite Empire. Though it has yet to appear in any other era, the decision to have this power available for Jedi characters to learn is at the discretion of the GM.

**Appeared where:** [Force Storm](#), [Force War](#)

**Example:** Force Hound Xesh used this to cast his shadow across the Tython system. He later used this ability to locate Predor Skal'nas's base on Ska Gora when he himself was on Shikaakwa.

## Alter Powers

### Ball Lightning

**Status:** Legends

**Alter Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, control pain, Force lightning, Force shot, inflict pain, injure/kill, life detection, life sense, sense Force*

**Effect:** Derived from *Force lightning*, a Dark Side Force user can summon *Force lightning* to their hand and compress it into a ball and then throw it towards a target within their line of sight.

After making the alter roll to create the *ball lightning*, the user must make a *thrown weapons* roll to launch the *ball lightning* at the target. Unlike a standard grenade or *bolt of hatred*, however, the user can use the Force to guide the *ball lightning* to the target in question, even if the target is hidden or concealed to some degree. When guiding the *ball lightning*, the GM adds the following modifiers to the difficulty:

- +1 to +5 for gentle turns
- +6 to +10 for easy maneuvers
- +11 to +25 or more for complex maneuvers,

When the *ball lightning* strikes the target, the target suffers 1D damage for every 2D of *alter* the user has, rounded down. However, the user can choose to reduce the damage inflicted by the *ball lightning*, with the minimum being 1D.

The target can make an opposed *dodge* roll to avoid the attack. Furthermore, since the attack is a mass of Force energy, the target can use *absorb/dissipate energy, lesser Force shield, or redirect energy* to protect himself or herself from the attack.

Any Jedi using this power automatically receives a Dark Side Point.

**Author's Note:** It had been created during the time of the Je'daii on Tython, and it appeared during the Cold War.

Though it has yet to appear in any other era, the decision to

have this power available for Jedi characters to learn is at the discretion of the GM.

**Appeared where:** [Dawn of the Jedi: Force Storm](#), [The Old Republic](#) video game

**Example:** The Je'daii Journeyer Sek'nos Rath created this power. The Rakatan known as Soa the Infernal One also used this power.

### Corrupt Force

**Status:** Legends

**Alter Difficulty:** Moderate

**Required Powers:** at least one dark side or Sith power

**Effect:** This power allows the user to infuse any offensive power with the energy of the dark side. This infusion of corrupting energy makes it more difficult for those who are not as tainted in the dark side as the user to defend themselves against attacks made against them.

If the target has fewer Dark Side Points than the user, the target must make a *control* roll against the user's roll to activate this power. Those who have just as many or more Dark Side Points as the user will not be affected by this power. A successful roll will remove the penalty. The GM should consult the following table to determine the penalty the must take to all defensive rolls against the power that has been purified with this power

Difficulty $\geq$ roll by:	Penalty to defensive rolls
1-5	-2
6-10	-3
11-15	-4
16-20	-5

Light side powers cannot be corrupted with *corrupt Force*. Dark side powers and Sith powers have already been infused with the power of the dark side; hence using *corrupt Force* on these powers is redundant. The following powers can be corrupted with *corrupt Force*: *affect mind, blindness (Jedi), crush object, dampen Force, deafness (Jedi), Force bomb, Force burst, Force push, Force stun, Force whirlwind, Force whisper, Forcequake, friendship, generate wind, illusion, image, ion generation, malacia, mental block, morichro, paralysis, phantasm, plant surge, repulse, revelation, short-term memory permanency, sleep, stasis, and telekinesis* (lifting the target, not hurling an object at the target).

This power must be activated in the same round as the power it is attempting to corrupt. Multiple action penalties apply.

Any Jedi using this power automatically receives a Dark Side Point.

**Sources:** Force Secret Corrupted Power from [The Force Unleashed Campaign Guide](#) page 89

## Darkshear

**Status:** Legends

**Alter Difficulty:** Moderate

**Effect:** Also known as *spear of midnight black*, this power allowed the user to summon energy from the dark side of the Force and forge it into an imperceivable melee weapon in the form of a spear. The user then hurls this spear of dark side energy at the target.

After making a successful *alter* roll to forge this bolt of dark side energy, the user makes a thrown weapons roll to hurl this at their target. As the *darkshear* is imperceivable by normal means, the target is unable to make a *dodge* roll to avoid being struck. Only Force-sensitives can attempt to avoid the attack if they can sense the attack by making a successful *sense* roll.

The *darkshear* inflicts damage equal to the user's *alter* die code. A *darkshear* cannot be blocked by a lightsaber or a shield gauntlet. *Lesser Force shield* and *greater Force shield* can protect the target from the *darkshear*, and even then, the strength of the shield must be greater than the *darkshear*, which is determined by the user's *alter* die code. If the shield's strength is greater, the *darkshear* splashes against the shield and dissipates. If the *darkshear* is greater, the *darkshear* will penetrate the shield and strike the victim, but the damage from the *darkshear* will be reduced by the shield's strength. *Force harmony* will dissipate the *darkshear* before it can strike the target.

Any Jedi using this power automatically receives a Dark Side Point.

**Author's Note:** This power only appeared in the [Dark Forces: Jedi Knight](#) novel. In the computer game *Jedi Knight: Dark Forces II*, Kyle Katarn killed Boc Aseca in a lightsaber duel.

**Sources:** [Dark Forces: Jedi Knight](#) novel

**Example:** Kyle Katarn may have used this to kill the Dark Jedi Boc Aseca.

## Debilitate Force

**Status:** Legends

**Alter Difficulty:** Moderate

**Required Powers:** *Accelerate another's healing*, *accelerate healing*, *control another's pain*, *control pain*, *life detection*, *life sense*, *remove another's fatigue*, *remove fatigue*

**Effect:** This power allows the user to infuse any offensive power that deals damage to the target with the energy of the dark side. This infusion of dark side energy has a debilitating effect on the target, causing the target to react as if the damage was more serious than it was.

**Normal damage**      **Treat injured target as**

*Stunned*

*Wounded*

*Wounded*

*Incapacitated*

This power has no effect on damage that would normally leave a character *incapacitated* or worse.

The target of this power can make a *control* or *stamina* roll to resist the debilitating effect of *debilitate Force*. A successful roll will result in the target reacting to the damage as one normally would: *stunned* for *stunned* and *wounded* for *wounded*.

This power must be activated in the same round as the power it is attempting to affect. Multiple action penalties apply.

Any Jedi using this power automatically receives a Dark Side Point.

**Sources:** Force Secret Debilitating Power from [The Force Unleashed Campaign Guide](#) page 89

## Devastating Force

**Status:** Legends

**Alter Difficulty:** Difficult or Very Difficult

**Required Powers:** *Empower Force*

**Effect:** This power allows the user to make the damage from any offensive far more devastating for the target. If the user makes a successful Difficult roll, the damage from the Force power is increased by half. If the user makes a Very Difficult roll, the damage from the Force power is doubled. The user must first declare by how much they intends to increase the damage.

This power must be activated in the same round as the power it is attempting to affect. Multiple action penalties apply.

Any Jedi using this power automatically receives a Dark Side Point.

**Source:** Force Secret Devastating Power from [Star Wars Roleplaying Game Saga Edition Core Rulebook](#) page 103, [Knights of the Old Republic Campaign Guide](#)

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

**Example:** Darth Nihilus used it.

## Force Bolt

**Status:** Legends

**Alter Difficulty:** Moderate

**Effect:** The Dark Side Force-user gathers the Force into a ball of Force energy that can be thrown at any target within line of sight. After making a successful *alter* roll, the user makes a *thrown weapons* roll to launch this at the target. A target hit by this receives damage equal to the user's *alter* die.

However, the user of this power can choose to lower the damage from the bolt, or even weaken the power so it inflicts stun damage only.

The target can use *absorb/dissipate energy*, *channel energy*, *lesser Force shield*, or *redirect energy*, in defense of this power.

Any Jedi using this power to inflict harm automatically receives a Dark Side Point. Using this power to inflict *stun* damage, however, does not incur a Dark Side Point.

**Author's Note:** This power was created on the SWRPGNetwork website and converted from the Force destruction power in the Dark Force II: Jedi Knight and Mysteries of the Sith computer games. Unfortunately, this website has fallen to disuse and disrepair, and the entry for this power on this website has been lost. I do not remember who made the conversion, and given the current state of the website, any attempt to recover this entry will almost certainly end in failure. What I have written here is my vague recollection of the conversion of this power combined with using *bolt of hatred* and *kinetite* as guides. This may or may not be what was on the site, but since the site was where this power was first presented, I indicated this site as the source for completeness and to adhere to copyright laws.

**Appeared where:** Dark Force II: Jedi Knight, Mysteries of the Sith

**Example:** Sariss, Boc, and Jerec used this power against Kyle Katarn in Dark Force II: Jedi Knight. This power was available for Kyle Katarn and Mara Jade to learn in Mysteries of the Sith.

## Kinetite

**Status:** Legends

**Alter Difficulty:** Difficult

**Required Powers:** *Electric judgment*

**Time to Use:** One round

**Effect:** Derived from *electric judgment*, a Jedi concentrates the energy from that power into a fist-sized ball of kinetic force. The Jedi then throws this ball at a target within his line of sight. After making a successful *alter* roll, the Jedi makes a *thrown weapons* roll to launch this at the target. A target hit by this receives damage equal to the user's *alter* die. However, if a target uses the Force defensively, such as using *absorb/dissipate energy*, *lesser Force shield*, or *redirect energy*, the target can reflect this power back at the caster. The energy of the reflected *kinetite* is half of what it was.

The energy from *electric judgment* is concentrated into this ball, so the energy is much more powerful. A *kinetite* can only inflict harm; therefore, this power is viewed as a dark side power. Any Jedi using this power automatically receives a Dark Side Point.

**Author's Note:** The Jedi Path states that the energies from *electric judgment* can be contained into a ball of kinetic energy. So, I made *electric judgment* a required power for *kinetite*. According to the Wookieepedia, a *kinetite* can batter down most obstacles in its path, including a ferrocrete bunker. It is a destructive power, so that makes it a dark side power. Darth Vader was the only one to use this power, and since the *kinetite* is made of kinetic energy rather than electrical energy, this did not interfere with his cybernetics.

## Taint

**Status:** Legends

**Alter Difficulty:** Moderate

**Warning:** This power earns the user a Dark Side Point.

**Effect:** With this power, a dark side Force-user can taint an object, causing Force users connected to the light side discomfort or even pain. A Moderate success taints a single object of no more than one meter in size with the feel of the dark side. It radiates the dark side to Force-users and Force-sensitives. If either come in contact with the object, they suffer a *stun* effect. If a Force-user tries to use a Force power on the object, he must beat the success roll used to taint it or suffer a wound.

A Difficult success or better taints the object with enough Dark Side residue to automatically cause wounds to any Force-sensitives it comes in contact with.

Any Jedi using this power automatically receives a Dark Side Point.

**Source:** Polyhedron #104, page 12

## Control and Sense Powers

### Bond

**Status:** Canon

**Control Difficulty:** Moderate, modified by proximity and relationship

**Sense Difficulty:** Difficult, modified by proximity and relationship

**Required Powers:** *Concentration*, *life detection*, *life sense*, *perfect telepathy*, *projective telepathy*, *magnify senses*, *receptive telepathy*, *sense Force*  
*This power may be kept up.*

**Effect:** With this power, the user can create a mental link with another individual. However, unlike *life bond*, the recipient of this power does not agree to create this mental link. While the general purpose of this power is to enable conversation with the recipient, it can be used for more nefarious purposes – usually to corrupt the recipient and turn the recipient to the dark side.

At first, the recipient is unaware of this link. Eventually, the recipient does become aware of this link. The recipient will begin to sense the presence of the user, and soon after be able to sense the user's general emotional state.

The recipient can choose to break the bond at any point once becoming aware of it. The recipient must make a successful *control* or *willpower* roll against the user's *control* roll. As the recipient wants to break the bond, the chances of the recipient using this power to create a reciprocal bond with the original caster are nonexistent. If the user dies, the bond immediately ends.

A character who uses this power to create a link with another individual does this against the other's will and receives a Dark Side Point.

**Author's Note:** When I first saw this in Episode VIII: The Last Jedi, I had no idea what Snoke was doing or how he was doing it. Kylo Ren seemed like a willing participant, and even

after Snoke was killed, Kylo Ren and Rey continued to communicate with each other telepathically. It was not until Secrets of the Jedi came out that I finally figured out what was going on. I wanted to treat this like the *life bond* power that was corrupted by the Dark Side. But that would not have explained how Snoke created the bond between Kylo Ren and Rey. So, I used the *life bond* power as a starting point and incorporated what I learned from Secrets of the Jedi.

That was until I saw Episode IX: The Rise of Skywalker. Palpatine's explanation of what he had done to Ben Solo and the presence of the Force dyad and its subsequent explanation seemed to retcon what Snoke said and what was described in Secrets of the Jedi. I have come to consider Snoke's explanations as his manipulations and the entry in Secrets of the Jedi to be non-canon.

**Appeared where:** The Rise of Kylo Ren, Episode IX: The Rise of Skywalker

**Example:** Palpatine used this to manipulate and torment Ben Solo until he turned to the dark side.

## Control and Alter Powers

### Activate Forcesaber

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, Force weapon*

*This power may be kept up.*

**Effect:** This power is used to activate the Forcesaber by channeling dark side energy through alchemically-grown or alchemically-modified crystals within the Forcesaber, creating a glowing energy blade. When activated, the Forcesaber functions just like a lightsaber in every detail.

While the Rakatan and their Force Hounds have demonstrated using this power, a few Je'daii have learned to do so as well. For a Je'daii to perform this power, the Je'daii in question must have embraced the dark side, have spent more than a month on Bogan, or have at least three Dark Side points.

Since the user must channel the dark side through the crystal to activate the Forcesaber, this power is currently listed as a dark side power. However, using this power to activate the Forcesaber does not give the user a Dark Side Point. So far, attempts by the Je'daii to use this power without drawing on the dark side have failed, as have attempts to create a light side counterpart to this power.

**Restricted:** To date, this power has only been exhibited primarily by the Rakatans and the Force Hounds of the Rakatan Empire. Only a few Je'daii have managed to learn this power. In addition, subsequent studies of the Forcesaber and the application of its technology resulted in the creation of the Protosabers, the earliest lightsabers. Once this occurred,

Forcesabers and this power fell into disuse. Therefore, this power only exists during the time of the Je'daii on Tython.

**Author's Note:** Based on the Wookieepedia, the means of activating the Forcesaber seems akin to the *Force weapon* power, so I decided to use that power as a basis for this power and as a prerequisite

**Appeared where:** Dawn of the Jedi: Force Storm, Dawn of the Jedi: Prisoner of Bogan

**Example:** Kesh used this to activate his Forcesaber. Shae Koda, Hawk Ryo, and Daegan Lok have learned to use this power to activate a Forcesaber.

### Black Force Lightning

**Status:** Legends

**Control Difficulty:** Difficult, modified by proximity, limited to line of sight.

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Absorb/dissipate energy, concentration, control pain, Force lightning, inflict pain, injure/kill, life detection, life sense*

**Effect:** This is an unusual version of *Force lightning*. Only Jaina Solo exhibited this power during her descent to the dark side after the death of her younger brother Anakin Solo. Having endured so much pain since the war began, being tortured by the Yuuzhan Vong during the infiltration mission to Myrkr, and the death of Anakin was enough to cause her to let go of her restraint. Drawing upon the emotions she was feeling at the time – pain, anger, sorrow, hate, revenge, and a desire to inflict pain, she unleashed this upon the Yuuzhan Vong who attempted to mutilate her brother's body. She later tried to use this against Kyp Durrón to prevent him from stopping her from going after the Yuuzhan Vong fleet attacking the Hapan fleet.

*Black Force lightning* functions just as *Force lightning* does, but there is a distinct difference between the two. *Force lightning* electrocutes the victim, coursing over and into the target, convulsing the target with pain. *Black Force lightning* can penetrate the target's body, leaving a hole where it strikes the target. Because of its penetrating power, *black Force lightning* inflicts *alter die* damage, rounded down.

A Force-sensitive individual who instinctively casts *black Force lightning* automatically learns *Force lightning*. In addition, in the process of using *black Force lightning*, it might manifest instead as either *dark side web* or *Force net*. When a Force-sensitive individual casts *black Force lightning*, the GM rolls a wild die. On the result of a 1, the *black Force lightning* power manifests as something else. The GM then rolls another wild die to determine the result. If the result is an even number, it manifests as *dark side web*. If the result is an odd number, it manifests as *Force net*. Regardless of the result, the individual learns the resulting power in addition to *Force lightning*.

*Black Force lightning* is the result of strong, painful emotions being unleashed; as such, it is not a power that can be



taught. However, a Force-sensitive individual who knows *Force lightning* might manifest *black Force lightning* instead if the individual experiences the same unleashing of strong, painful emotions like Jaina Solo did.

Any Jedi who unleashes *black Force lightning* automatically receives a Dark Side Point.

**Appeared where:** Star By Star, Dark Journey

**Example:** Jaina Solo unleashed this against the Yuuzhan Vong and Kyp Durrone after the death of her brother Anakin Solo.

## Corrupt Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Moderate

**Required Powers:** *Control another's pain, control pain, corrupt Force, enhance another's attribute, enhance attribute, transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *corrupt Force* would have on a power used by the first Jedi – infusing any offensive power with the energy of the dark side, making it more difficult for those who are not as tainted in the dark side as the user to defend themselves against attacks made against them. Multiple action penalties do not apply in this case. The first Jedi must successfully activate *corrupt Force on another* in the same round as the Force power it is meant to corrupt. If the first Jedi wants to affect more than one power, he must make separate *corrupt Force on another* rolls, and in this case multiple action penalties apply.

One would not think followers of the dark side would create such a power, as similar powers like *extend Force on another* and *purify Force on another* do exist with the intention of allowing a Jedi to transfer their Force energy to another Jedi to help strengthen a power the latter Jedi is using. Given the nature of the dark side of the Force, such cooperation between dark Jedi, Sith Lords, and other dark side practitioners is practically nonexistent.

However, followers of the dark side do use such powers for a more nefarious purpose. If successful, the effects will make the targeted Jedi wonder if they intentionally harmed another being or drew on the dark side unknowingly. The Jedi will begin to doubt his own intentions and feel a whirlwind of emotions, making the Jedi susceptible to the dark side. The targeted Jedi must make a *willpower* roll against the user's *Control* roll to retain control. Failure will make the targeted Jedi susceptible to the dark side.

A character who uses this power will receive a Dark Side Point. If the targeted Jedi fails to make the *willpower* roll and ends up susceptible to the dark side, the user gains another Dark Side Point.

## Dark Presence

**Status:** Legends

**Control Difficulty:** Easy, modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Enhance another's attribute, enhance attribute, control pain, control another's pain, transfer Force*  
*This power may be kept up.*

**Effect:** This is a somewhat contradictory power for those who use the dark side. With this power, a Jedi can temporarily boost their defenses and the defenses of their allies within 10 meters. This boost lasts until the user falls unconscious or dies. If any of the Jedi's allies move out of range, they will lose the boost.

In game terms, when this power is activated, all recipients receive a bonus to all *Dexterity* or *dodge* rolls, *willpower* rolls, and *Strength* or *stamina* rolls for the purposes of defense – dodging an attack, resisting a mental attack, or resisting physical damage.

<i>Alter roll</i> ≥ difficulty	Bonus
0-13	+1D
14-25	+2D
26+	+3D

**Source:** Dark Side Talent Dark Presence from Star Wars: The Roleplaying Game Core Rulebook Saga Edition page 101

## Deadly Sight

**Status:** Legends

**Control Difficulty:** Moderate, modified by proximity, but limited to line of sight

**Alter Difficulty:** Target's *control* or *Perception*, limited to line of sight

**Required Powers:** *Control pain, hatred, hibernation trance, inflict pain, injure/kill, life detection, life sense, rage, waves of darkness*

*This power may be kept up.*

**Effect:** A Jedi harnesses his rage and hatred and focuses it into deadly energy. The Jedi then projects the energy onto a target through an intense gaze. So long as the Jedi has the target in his vision, the target will experience blisters as the body burns and smokes. Prolonged exposure will kill the target.

While destructive, darksiders tended to avoid this power. The strain on the user's Force reserves makes it very tiring to sustain. Any Jedi using this power is forbidden from performing any other action while it is in use. While it is viewed as an inefficient use of Force energy, in the right situation it is very effective.

The inefficiency also makes this power extremely hard to control – it does not affect just the target. This power affects anyone and everyone in the user's line of sight – the target, other enemies, civilians, and allies alike. Given the nature of this power, and the strain it causes, it is highly unlikely that the application of this power can be refined.

The only way a target can escape from this power would be to get out of the user's line of vision by ducking behind a wall or some other cover.

Any Jedi using this power on a target automatically receives a Dark Side Point. In addition, for every additional target caught in this power other than the target, the user receives an additional Dark Side Point.

**Author's Note:** There has only been one recorded user of this power – the Dark Jedi Sariss. It is unknown if Kyle Katarn gained knowledge of this power because of his experience in the Valley of the Jedi. Until this has been clarified, GM's are urged to consider this power lost and generally forbidden for anyone to learn. However, there is always the unlikely probability that a Jedi can discover this power by accident.

**Appeared where:** Dark Forces: Jedi Knight video game

## Debilitate Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Moderate

**Required Powers:** *Accelerate another's healing, accelerate healing, control another's pain, control pain, debilitate Force, enhance another's attribute, enhance attribute, life detection, life sense, remove another's fatigue, remove fatigue, transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *debilitate Force* would have on a power used by the first Jedi – infusing any offensive power with the energy of the dark side, causing the target to react as if the damage was more serious than it was.

**Normal damage**    **Treat injured target as**

*Stunned*

*Wounded*

*Wounded*

*Incapacitated*

Multiple action penalties do not apply in this case. The first Jedi must successfully activate *debilitate Force on another* in the same round as the Force power it is meant to corrupt. If the first Jedi wants to affect more than one power, he must make separate *debilitate Force on another* rolls, and in this case multiple action penalties apply.

One would not think followers of the dark side would create such a power, as similar powers like *extend Force on another* and *purify Force on another* do exist with the intention of allowing a Jedi to transfer their Force energy to another Jedi to help strengthen a power the latter Jedi is using. Given the nature of the dark side of the Force, such cooperation between dark Jedi, Sith Lords, and other dark side practitioners is practically nonexistent.

However, followers of the dark side do use such powers for a more nefarious purpose. If successful, the effects will make the targeted Jedi wonder if they intentionally harmed another being or drew on the dark side unknowingly. The Jedi will

begin to doubt his own intentions and feel a whirlwind of emotions, making the Jedi susceptible to the dark side. The targeted Jedi must make a *willpower* roll against the user's *Control* roll to retain control. Failure will make the targeted Jedi susceptible to the dark side.

A character who uses this power will receive a Dark Side Point. If the targeted Jedi fails to make the willpower roll and ends up susceptible to the dark side, the user gains another Dark Side Point.

## Devastating Force on Another

**Status:** Homebrew

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Difficult or Very Difficult

**Required Powers:** *Control another's pain, control pain, devastating Force, empower Force on another, empower Force, enhance another's attribute, enhance attribute, transfer Force*

**Effect:** This power allows a Jedi to transfer Force energy to another Jedi, allowing the second Jedi to use a Force power and have it affected in the same manner as *devastating Force* would have on a power used by the first Jedi – making the damage from any offensive far more devastating for the target. If the user makes a successful Difficult roll, the damage from the Force power is increased by half. If the user makes a Very Difficult roll, the damage from the Force power is doubled. The user must first declare by how much they intend to increase the damage.

Multiple action penalties do not apply in this case. The first Jedi must successfully activate *devastating Force on another* in the same round as the Force power it is meant to corrupt. If the first Jedi wants to affect more than one power, he must make separate *devastating Force on another* rolls, and in this case multiple action penalties apply.

One would not think followers of the dark side would create such a power, as similar powers like *extend Force on another* and *purify Force on another* do exist with the intention of allowing a Jedi to transfer their Force energy to another Jedi to help strengthen a power the latter Jedi is using. Given the nature of the dark side of the Force, such cooperation between dark Jedi, Sith Lords, and other dark side practitioners is practically nonexistent.

However, followers of the dark side do use such powers for a more nefarious purpose. If successful, the effects will make the targeted Jedi wonder if they intentionally harmed another being or drew on the dark side unknowingly. The Jedi will begin to doubt his own intentions and feel a whirlwind of emotions, making the Jedi susceptible to the dark side. The targeted Jedi must make a *willpower* roll against the user's *Control* roll to retain control. Failure will make the targeted Jedi susceptible to the dark side.

A character who uses this power will receive a Dark Side Point. If the targeted Jedi fails to make the willpower roll and

ends up susceptible to the dark side, the user gains another Dark Side Point.

## Disintegration

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Concentration, control pain, Force push, hatred, hibernation trance, inflict pain, injure/kill, life detection, life sense, rage, telekinesis, waves of darkness*

**Effect:** A Jedi can unleash his rage and hatred in a wave of Force at a target that instantly disintegrates the target. If the target fails the roll, the target is instantly killed, and the body instantly turns to dust.

This power can only be used while the Force-user is feeling intense rage and hatred. As such, a character who uses this power automatically receives a Dark Side Point.

**Author's Note:** This power is an extremely powerful wild power that had only been witnessed twice. The first was when the Sith Lord Darth Plagueis used this to kill eighteen Maladian assassins. The other was when Kajin Savaros unleashed a wave of Force that disintegrated Mas Sirrah. While one would consider this to be a wild power, the fact that a Sith Lord used this suggests that this power might be available for those who embrace the teachings of the Sith. It is also possible that while using *hatred*, a Force-user can somehow learn to manipulate the Force to recreate and learn this power. The GM must exercise discretion when deciding whether this power would be available for others to learn.

**Appeared where:** Darth Plagueis, Coruscant Nights III: Patterns of Force

**Example:** Darth Plagueis used this to kill eighteen Maladian assassins. Kajin Savaros unleashed a wave of Force that disintegrated Mas Sirrah.

## Feed on Force Disturbance

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Feed on dark side, sense Force*

**Effect:** Whenever a huge loss of life occurs, such as an act of genocide or the destruction of a planet, the act generates a disturbance in the Force tainted with the dark side. With this power, a Jedi can feed on the fear, hatred, and other emotions that accompany the Force disturbance to make himself more powerful. It does not matter to the dark side or the user why the disturbance occurred; the feelings are the only things that are important.

When a Jedi senses a Force disturbance of considerable size, the character can activate this power to tap into it. Doing this automatically gains the character a Dark Side Point and a Force Point. The character also gains several Force Points based on the degree of the Force disturbance.

Size of Force disturbance	Caused by	Force Points earned
Minor	Death of a powerful Dark Jedi or Sith Lord	5
Major	Death of at least 1,000 people at once	7
Extreme	Destruction of a planet	7

If the character feeds on multiple Force disturbances at once, the number of Force points the character gains is cumulative. If the disturbance is caused by a supernova destroying a solar system, it would be an extreme event, and the character would receive seven Force points for every destroyed inhabited planet and space station or starship holding at least a thousand personnel.

The magnitude of the feelings accompanying these disturbances is far greater than the feelings from a single Force-sensitive individual. The Force Points gained from this must be spent within the number of days equal to the number of Force Points gained.

Though this power could be overbalancing, this power cannot be taught to others. One can only learn this power by first learning *feed on dark side*, and then using that power whenever the character senses a Force disturbance.

Any Jedi using this power automatically receives a Dark Side Point.

**Appeared where:** The New Rebellion

**Example:** Kueller used this to gain strength while dueling against Luke Skywalker.

## Mind Shard (Dark Side)

**Status:** Legends

**Control Difficulty:** Difficult, modified by familiarity and proximity

**Alter Difficulty:** Target's *control*, *Perception*, or *willpower*

**Required Powers:** *Control pain, inflict pain, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** The user establishes a mental lock on the target and delivers a shard of psychic pain into the victim's brain. If successful, not only will the target suffer wracking pain, but the attack will target the victim's insecurities and doubts, and then shatter the target's will.

The user first rolls their *control* skill to establish a link with the target. The user then rolls their *alter* skill to inflict damage, while the target tries to resist damage by rolling their *control*, *Perception*, or *willpower*. Like *inflict pain*, the damage is treated as a *stun* attack, but any damage suffered by the victim will be so crippling that the victim will be unable to act for the rest of the round and the next round.

However, for every +5 the user's *alter* roll defeats the target's roll, the target's *willpower* is reduced by one pip. Should the user's *willpower* fall to 0D, the user falls unconscious. The user can recover the lost willpower by

resting for one hour for each lost pip, by spending 1D hours in a *hibernation trance*, or by spending an hour in *emptiness*.

Any Jedi using this power automatically receives a Dark Side Point.

**Source:** Book of Sith

## Orange/Yellow Force Lightning

**Status:** Canon

**Control Difficulty:** Very Difficult, modified by proximity, limited to line of sight.

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Absorb/dissipate energy, concentration, control pain, Force lightning, inflict pain, injure/kill, life detection, life sense*

**Effect:** This is a somewhat aberrant version of *Force lightning*. To date, only Darth Momin and members of the Eternal Empire under Emperor Valkorian ever used it.

The individual using this power can hurl orange or yellow energy from the fingertips like lightning. It functions just as *Force lightning* does, but there are two key differences between them. First, utilizing *orange/yellow Force lightning* requires a great deal of concentration from the user. Thus, it is not as potent as *Force lightning*. *Orange/Yellow Force lightning* causes 1D of damage for every 3D of *alter* the user has, rounded down.

Second, using this power requires total concentration, so the user is unable to do anything else. If the user is distracted for even a second, they must make a Heroic *control* roll to regain control. Failure means that the user loses control of this power, and the *yellow Force lightning* will course through the user's body instantly, killing the user.

Any Jedi using this power automatically receives a Dark Side Point.

**Appeared where:** Darth Vader: Dark Lord of the Sith – Fortress Vader, The Old Republic computer game

**Example:** The Sith Lord Darth Momin used this, as did members of the Eternal Empire.

## Sense and Alter Powers

### Acid Storm

**Status:** Legends

**Sense Difficulty:** Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and twelve months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified by proximity and local meteorological conditions.

**Alter Difficulty:** Moderate

**Required Powers:** *Control weather, magnify senses, shift sense, telekinesis, weather sense*

**Effect:** Drawing on the dark side and focusing its malicious intent on an area, a darksider can create a raging storm over an area. The resulting storm delivers driving rain that provides concealment for all targets caught within it. However, the rain is acidic and therefore delivers 2D damage to those caught within it. In addition, howling winds accompany the storm; while not strong enough to knock targets over, they are loud enough that characters and creatures caught within the storm suffer a -1D penalty to all *Perception* and *search* checks when trying to locate something or someone by listening.

Any Jedi using this power automatically receives a Dark Side Point.

**Source:** Force power *Force Storm* from Jedi Academy Training Manual page 26

### Dark Cocoon

**Status:** Legends

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy

**Required Powers:** *Absorb/dissipate energy, concentration, lesser Force shield, magnify senses, telekinesis*

**Effect:** Through experimentation, darksiders have found a way to turn a defensive power into an offensive one. This power functions much like *lesser Force shield* in that it creates a Force-generated shield around the user's body. It can act as STR armor against non-directional attacks like gas clouds and grenade blasts.

However, the user also infuses the shield with the energy of the dark side in a way that makes the shield a fragile container of incredible power. If an opponent makes a physical or energy attack upon the shield, the energy contained within is violently released on both the user and the opponent. Both are flung 10 meters away from the site of the detonation but suffer only 2D *stun* damage. If either is knocked back against a wall or another solid object, they suffer an additional 2D damage. Both are entitled to a *control* or *strength* roll that, if successful, will reduce the damage by half.

If an opponent is making energy attacks, as in firing a blaster, the opponent has a chance of reducing or even avoiding the explosive shockwave from the cocoon's detonation. If the opponent is between five and ten meters away, the opponent is flung back only 5 meters and sustains 1D *stun* damage, though any impact with solid objects still inflicts 2D damage. If the opponent is at least ten meters away, the opponent is far enough away to avoid the shockwave and suffers no damage.

This power is a risky one for the user to use, but it has the potential benefit of knocking an opponent off a ledge and/or causing serious or fatal injuries to an opponent. However, the user could suffer the same possible fate as the opponent. Because of this, this power is a high-risk gamble to be used as a last resort.



A character who uses this power automatically receives a Dark Side Point. If an opponent dies because of this power, the user receives an additional Dark Side Point.

**Restricted:** To date, the only one who used this power was Darth Bane. It is unknown where or how he came across this power. It is possible this power is within a lost Holocron or tome, but for practical purposes, this power should not be available for those who embrace the dark side to learn. The only way one can learn this power would be to find a Holocron or some other teaching device detailing this power.

**Appeared where:** Dynasty of Evil

**Example:** Darth Bane used this.

## Dark Storm

**Status:** Legends

**Sense Difficulty:** Variable, use chart below:

Duration	Difficulty
2 rounds	Difficult
4 rounds	Very Difficult
6 rounds	Heroic
8 rounds	Heroic +5

**Alter Difficulty:** Moderate

**Required Powers:** *Force wind, magnify senses, shift sense, telekinesis.*

**Effect:** Drawing on the dark side of the Force, a Dark Force user can create a swirling whirlwind of dust and dark side energy around himself or herself. All targets adjacent to the user will suffer 2D damage from the vortex.

Any Jedi using this power automatically receives a Dark Side Point.

**Source:** Force power *Force Storm* from The Force Unleashed Campaign Guide page 86

## Force Travel

**Status:** Legends

**Sense Difficulty:** Moderate, modified by familiarity of destination

**Alter Difficulty:** Moderate, modified by distance to destination. Add +5 for each additional person to follow the Jedi through the portal

**Required Powers:** *Farseeing* or *instinctive astrogation, sense Force, telekinesis*

**Warning:** This power earns the user a Dark Side Point, as it breaks the normal rules of the galaxy by ripping the Force asunder.

**Effect:** By use of this power, the Force user can create a momentary rift in space and step through it, traveling great distances instantly.

The difficulty is modified by how distant the destination point is, and how familiar it is to the user.

### Sense Modifier

Destination is:	Add to difficulty:
Very familiar (home)	+4
Fairly familiar (friend's home), or within clear sight	+8
Visited once, or partially visible	+12
Never visited, but well reproduced visually	+16
Never visited, but carefully described	+30

### Alter Modifier

Destination is:	Add to difficulty:
In line of sight	+2
Not in line of sight, but 1-100 meters away	+5
101 meters to 10 km away	+7
11 to 1,000 km away	+10
Same planet but more than 1,000 km away	+15
Same star system but not on the same planet	+20
Not in the same star system	+30

**Author's Note:** I believe that if a Jedi uses *farseeing* as a prerequisite, the Jedi should also know *life detection* and *life sense*.

**Source:** Polyhedron #104, page 12

## Control, Sense, and Alter Powers

### Cloak of Doubt

**Status:** Legends

**Control Difficulty:** Moderate, modified by proximity.

**Sense Difficulty:** Target's *control* or *Perception*, modified by proximity.

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Affect mind, dim another's senses, Force stealth, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** Perhaps motivated out of paranoia, the Nightsister and Sith Lomi Plo created this power to help remain hidden from all who would come to find her. With this power, Lomi Plo was able to conceal herself behind a person's doubts and fears, making herself invisible to sight and sense unless an enemy devoted their focus upon her and left all fears and doubts behind.

To use this power, the individual first reached out to the target's mind to sense if there were any doubts, hesitations, uncertainties, or fears. The individual makes a *sense* roll against the target's *control* or *Perception*. If the individual's roll fails, then either the target resists the probe, or the individual discovers that the target has no doubts or any of the other emotions they are looking for. If the individual's roll

succeeds by 6 or more, the individual senses the doubts, fears, and other emotions of the target. The GM then takes note of this number. If the individual's roll succeeds by 5 or less, the individual can sense the target's emotions, but has yet to find any doubts. The individual then makes a second *sense* roll. Failure means that the target has no doubts. Success means the individual senses the target's doubts. The GM then takes note of this number.

If the individual finds that the target has doubts, the individual then makes rolls for all Force skills, then the GM adds to it the number they previously noted. If all the skill rolls are successful, the individual will be able to remain hidden from sight and sense. In essence, the individual receives the benefits of *Force stealth* and using *illusion* to remain hidden from sight, without suffering any penalties from multiple actions in activating this power.

Once activated, the individual must make the required rolls, but the number noted by the GM will remain unchanged so long as this power is active. Only when the power is deactivated, or the individual fails the rolls, will the individual need to start over.

**Author's Note:** This seems to be an unbalanced power, but fortunately, Lomi Plo is the only one who has used it, as she was the one who created it. She has not taught it to anyone else, and with her death, this power is considered lost. Though it is possible that in the future, one can recreate this power through experimentation.

This power is not inherently a Dark Side Power, and using it does not give the user any Dark Side Points. But as the user is seeking out negative emotions in others to exploit to their benefit, this does not seem like a power a Jedi or any other servant of the light would use.

**Appeared where:** Dark Nest II: The Unseen Queen, Dark Nest III: The Swarm War

**Example:** Lomi Plo used this power to remain hidden from sight and sense from many individuals, including Jedi Master Luke Skywalker.

## Create Force Wraith

**Status:** Legends

**Control Difficulty:** Variable, use chart below:

Difficulty	Number of wraiths
Moderate	One
Difficult	Two
Very Difficult or better	Three

**Sense Difficulty:** Variable, use chart below:

Difficulty	Level of contact
Easy to	Minimum contact; the creator can sense the status of his wraiths and issue long-distance commands.
Moderate	

Difficult	Allows the creator to momentarily take control of a particular wraith's senses; granting him the ability to see and hear what the wraith sees and hears three times per day (for five minutes at a time).
Very Difficult or better	Gives the creator unlimited access to a wraith's senses, but also makes him susceptible to any damage the wraith takes while the connection is in effect.

**Alter Difficulty:** Variable, use chart below:

Difficulty	Strength of wraith
Easy	2D
Moderate	3D
Difficult	4D
Very Difficult	5D
Heroic	5D+2

**Warning:** This power earns the user a Dark Side Point.

**Effect:** This power allows Dark Side users to create servants called Force wraiths. Force wraiths serve their creators faithfully. When a Force wraith receives damage equal to a mortal wound or greater, it dissolves back into the darkness it was created from.

The user first draws a portion of the Dark Side out of himself or herself to create several Force Wraiths, bestowing upon them a certain degree of Strength, and establishing a level of contact with the wraiths. The statistics for Force wraiths appear below.

### Force Wraith

Height: Varies; 1 to 4 meters

**DEXTERITY 3D+2**

Brawling parry 4D+2, dodge 4D+2, brawling 4D+2

**PERCEPTION 2D+2**

Hide 3D+2, search 3D+2, sneak 3D+2

**STRENGTH 2D to 5D+2**

Brawling 3D to 6D+2, climbing/jumping 2D+1 to 6D, lifting 2D+1 to 6D+2, stamina 3D to 6D

**Move:** 6 to 12

**Natural Weapons:** Claws (damage Strength +2D), teeth (damage Strength +1D)

**Description:** Created by the power of the Dark side, Force wraiths are semi-corporeal, nonsentient shadowy things that obey the commands of their creator. They radiate pure evil, giving off emanations of cold and death to those who can sense such things. Like walking nexuses of the Dark Side, Force wraiths can be ordered to perform specific tasks or can be mentally controlled by their creators, providing extensions of the creator's senses wherever they go. Both Merili and Jedgar know the secret for calling forth Force wraiths, though both use them in different ways.

Merili's Force wraiths are huge, standing nearly four meters tall. They resemble dark, nightmare versions of

Wookies that are fearsome and devastating in combat. Jedgar's are smaller, insectoid things, roughly two meters tall. He uses them as spies, guards, and even warriors when he needs combat fodder. While Merili commands her wraiths and then lets them run free, Jedgar often remains in contact with his wraiths, using them as his eyes and ears in far-off locales. Those who have faced any version of a Force wraith and lived to tell the tale remember the incident the way a child remembers a bad dream. If there are any true monsters in the *Star Wars* galaxy, Force wraiths are them.

**Author's Note:** I believe the authors of the magazine might have meant to put in *running* instead of *brawling* under *Dexterity*.

**Source:** Polyhedron #104, page 12

## Crush Opposition

**Status:** Legends

**Control Difficulty:** Moderate, modified by proximity

**Sense Difficulty:** Moderate, modified by proximity

**Alter Difficulty:** Target's *control* or *willpower*, modified by proximity

**Required Powers:** *Affect mind, battle meditation, control another's pain, control pain, enhance another's attribute, enhance attribute*

**Effect:** With this power, a dark Jedi can sap the willpower of every opponent around him and her. The GM should consult the following table to determine the effect of this power on the targets.

<b>Alter roll &gt; Target's control or willpower</b>	<b>Penalty to target's willpower</b>
0-5	-1 pip
6-10	-2 pips
11-15	-1D
16-20	-1D-1
21+	-1D-2

The loss to the target's *willpower* is only temporary. The target will regain the lost *willpower* at a rate of one pip per day.

Any Jedi using this power automatically receives a Dark Side Point.

**Appeared where:** Knights of the Old Republic II: The Sith Lords

## Dark Energy Containment

**Status:** Legends

**Control Difficulty:** Very Difficult, modified by proximity, but limited to line of sight

**Sense Difficulty:** Moderate

**Alter Difficulty:** Target's *control* or *willpower*, limited to line of sight

**Required Powers:** *Absorb/dissipate energy, control another's pain, control pain, enhance another's attribute, enhance*

*attribute, Force lightning, inflict pain, injure/kill, life detection, life sense, sense Force, transfer Force*

**Time to Use:** Five minutes

**Effect:** This is an extremely powerful and dangerous application of the dark side. With this, the user can draw upon the dark side energy that is present at a location and channel it into a sentient being. This transfer of chaotic dark side energy transforms the target into a living, walking time bomb that is extremely unstable. Once a fixed amount of time has passed, the contained dark side energy ruptures forth, killing the host and anyone else within a one-kilometer radius. Any physical damage to the target results in detonation.

The amount of damage the resulting explosion of dark side energy depends on how much dark side energy the user draws and transfers into the recipient. The GM should consult the following table to determine the normal amount of damage that the resulting explosion can inflict.

### Site Power Damage from explosion

Minor	5D
Major	7D
Extreme	9D

For every +5 the user beats the *control* difficulty, the GM should add +1D to the resulting explosion.

The target of this power is never willing and is therefore entitled to make an opposed *control* or *willpower* roll against the user's *alter* roll. Failure allows the user to decide how long they wishes to set the timer, so as to speak. The user can choose to set the timer for up to the number of hours equal to his alter die, rounded down. For every +5 the user beats the target's roll, an additional hour can be added to the maximum time limit for the timer. If the user fails the roll, then the dark side energy the user is trying to infuse into the target is instead trapped within the user's body, making the user the bomb instead of the target.

Once the infusion is complete, it cannot be undone. The victim is fated to die. However, the victim can attempt to keep the infused dark side energy from exploding for a short time, allowing potential victims a chance to flee or find appropriate shelter. If the victim wishes to do this, the victim must make a Heroic *willpower* roll to determine if his will is strong enough to contain the energy. If successful, then the victim must make a Very Difficult *Strength* or *stamina* roll determine if his body is strong enough to stall the explosion. If both rolls succeed, then the target can delay the explosion for one round, after which the user must roll again. Failure for either roll results in immediate detonation. Should the victim suffer any harm, accidental or deliberate, self-inflicted or not, the contained energy explodes forth immediately, regardless of whether or not the victim has succeeded in delaying the explosion.

The resulting explosion is so violent and chaotic that it could trigger a geological or meteorological disaster, like a sudden earthquake, a volcanic eruption, a violent storm from

which Force lightning rains down, etc. The GM decides on the nature of the resulting disaster. To determine the chances of whether a disaster results, the GM must roll a wild die and consult the following table.

**Damage from explosion Chance of a cataclysm**

5D-7D	Wild die roll of 1
7D-9D	Wild die roll of 1 or 2
9D+	Wild die roll of 1, 2, or 3

Any Jedi using this power automatically receives a Dark Side Point. If a resulting geological or meteorological disaster occurs from the resulting explosion, the Jedi receives an additional Dark Side Point. The Jedi will also receive an additional Dark Side Point to every additional victim other than the target who dies from the resulting explosion.

**Author’s Note:** Abeloth has been the only individual who demonstrated this power to date. This power could be something she herself created or had known for a long time. Or it could be a power she learned from a dark side sect or organization that Jedi Master Luke Skywalker and his Jedi Order has no knowledge of. It is extremely unlikely that she had taught this power to anyone else, and even if she had, all possible candidates have been confirmed or presumed dead by the time of her defeat. Therefore, until such time that the origins of this power have been determined, the GM should consider this power forbidden and generally not available for others to learn unless they happen to have been a student of Abeloth or have found a teaching device with knowledge of this power contained within.

**Appeared where:** Ascension

**Example:** Abeloth infused all the dark side energy on Upekzar into Tola Annax’s body as a trap for Luke and his Jedi in Ascension.

**Force Maelstrom**

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *Absorb/dissipate energy, concentration, control pain, Force lightning, inflict pain, injure/kill, lesser Force shield, life detection, life sense, magnify senses, repulse, telekinesis*

**Effect:** Also known as “Force bombard,” this power is a devastating combination of *Force lightning, lesser Force shield, and repulse*. The power will first create a bubble around the user. Next, any loose objects or person will swirl around the bubble due to *telekinesis*. Finally, the user will blast the objects and people away with a shock wave of energy accompanied by a surge of *Force lightning*.

The bubble offers the same degree of protection as *lesser Force shield*. The blast from this power can knock back an individual, but the individual can make an opposed *control* or

*Strength* roll to remain unmoved. Should the roll fail, the individual is knocked back two meters plus an additional meter for every 5 the roll fails. If the individual strikes a nearby solid object, the individual suffers 3D damage.

The surge of *Force lightning* will also inflict 1D of damage for every 2D of *alter* the user of this power has, rounded down. The surge is too widespread to be blocked by a lightsaber, but an individual can avoid this damage *absorb/dissipate energy, channel energy, lesser Force shield, or greater Force shield*.

To learn this power, the individual must fulfill several mandatory requirements. First, the individual must know the components for this power – *Force lightning, lesser Force shield, and repulse*. Next, the individual must generate a Force bubble using *lesser Force shield*, then charge it with *Force lightning*. The GM rolls a wild die, and if the result is 1, the bubble is charged with energy from the *Force lightning*. Any other result is a failure.

Once this is done, the individual must recreate this, then unleash a wave of Force energy with *repulse*. The individual must roll another wild die after unleashing this wave of Force energy. If the result is 1, the wave of Force energy will be charged with a surge of *Force lightning*, and the individual will have successfully learned this power. Any other results from the wild die means the wave of Force energy does not contain a surge of *Force lightning*, and the individual will have to start over.

Since the individual is using several powers at once in learning this power, the penalty for multiple actions applies – once for the second step and twice for the third.

If the user knows *greater Force shield*, the user can incorporate that power into *Force maelstrom* and gain the benefit from *greater Force shield*. But this can only occur after the individual learns Force maelstrom, and the user must perform the same learning steps.

Any Jedi using this power automatically receives a Dark Side Point. Should any target die from being struck by this power, the Jedi receives another Dark Side Point.

**Author’s Note:** This power has only been seen in The Force Unleashed video game. It seems very overpowered, so at first, I chose to treat this as the individual attempting to use *Force lightning, lesser Force shield, and repulse* at the same time. But after seeing the Wookieepedia mention this power, I decided to add it to this work and counter the perceived unbalance by including the requirements necessary to learn the power and the multiple action penalty.

**Appeared where:** The Force Unleashed video game

**Example:** Both Darth Malgus and Darth Sidious were proficient in this power. Galen Marek and the Shadow Guards also used this power in The Force Unleashed video game.

**Force Spike**

**Status:** Legends



**Control Difficulty:** Easy, modified by proximity, but must be within line of sight

**Sense Difficulty:** Easy, modified by proximity, but must be within line of sight

**Alter Difficulty:** Moderate, modified by proximity, but must be within line of sight

**Required Powers:** *Concentration, control pain, inflict pain, injure/kill, life detection, life sense, projected fighting, telekinesis, telekinetic kill*

**Effect:** The user unleashes a concentrated attack on the target in the form of a sharp, powerful dagger of Force energy. While the “blade” does not penetrate the skin or shell, it does pierce the target’s internal organs. Because of the nature of this attack, armor is ineffective as a means of defense against this power.

Depending on area of the body that is hit, this blade can be quite deadly. Any target hit by this power is automatically *incapacitated*. The GM then rolls a wild die. If the result is a one, the result, the “blade” has struck a critical organ, and the GM makes another roll on the wild die. An even-numbered result indicates that the “blade” has struck the target’s heart. The target’s status is now *mortally wounded* and will die in the next round unless emergency care is administered. If the target has multiple hearts, though, the target is still *incapacitated*. An odd-numbered roll indicates that the target’s brain has been struck, and the target dies immediately.

Any Jedi using this power automatically receives a Dark Side Point. Should any target die from being struck by this power, the Jedi receives another Dark Side Point.

**Author’s Note:** This power seemingly originated amongst the Lost Tribe of the Sith on Kesh. It was not witnessed in the galaxy at large until Abeloth began to exert her influence on the Jedi. It is unknown if Abeloth gained knowledge of this power after gaining control of the Lost Tribe; however, as all the Jedi who suffered from Abeloth’s Force psychosis had been cured at this point, none of them has knowledge of this power. The GM is cautioned against making this power available to non-Kesh Sith or Jedi; however, Sith born on Kesh have free access to this power regardless of the period.

**Appeared where:** Abyss

## Infuriate

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate, modified by proximity

**Alter Difficulty:** Variable, depending on the number and willingness of targets

Number	Willing	Unwilling
1-2	Very Easy	Easy
3-20	Easy	Moderate
21-100	Moderate	Difficult
101-1,000	Difficult	Very Difficult
1,001-10,000	Very Difficult	Heroic

10,000+

Heroic

Heroic +10

**Required Powers:** *Affect mind, channel rage, control mind, life detection, life sense, projective telepathy, rage, receptive telepathy, telekinesis*

**Time to Use:** One minute

**Effect:** With this power, the Sith Lord Odion was able to generate a mindless battle frenzy and rage in another being. This usually made the victim attack another target recklessly, regardless of their wellbeing, usually resulting in the victim throwing away their life in a battle.

The victim is entitled to make an opposed *willpower* roll against the Alter roll. Should the victim succeed, the victim is able to retain their own mind and not fall into a berserker fury.

Any Jedi using this power automatically receives a Dark Side Point.

**Author’s Note:** Though the Sith Lord Odion is the only one who has exhibited this power, it is not too difficult for a dark Jedi or Sith to discover this power through experimentation. The GM should exercise judgment in making this power available to others.

**Appeared where:** Knight Errant: Escape

**Example:** Sith Lord Odion used this on the three Duros prisoners to make them attack the rancor.

## Mind Twist

**Status:** Legends

**Control Difficulty:** Target’s *control* or *Perception*. Modified by relationship. Limited to line of sight.

**Sense Difficulty:** Target’s *control* or *Perception*. Modified by relationship. Limited to line of sight.

**Alter Difficulty:** Target’s *control* or *Perception*. Modified by relationship. Limited to line of sight.

**Required Powers:** *Affect mind, control mind, control pain, dim another’s senses, illusion, inflict pain, injure/kill, life detection, life sense, projective telepathy, receptive telepathy, sense Force, telekinesis*

*This power may be kept up.*

**Effect:** This power was probably created by the Je’daii Daegen Lok. Daegen Lok was able to get into the mind of another individual and influence the mind with an illusion that was so powerful that it triggered a physical reaction in the target’s body. In the case of the Force Hound Xesh, he was unable to breathe or move his arm, believing that his own robes were wrapped around his arms and mouth. In the case of Je’daii Ranger Bel Zana, Daegen Lok made her believe she was on fire, and her body began to show wounds consistent with burns.

When using this power, the user creates an illusion that is far more powerful than one generated by the more traditional *illusion* power. Targets who fall victim to this power are considered *stunned* initially. The target can make an opposed *willpower* roll every round to break free of the power’s influence.

If the target is unable to break free after the third round, then on the fourth round, this power begins to inflict injuries on the target that are consistent with the illusion generated by this power. If the target fails to make a *willpower* roll on the fourth round, the target must make a *stamina* roll to avoid receiving a *wounded* or *incapacitated* status. If the illusion causes a wound, like a burn, then the required *stamina* difficulty is Moderate. If the illusion would cause the target to lose consciousness, like as if the result of suffocation, the *stamina* difficulty is Different. In either case, the penalty for multiple actions applies when making the *stamina* roll. Failure to make the *stamina* roll twice causes the target to fall unconscious and be considered *incapacitated*. This power is incapable of inflicting the *mortally wounded* status.

This power will continue even after the user leaves the area. There are only two ways for this power to end. The first way is for the one who initiated the power to stop it whenever they wish. The other way is for a Je'daii to use *affect mind* to free the victim from the effects. The Je'daii in question must successfully make all three rolls with the difficulties being the ones the user rolled in initiating this power.

Anyone using this power automatically receives a Dark Side Point.

**Author's Note:** Daegen Lok is the one who created this power, and the use of this power contributed to the Je'daii Council banishing Daegen Lok to Bogan. Though there are other Je'daii who are familiar enough with this power to know when it is being used, they lack the knowledge to perform it. During his exile on Bogan and his subsequent brief partnership with the Force Hound Xesh, Daegen Lok utilized this power, but did not teach it to Xesh. As such, the GM is strongly urged not to make this power available for anyone else to learn. If the GM wishes to make this power available, the GM can only do so for the Je'daii on Tython, and only because of a Je'daii experimenting with both *affect mind* and *illusion*.

**Appeared where:** Dawn of the Jedi: Prisoner of Bogan

## Transfer Another's Life

**Status:** Canon/Legends

**Control Difficulty:** Heroic +15, modified by relationship.

**Sense Difficulty:** Heroic +15, modified by proximity.

**Alter Difficulty:** Easy. Those that are Force-sensitive may make an opposed *alter* or *willpower* roll, selecting either the roll or the difficulty, whichever is higher.

**Required Powers:** *Absorb/dissipate energy, accelerate another's healing, accelerate healing, affect mind, control another's pain, control pain, detoxify poison, dim another's senses, emptiness, farseeing, projective telepathy, feed on dark side, hibernation trance, inflict pain, injure/kill, life detection, life sense, magnify senses, receptive telepathy, receptive telepathy, reduce injury, remain conscious, resist stun, return another to consciousness, sense Force, telekinesis, transfer Force, transfer life*

**Effect:** As dark and evil as *transfer life* may be, there is an even darker and more evil power based on it – the ability to transfer another's life against their will. There have only been three recorded instances of this power.

After learning *transfer life*, Darth Sidious/Palpatine conducted experiments with this power either to ensure greater success in using *transfer life* to possess a new clone body or to see if *transfer life* can be used in other ways. Through the assistance of cloning, Darth Sidious/Palpatine has learned to transfer another individual's life energy from their body and into a cloned host body of the other individual. This is always done against the will of the other individual.

When using this power against the same individual repeatedly, it becomes easier to transfer the life energy during subsequent uses because the user becomes more and more familiar with the other individual's body and life energy. After the first use, the user gains a +1 bonus to all Force skills that is cumulative with each subsequent use against the same individual.

After five successful uses of *transfer another's life*, the user gains a +5 bonus to all Force skills when using *transfer life*.

Exar Kun also learned to use this power, possibly through his alchemical experiments on the Massassi. To ensure the Massassi's loyalty, he created a golden globe through alchemical means and then imprisoned the spirits of the children of the Massassi.

Darth Caldoth might have used this power to imprison the Nightsister Zeldin's mind, and possibly her spirit, within a gilded cage he had constructed within his mind. When he did that, Zeldin's body died.

Anyone using this power automatically receives two Dark Side Points.

**Appeared where:** "The Gilded Cage" – Dark Legends, Darksaber, Champions of the Force, The Golden Globe, Lyric's World, Promises

**Example:** Palpatine used this power to transfer Bevel Lemelisk's spirit from clone body to clone body after sentencing him to death six times as punishment for his failures. Exar Kun used this to imprison the spirits of the children of the Massassi into a golden globe he created with *alchemy*. Darth Caldoth might have used this to imprison Zeldin's mind and spirit within his own mind.

# Imperial Inquisitor Powers



Jedi Knights who have been captured by the Empire and turned to the dark side often become part of the Inquisitorius. They are trained to hunt down and destroy any surviving Jedi wherever they may be found. To aid them in these tasks and in fighting against other opponents, Imperial Inquisitors have been trained in a few powers that are generally exclusive to them. However, the Sith can learn the powers listed in this section as well.

The canonicity of all powers in this section is Canon.

## Control Powers

### Force Interrogation

**Control Difficulty:** Target's control, Perception, or willpower

**Effect:** When an Inquisitor is successful in dealing damage to

a target with a Force power, the Inquisitor gains a +1D bonus to *intimidation* checks made against the target. The Inquisitor can only use this bonus when making *intimidation* rolls against the target they injured; making an *intimidation* roll against a different target will nullify the bonus.

Any character using this power automatically receives a Dark Side Point.

**Sources:** Imperial Inquisitor Talent Force Interrogation from [The Force Unleashed Campaign Guide](#) page 43

## Control and Alter Powers

### Cower Enemies



**Control Difficulty:** Target's control, Perception, or willpower  
**Alter Difficulty:** Moderate  
**Required Powers:** *Aura of uneasiness, fear, Force interrogation*  
**Effect:** After activating this power, when using *intimidation*, the Inquisitor can use the skill to intimidate all targets within a 20-meter cone from their position instead of just one target. All other rules for the *intimidation*

skill applies.

Any character using this power automatically receives a Dark Side Point.

**Sources:** Imperial Inquisitor Talent Cower Enemies from [The Force Unleashed Campaign Guide](#) page 42

### Unsettling Presence

**Control Difficulty:** Target's control, Perception, or willpower

**Alter Difficulty:** Moderate

**Required Powers:** *Aura of uneasiness, Force interrogation.*

**Effect:** When activating this power and spending a Force point, the Inquisitor generates an aura of unsettling discomfort around himself or herself that extends out to 20 meters. Any target within 20 meters of the Inquisitor that fails to make the opposed roll suffers a -2 penalty to all attack and skill rolls so long as they remain within 20 meters of the Inquisitor. The penalty ends when the target moves beyond the 20-meter range of this power.

Any character using this power automatically receives a Dark Side Point.

**Sources:** Imperial Inquisitor Talent Unsettling Presence from [The Force Unleashed Campaign Guide](#) page 43

# *Dark Side Artifacts*

Just as there is the light side of the Force, there is the dark side of the Force. Similarly, just as there are artifacts of the Jedi and the light side of the Force, so to are there artifacts of the dark side. While most of these dark artifacts are associated with the Sith, a scant few of these artifacts have no connection with the Sith.

**Author's note:** This section only deals with artifacts of the dark side that were not created by the Sith. Those artifacts will be covered in another section.

## **Nil Idyth's Amulet**

Status: Canon

This was an amulet supposedly owned by the Jedi Master Nil Idyth. Made of engraved wood in the form of an eye with a kyber crystal in the center, Jedi Nil Idyth used the amulet to contain his darker emotions, which allowed him to appear as paragon of the Jedi Order. However, the amulet's darkness influenced Nil Idyth, who stalked the Coruscant Underworld at night causing terror. Nil Idyth was eventually killed, and the amulet was given to his Padawan Sol Mogra. Sol Mogra was similarly affected by the amulet. After Sol Mogra learned the truth about the amulet, he was ashamed and allowed the darkness within the amulet to consume him



# Sith Powers

**Appeared where:** [Star by Star](#), [Dark Nest III: The Swarm War](#), [Allies](#), [Vortex](#)

**Example:** Lomi Plo killed a Yuuzhan Vong with this power. Sarasu Taalon used this to torture Ben Skywalker on Pydyr.

## Alter Powers

### Affliction

**Status:** Legends

**Alter Difficulty:** Moderate

**Effect:** Your Force power carries the taint of the dark side more so than even other dark side users. When you damage a single opponent with one of your Force powers, that target takes 2D Force damage at the beginning of the next turn before taking any action.

Any character using this power automatically receives a Dark Side Point.

**Source:** Sith Talent Affliction from [Knights of the Old Republic Campaign Guide](#) page 53

### Crushing Darkness

**Status:** Legends

**Alter Difficulty:** Moderate

**Required Powers:** *Control pain, inflict pain, life detection, life sense, telekinesis*

**Effect:** With this power, a Sith can summon a dark cloud of energy around their enemy. Once engulfed, the cloud begins to bear down and crush anything caught within it, inflicting *alter* die damage to the target. Any target caught in the cloud can make a *stamina* roll to resist the pressure and escape being harmed long enough to attempt to flee the area.

Any character using this power automatically receives a Dark Side Point.

**Source:** [The Old Republic](#) video game

### Force Net

**Status:** Legends

**Alter Difficulty:** Difficult

**Required Powers:** *Dark side web, injure/kill*

**Effect:** An unusual Sith technique, this is perhaps a refinement on the Sith power *dark side web*. Once the net saps the target's strength, the strands of the *Force net* will slice through whatever they meet.

In game terms, this power functions very much like *dark side web* and should be treated as such at first. Once the target's *Strength* reaches 0D, though, this power begins to inflict damage equal to the *alter* die code upon the target until the target is killed.

This power is affiliated with the Sith. Therefore, any character using this power automatically receives a Dark Side Point.

## Control and Alter Powers

### Aversion

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Aura of uneasiness*

**Effect:** The Sith power *aura of uneasiness* makes creatures avoid the character, but it has no effect on people. *Aversion*, however, does to people what *aura of uneasiness* does to creatures. This power allows the user to project a field of vague discomfort and unease around the user, making sentient creatures want to avoid the user.

Any target affected by this power is entitled to a *control* or *willpower* roll against the user's *alter* roll. If the target succeeds, the target is not affected. If the target fails, the target stays at least two meters away from the user.

This power also grants a bonus to all *intimidation* rolls made by the user. If the target fails the roll, the user receives a +1 bonus to all *intimidation* rolls against the affected target, plus an additional +1 bonus for every 5 the user's *alter* roll defeats the target's roll.

This power is affiliated with the Sith. Therefore, any character using this power automatically receives a Dark Side Point.

**Source:** Alter Talent Aversion from [The Clone Wars Campaign Guide](#) page 53

### Dark Aura

**Status:** Canon

**Control Difficulty:** Difficult; limited to line of sight

**Alter Difficulty:** Difficult or target's *control* or *Perception*

**Required Powers:** *Absorb/dissipate energy, control pain, Force lightning, inflict pain, injure/kill, life detection, life sense*

**Effect:** Based on *Force lightning*, *dark aura* allows a Sith to charge the surrounding air with malicious energy, damaging all enemies within range and slowing their movement.

Like *Force lightning*, *dark aura* will inflict 1D of damage for each 2D of *alter* the user has, rounded down. Depending on the result, the power will also slow the movement of anyone caught in the aura.

<b>Alter roll <math>\geq</math> target's control or Perception by:</b>	<b>Movement decreased by</b>
0-6	1/3
7-13	1/2

14-20	2/3
21+	Total

When the target makes the opposed *control* or *Perception* roll, the result is applied to resist both the damage and the reduction in speed. The effect is too widespread to be parried with a lightsaber. A Jedi can repel the aura with *absorb/dissipate energy*.

This power is affiliated with the Sith. Therefore, any character using this power automatically receives a Dark Side Point.

**Appeared where:** Battlefront II video game

**Example:** Darth Sidious used this power.

## Dark Roar

**Status:** Canon

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control* or *willpower*

**Required Powers:** *Aura of uneasiness, channel rage, fear*

**Effect:** The dark side has the power to instill fear into those who oppose the Sith. The Sith know that some Jedi can use the Force to manipulate sound. They also know that across the galaxy, there are predatory creatures whose roars contain low-frequency sounds that are inaudible to most sentient species; however, these sounds are capable of instilling fear into sentients who hear them, compelling them to flee. The Sith drew upon these sources and created this power.

When facing an opponent, the Sith unleashes a roar filled with rage and hatred while activating this power. Those who hear this roar must make an opposed roll or be affected by it. Those affected by it will suffer a penalty to **all** attribute and skill rolls, which includes Force skill rolls, or be completely paralyzed for one round.

<i>Alter roll</i> ≥ target's <i>control</i> or <i>willpower</i> by:	Penalty	Duration
0-6	-1D	3 rounds
7-13	-2D	2 rounds
14-20	-3D	1 round
21+		Paralyzed

A key point to this power is the target **must** hear the roar to be affected. While equipment designed to protect an individual's hearing from loud sounds exist, they are not designed to block out the low-frequency sounds from predatory creatures. The Sith adapted this power and their voices to include these low-frequency sounds, so wearing this equipment will offer no protection against this power. Only those who are deaf or whose brains cannot process auditory information are immune to this power.

Any Sith using this power on a target automatically receives a Dark Side Point.

**Author's Note:** When I saw the duel between Palpatine and the Jedi in Episode III: Revenge of the Sith, I felt that despite

the difference in power between Palpatine and the Jedi, there was no way he could have killed Agen Kolar and Saesee Tiin so quickly, and then Kit Fisto shortly thereafter. I thought that maybe that scream Palpatine unleashed as he leapt might have affected them somehow. After learning how the tigers' roar includes a low-frequency sound that makes human feel so much fear they want to flee, that inspired me to create this power.

**Appeared where:** Episode III: Revenge of the Sith

## Desperate Measures

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Aura of uneasiness, fear*

**Effect:** Desperation comes from fear, and the Sith commander uses this to motivate their troops. Once per encounter, a Sith commander can instill desperation in all allies within 20 meters and within line of sight. This allows the targets to make an immediate attack, but with a -5 penalty to all attack rolls.

Any Sith using this power on a target automatically receives a Dark Side Point.

**Source:** Sith Commander Talents Desperate Measures and Focus Terror from Legacy Era Campaign Guide page 45

## Heart Stun

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *Perception, control* or *willpower* roll

**Required Powers:** *Accelerate another's healing, accelerate healing, control another's pain, control pain, hibernation trance, life detection, life sense, place another in hibernation trance*

**Time to Use:** Five minutes.

**Effect:** This was an arcane power that was rarely used by the Sith. When performed properly, the power halts the heartbeat of the target, placing the organ into a type of stasis, which in turn would place the target into a form of hibernation. The whole purpose of this power was to capture a target without having to engage the target in battle.

While it has its uses, most Sith shun the use of this power, believing it to be too merciful and a sign of weakness. Furthermore, if anything were to go wrong while performing this power, the target would die. Thus, if the Sith succeeds in making the necessary rolls, the GM rolls a wild die. If the result is a one, something went wrong, and the target dies.

Any character using this power automatically receives a Dark Side Point. Should the target die because of something going wrong with this power, the character gains another Dark Side Point.

A Sith can choose to perform this power on himself or herself, provided that the Sith is of a species that possesses

more than one heart. Using *heart stun* in this manner reduces the *control* difficulty by one level and the *alter* difficulty by ten. It also does not give the character any Dark Side Points.

**Author's Note:** There are some similarities between this power and *morichro*, so I used *morichro* as a guide in creating this power.

**Appeared where:** Darth Plagueis, The Eyes of Revolution

**Example:** Darth Plagueis used this on two of his three hearts to survive long enough to be treated for the injuries he sustained from the Maladian assassins. Dooku might have used this to keep Grievous alive after wreck of the *Martyr*.

## Incite Rage

**Status:** Legends

**Control Difficulty:** Moderate

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Affect mind, channel rage, life detection, life sense, projective telepathy, rage, receptive telepathy*

**Effect:** The Sith draws strength from anger and hatred and have learned to channel it into their troops. Once per encounter, all allies within 20 meters of the Sith commander and within the Sith's line of sight gain a +1 rage bonus to their attack rolls, but suffer a -2 penalty to their *dodge* or *Dexterity* rolls for avoiding damage. This lasts until the end of the encounter, or until the Sith commander is knocked out or killed.

Any Sith using this power on a target automatically receives a Dark Side Point.

**Source:** Sith Commander Talent Incite Rage from Legacy Era Campaign Guide page 45

## Power of Hatred

**Status:** Legends

**Control Difficulty:** Moderate, limited to line of sight.

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Affect mind, channel rage, incite rage, life detection, life sense, projective telepathy, rage, receptive telepathy*

**Effect:** Once per encounter the Sith commander can inflame the passions of their troops. All wounded allies within the Sith commander's line of sight will receive a soak dice for the purpose of avoiding further damage. For the rest of the encounter, when a target is hit by an attack, the amount of damage is first deducted by this soak dice before being applied to the target. If the damage is reduced to 0D, the target suffers no damage from the attack. The soak dice is also reduced by the damage from the attack. When the soak dice reaches 0D, the soak dice ends, and the target suffers any remaining damage. The soak dice lasts until the end of the encounter.

**Alter roll  $\geq$  difficulty by:** **Soak Dice**

0-5	1D
6-10	2D
11-15	3D

16-20	4D
21+	5D

Any Sith using this power on a target automatically receives a Dark Side Point.

**Source:** Sith Commander Talent Power of Hatred from Legacy Era Campaign Guide page 45

## Control, Sense, and Alter Powers

### Alchemy of Flesh

**Status:** Legends

**Control Difficulty:** Varies

**Sense Difficulty:** Varies

**Alter Difficulty:** Varies

**Required Powers:** *Accelerate another's healing, accelerate healing, affect mind, alchemy, concentration, control another's pain, control pain, enhance another's attribute, enhance attribute, feed on dark side, force of will, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance, projective telepathy, receptive telepathy, sense Force, sense Force potential, Sith sorcery, telekinesis, transfer Force*

**Effect:** This power can be used in several ways. First, with this power, a Je'daii can take some of their own cells, be they skin, blood, or marrow, and create a separate life form. Lanoree Brock's experiments with this power resulted in a life form, but it lacked a brain or sentience. Using this power in this manner can be considered a stepping stone towards using *alchemy* to alter the forms of other individuals or creatures. The difficulty rolls associated with this use are all Difficult.

Second, if the Je'daii has created a life form through the first use of this power, the Je'daii can use this power to reintegrate the cells from the life form back into their body for the purpose of healing serious injuries. To accomplish this, the Je'daii's wound level must be *mortally wounded*. The Je'daii must make Moderate difficulty rolls for all Force skills. Success will allow the Je'daii to reduce the difficulty rolls associated with *accelerate healing* by one level, though the Je'daii must apply the penalty for performing multiple actions.

The third use allows the Je'daii to lift skin dust from their body and implant them into another's body. The Je'daii guides the implanted skin dust to a desired location in the target's body. If the dust reaches the correct area, the Je'daii using this power gains a familiarity with the area. If the Je'daii uses this power on a willing subject, the difficulty level is Very Difficult for all three Force skills. If the subject is unwilling, then the GM adds +10 to the difficulty rolls. If the Je'daii succeeds in making all the rolls, then the Je'daii gains a +5 circumstantial bonus to all difficulty rolls when using a Force power to heal the target, injure the target, or to alter the memory of the target via *affect mind, memory wipe*, or a similar power.

**Restricted:** Only two Je'daii have ever used this power: Cathar Je'daii Master Dam-Powl and Je'daii Ranger Lanoree Brock. Given the close ties this power has to *alchemy*, it is easy to see why under other circumstance this power would be considered a Sith power. However, this power has only appeared in Dawn of the Jedi: Into the Void. Furthermore, in subsequent time periods, this power either fell out of use or was integrated into the standard *alchemy* power. Thus, the GM is forbidden from making this power available to Jedi or Sith in other time periods. In addition, this power was considered highly controversial even by Je'daii standards. So only those who study under Dam-Powl or Lanoree Brock can learn this power.

**Author's Note:** At first glance, one would consider this to be the same as *alchemy*. However, there are key differences between the two. *Alchemy* involves altering other beings. *Alchemy of flesh* involves manipulating one's own cells, but not in a way consistent with healing powers.

**Appeared where:** Dawn of the Jedi: Into the Void

**Example:** Lanoree Brock used this to create a life form from her own cells in Dawn of the Jedi: Into the Void. She subsequently used the power and the life form to heal her near-fatal blaster wound. She also used this to make erasing Domm's memories of her and Tre Sana easier.

## Dark Plague

**Status:** Legends

**Control Difficulty:** Difficult. Modified by proximity.

**Sense Difficulty:** Difficult. Modified by proximity.

**Alter Difficulty:** Target's *control* or *willpower*. Modified by proximity.

**Required Powers:** *Affect mind, control another's pain, control mind, control pain, life detection, life sense, projective telepathy, q̄azoi kyantyska, receptive telepathy, sense Force, Sith sorcery, telekinesis, transfer Force*

**Effect:** This was a Force-induced disease developed by the Sith Lord Terrak Morrhape to corrupt the minds of Jedi Masters across the galaxy. He used those Jedi Masters to fight the Jedi Order. Though Terrak Morrhape was defeated, during the Cold War, his spirit possessed the fallen Jedi Padawan Parkanas Tark. Taking the name Vivicar, Parkanas Tark learned this power and used it against those he knew, inducing madness in his victims before turning them into his puppets. His efforts came to an end when a Padawan of Jedi Master Yuon Par learned the *shielding-technique* to free the victims.

This power was perhaps an attempt to expand upon *q̄azoi kyantyska*, allowing a Sith to make the victim a puppet from a distance without physical contact, and to use this power against powerful Force users.

In game terms, if the Sith succeeds in all the rolls, the Sith turns the target into a puppet that follows the Sith's orders without resistance while causing the target to suffer from madness. Success causes the target's *willpower* to fall to 0D, which helps the Sith maintain control over the target, as the

target would have no *willpower* with which to resist the Sith's influence and/or commands.

If the target successfully resists the Sith's attempt of control with a difference of 11 or greater, the target suffers no aftereffects. If the difference is 10 or less, the victim's *willpower* suffers a -2D penalty. The Sith can make repeated attempts to gain control over the target, with the penalty to the *willpower* accumulating over the repeated attempts. Should the target's *willpower* drop to 0D, the target suffers madness and is immediately turned into a puppet for the Sith.

The target can recover the lost *willpower* by resting for a week, spending a day in *hibernation trance*, or spending an hour in *emptiness* for each lost 1D. Another Jedi can use *psychic healing* to speed up the recovery, restoring 1D for each successful application.

The only way for the victim to be freed from the Sith's control through this power is for another Jedi to use on the victim the *shielding-technique* that was designed to counter this power.

This power is immensely powerful and very dangerous. Before the Sith can learn this power, the user must be a Sith Lord with at least 8D in each of the Force skills.

Any Sith using this power automatically receives a Dark Side Point.

**Author's Note:** This power has only appeared in The Old Republic video game. Unless the game is taking place in that time frame, the GM is strongly cautioned in making this power available for Sith to learn. This power can be used as a plot device.

If the GM is planning to make *dark plague* available for Sith to learn in a time period other than that featured in The Old Republic video game, then *shielding-technique* must be available for the Jedi to learn as well. Especially since the latter was created as a counter to the former.

**Appeared where:** The Old Republic video game

**Example:** Sith Lord Terrak Morrhape and Parkanas Tark/Vivicar used this against several Jedi.

## Death Field

**Status:** Legends

**Control Difficulty:** Target's *Perception* or *control* roll

**Sense Difficulty:** Difficult

**Alter Difficulty:** Target's *Strength* roll.

**Required Powers:** *Accelerate another's healing, accelerate healing, affect mind, concentration, control another's pain, control mind, control pain, dim another's senses, drain life, drain life energy, drain life essence, farseeing, hibernation trance, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis, transfer Force*

**Effect:** By using this power, a Sith can create a sphere of dark side energy ten meters in radius around himself or herself. Any target caught in the field automatically dies, and the Sith



absorbs the life energy of the plants and animals and the life essence of any individual caught in the field.

In game terms, if the Sith is wounded in any way, their wound level is reduced by one for every 2D of *Strength* the user drains from the targets.

If the target has any Force points, these Force points are collected into a “temporary” pool.

The user has an option in keeping the power “up,” and there are two ways to do this. First, the Sith can make the required rolls to keep the power up. Second, the Sith can spend two Force Points from the “temporary” pool each round to keep the power up. The Sith can also use the Force Points from the “temporary pool” for other uses as well. However, should the Sith run out of Force points in the “temporary” pool when the round is over, unless the Sith gains more Force Points in the following round, the power will automatically end.

This power is immensely powerful and very dangerous. Before the Sith can learn this power, the user must be a Sith Lord with at least 8D in each of the Force skills.

Any Jedi using this power automatically receives a Dark Side Point.

**Appeared where:** Knights of the Old Republic video games, Dynasty of Evil

**Example:** Darth Bane used this against the cultists on Prakith in Dynasty of Evil.

## Drain Knowledge

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Target’s *Perception* or *control* roll. Modified by relationship.

**Alter Difficulty:** Target’s *Perception* or *control* roll. Modified by relationship.

**Required Powers:** *Affect mind, control mind, control pain, dim another’s senses, farseeing, hibernation trance, life detection, life sense, magnify senses, memory wipe, projective telepathy, receptive telepathy, sense Force, telekinesis*

**Time to Use:** 5 minutes

**Effect:** This power may have been a refined or specialized version of *memory wipe*, or it may have served as a precursor for *memory wipe*. In either case, this allows a Sith to drain specific memories relating to a specific subject from a target’s mind, and then temporarily gain limited access to the same subject.

Use of the skill requires direct contact with the target, and only one specified objective can be perused per session.

To use this power, the Sith must first make a successful *brawling* roll to initiate contact with the target, though if the target is unconscious or otherwise restrained, this *brawling* roll is Very Easy. Once contact is made, it takes five minutes for the effects of this power to be completed. Should the target break free before the five minutes is complete, the power automatically ends in failure.

Once the power is complete, the Sith will gain a temporary bonus to any skill rolls associated with the stolen knowledge, while the target suffers a penalty of equal value to the same skill rolls. The GM must consult the following table to determine the value of the bonus/penalty.

<b>Alter ≥ Target’s Perception or control</b>	<b>Bonus to Sith</b>	<b>Penalty to target</b>
0-10	+1	-1
11-20	+2	-2
21+	+3	-3

The knowledge the Sith acquires is temporary, as is the loss of knowledge suffered by the target. The loss/restoration of knowledge is one pip a day, though a Jedi can help the victim recover faster by using *psychic healing*. If the Jedi’s Force skill rolls are greater than the Sith’s, then the victim will make a full recovery in an hour.

While the acquired knowledge is supposed to be temporary, there is a way for the Sith to keep some of the stolen knowledge. If the knowledge is associated with a skill the Sith already knows, the Sith must spend character points as if he were improving the skill after completing an adventure. The character must spend these character points during an adventure and before the bonus expires.

Any Sith using this power automatically receives a Dark Side Point.

**Author’s Note:** On his website, The Rebellion, G. M. Sarli says that the d6 Force power that corresponds to *drain knowledge* is *memory wipe*. While they are similar, there are distinct differences between them. *Memory wipe* erases the targeted memory from the victim, but the Sith using it does not gain the targeted knowledge from the victim, regardless how brief the gain is. *Drain knowledge* does the latter, but the victim eventually regains the lost knowledge and the skill dice for the skill associated with the drained knowledge is restored. Because of this, I chose to create this power to address the d20 skill *drain knowledge*.

**Appeared where:** Darth Bane: Dynasty of Evil, Dark Apprentice

**Example:** Darth Bane used this to learn the secrets of essence transfer or *transfer life* from Darth Andeddu’s holocron by force. Kyp Durrion apparently used *drain knowledge* in addition to *memory wipe* to learn everything about the Sun Crusher from Qwi Xux while erasing this knowledge from her mind.

## Force Phantom

**Status:** Legends

**Control Difficulty:** Very Difficult or target’s *control* or *willpower*, modified by proximity

**Sense Difficulty:** Very Difficult, modified by proximity

**Alter Difficulty:** Very Difficult, modified by proximity

**Required Powers:** *Affect mind, concentration, control another's pain, control mind, control pain, dim another's senses, doppelgänger, drain life essence, emptiness, farseeing, hibernation trance, illusion bond, illusion, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, rage, receptive telepathy, sense Force, telekinesis, transfer Force*

**Effect:** An extremely elaborate Sith technique, this power allows a Sith to create lifelike apparitions that could interact with the physical world around them in whatever manner the conjurer desired.

This power is physically taxing and requires immense mental concentration. The Sith must first locate someone they are familiar with. While not necessary, knowledge of the target's exact location within the galaxy will be of great assistance to the Sith. Once this individual is located, the Sith roots their consciousness into the first target's mind.

At this point, the Sith then seeks out another mind. However, these individuals have a greater chance of resisting the Sith's influence. Once a secondary target is located, the Sith establishes another link with the new target. The Sith then begins drawing on the Force and physical life energy of the first target to project the Sith's own Force aura into the secondary target's actual location, manifesting as an apparition.

Whether or not the first individual affected by this power is aware of the Sith's influence determines the *control* difficulty. If the target is aware, the target's *control* or *willpower* is the *control* difficulty; otherwise, it is Very Difficult. Should the Sith know the target's exact location prior to using this power, all Difficulty levels are reduced by one and/or -1D is removed from the target's *control* or *willpower*. Should the first individual fail to make the rolls, the Sith drains one Force Point each round. The drained Force Point is then used to keep the power active. Once the first individual is drained of all Force Points, the Sith then draws on the individual Character Points at the same rate. Once all the Character Points are drained, the Sith then drains one pip from the first individual's *Strength* die per round. Should the first individual make a successful roll to escape the Sith's influence, the individual can regain the lost *Strength* at a rate of one pip per week. Should the first individual's *Strength* drop to 0D, the individual dies, and the power ends.

All secondary individuals incur a +5 penalty to all difficulty rolls, and this penalty is cumulative. However, this penalty only applies to conscious individuals. Should the individual be asleep, no penalty is applied.

The Sith can perceive and manipulate their surroundings through the apparition, while still being rooted in the first target's mind and being linked with the secondary target's mind.

The link with the secondary target's mind allows the Sith to control the target as though the target were a zombie. Targets affected in this manner are completely unaware of the

manipulation. Should the Sith release the secondary target, the target will be unaware of what has transpired.

The Sith can assume a form that would be recognizable to those they intend to interact with. By making a successful *alter* roll against the secondary target's *control* or *Perception*, the Sith assumes the desired form and gains a +1D bonus to all *con* and *persuasion* rolls.

If the apparition suffers damage, the secondary target will also suffer damage. Should an outside source destroy the apparition, the secondary target will die.

A character using this power automatically gains a Dark Side Point. If the first individual dies because of this power, the user gains another Dark Side Point. If a secondary individual dies because of this power, the user gains a Dark Side Point. For every evil act the user makes the secondary character perform, the user gains a Dark Side Point.

**Appeared where:** Betrayal, Exile, Fury

**Example:** Darth Vectivus, Lumiya, and Alema Rar used this.

## Midi-Chlorian Manipulation

**Status:** Legends

**Control Difficulty:** Variable, use chart below:

### Target

Self	Moderate
Animal	Difficult
Force-sensitive animal or sentient individual	Very Difficult
Force-sensitive individual	Heroic

**Sense Difficulty:** Variable, use chart below:

### Target

Self	Moderate
Animal	Difficult
Force-sensitive animal or sentient individual	Very Difficult
Force-sensitive individual	Heroic

**Alter Difficulty:** Variable, use chart below:

### Degree of injury      Difficulty

Wounded	Easy
Incapacitated	Moderate
Mortally wounded	Difficult

### Target

Self	Moderate
Animal	Difficult
Force-sensitive animal or sentient individual	Very Difficult
Force-sensitive individual	Heroic

**Required Powers:** *Accelerate another's healing, accelerate healing, affect mind, alchemy, concentration, control another's pain, control pain, dark transfer, enhance another's attribute, enhance attribute, feed on dark side, force of will,*

*hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance, projective telepathy, receptive telepathy, sense Force, sense Force potential, Sith sorcery, transfer Force*

**Effect:** Derived from Sith alchemy and a lifetime of study, Darth Plagueis was able to create this power to stimulate the midi-chlorians into creating life. The primary applications of this power were having the creatures he used for his experiments give birth without a second partner and to bring his rival Darth Venamis back from death several times before the organs failed completely. He was also able to use this power to heal himself from the injuries he sustained from the Maladian assassins.

When using this power to heal his injuries, Darth Plagueis was able to reduce his wound status by one level for each round he succeeded in making the required difficulty rolls.

Darth Plagueis was also able to use this power to kill any target by suppressing the midi-chlorians, thus ending life. When used in this manner, the *alter* difficulty was the same as the *alter* difficulty for *telekinetic kill*. The *control* and *sense* difficulties remained the same.

He was certain that with this power, not only would he be able to stop aging, but he would also be able to create a child that would be an embodiment of the Force. All his attempts to perform the latter ended in failure, and his apprentice Darth Sidious killed him before his beliefs of the former could be proved.

Whenever he used this power, Darth Plagueis earned two Dark Side Points, but he earned three Dark Side Points when he used this power to kill King Veruna.

**Author's Note:** Darth Plagueis was the first and only individual to use this power. While Darth Sidious was aware of his master's research, he was unable to understand it enough to perform the power himself. Thus, he relied on *transfer life* to achieve a form of immortality. And while he was unable to use this power, he might have been able to use his master's research in other ways. This power should be considered lost for all eternity, but with the discovery of [The Book of Sith](#) in the Mount Tantiss facility before the Yuuzhan Vong War, Darth Plagueis' research behind this power still exists in the galaxy. Though Darth Sidious' book is in the custody of Luke Skywalker, the possibility of this power reappearing in the galaxy is very real.

**Source:** [Book of Sith](#)

**Appeared where:** [Darth Plagueis](#)

**Example:** Darth Plagueis performed experiments to learn this power.

## Ritual of Dark Illusion

**Status:** Canon

**Control Difficulty:** Very Difficult, modified by proximity

**Sense Difficulty:** Very Difficult, modified by proximity

**Alter Difficulty:** Target's *control* or *Perception*, modified by proximity

**Required Powers:** *Absorb/dissipate energy, affect mind, control another's pain, control pain, dim another's senses, doppelgänger, emptiness, enhance attribute, feed on dark side, Force lightning, hibernation trance, illusion, illusion bond, inflict pain, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, Sith sorcery, telekinesis, transfer Force*

**Effect:** A very rarely used Sith ritual, it allows the user to ensnare a targeted Force-user in a powerful illusion. Only the strongest Force-users will realize that they are trapped in an illusion created by this power.

The reason for this power's rare usage is because of the conditions required for it. First, there must be two Sith Lords present, and one of them must have some form of Force-bond with the targeted Force-user; a Master-Padawan bond for example. The one who has this bond must offer a drop of blood into a water-filled basin. When the drop of blood contacts the water, the water turns black.

Both Siths must then use *Force lightning*, while the caster chants the incantation in the Balc language. The *Force lightning* turns the water into mist. The caster then leans their face into the mist, which allows the caster to manipulate the illusion.

The user can choose to mask their presence by assuming the guise of an individual that is familiar to the target. Doing this adds +10 to all the required difficulty rolls.

When using this power, all the requirements must be met; otherwise, the power fails automatically.

Any Jedi using this power automatically receives a Dark Side Point.

**Appeared where:** [The Clone Wars: Sacrifice](#)

**Example:** Dooku and Palpatine used this against Yoda.

## Sith Stone Ritual

**Status:** Legends

**Control Difficulty:** Moderate or opposed *control* or *willpower* roll, modified by proximity but limited to line of sight

**Sense Difficulty:** Moderate or opposed *control* or *willpower* roll, modified by proximity but limited to line of sight

**Alter Difficulty:** Very Difficult or opposed *control* or *willpower* roll, modified by proximity but limited to line of sight

**Required Powers:** *Accelerate another's healing, alchemy, control another's pain, control pain, enhance attribute, enhance another's attribute, feed on the dark side, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance, sense Force, Sith sorcery, transfer Force*

**Effect:** A product of research into alchemy and Sith sorcery, this ritual would allow a Sith to bind the target's flesh into stone, trapping the victim forever in a living nightmare.

The target can make opposed rolls to avoid this fate. For the ritual to be successful, the caster must succeed in making **all** the rolls. If the caster fails to make any of the rolls, the ritual ends in failure.

If the ritual is successful, the target turns to stone immediately. Once cast, it cannot be undone, and the target is considered dead.

In performing this ritual, the caster must vocalize the words that accompany this ritual. If the caster is unable to vocalize the chant, the ritual automatically fails. But there is a danger to this ritual. The chant to cast this spell can be altered in such a way that if the caster were to say the altered incantation, the caster would be one to turn to stone rather than the victim. Before even attempting to cast this spell, the caster must make certain that the incantation is the correct one, which can only be done by making a successful Heroic *scholar: Sith lore* roll while consulting a Sith scroll, a Sith holocron, or some other source of knowledge containing information about this ritual. Failure means that the caster is uncertain if the chant is correct. In this case, when casting this ritual, the GM must roll a wild die and compare it with the die code the caster has in either the *Knowledge* attribute or the *scholar: Sith lore* skill. If the result is less than or equal to the die code, rounded down, the caster used the correct incantation. If the result is higher, then the caster used an incorrect incantation and is turned into stone. If the caster has at least 6D in *scholar: Sith lore*, there is no need for the wild die, as the caster used the correct incantation.

If the caster fails the Heroic *scholar: Sith lore* roll by more than 5, the caster found the wrong incantation, but will not realize it until it is too late.

**Author's Note:** This ritual has the potential to be very unbalancing. To date, only two individuals have knowledge of this ritual and have used it. One was the Sith Master Darth Caldoth, and the other was his Sith apprentice Ry Nymbis. Ry Nymbis tried to use this ritual against his master, but sensing his apprentice's intention, Darth Caldoth altered the incantation. As a result, Ry Nymbis turned himself to stone. His statue still stands on Korriban.

While the GM is strongly encouraged not to make this power generally available, it can be used as a plot device.

**Appeared where:** "Gaze of Stone" – Myths & Fables

**Example:** Darth Caldoth and his apprentice Ry Nymbis knew this ritual. Ry Nymbis tried to use this ritual against Darth Caldoth.

## Time Manipulation

**Status:** Legends

**Control Difficulty:** Very Difficult or Heroic +10

**Sense Difficulty:** Very Difficult or Heroic +10

**Alter Difficulty:** Very Difficult or Heroic +10

**Required Powers:** *Affect mind, control another's pain, control mind, control pain, dim another's senses, farseeing, hibernation trance, imprint, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, sense time stream, telekinesis, transfer Force*

**Effect:** This was a power Darth Ramage tried to create from his research into the Cephalon's perception of time. He stored his research in his holocron, which Jax Pavan later accessed.

From Jax Pavan's perspective and understanding of the research, time was a vast ocean with a myriad of currents and islands that bobbed on a deceptively placid surface. There were "mother currents" – currents that spun off "child currents". There were also local currents as plentiful as moments in time.

These islands were either fixed points – nexuses – or points that were floating between these nexuses. These islands were not marching in a straight line or were being held by the same currents. If one were to move one of these islands in the ocean of time, one must change the current that affect it. To change a current, one must make minute changes in the surrounding currents, with an emphasis on the ones that preceded it and from which it was born.

However, one could not alter a current without altering every downstream current and island to which the current is connected. Trying to alter a time current would generate a cascade effect – one that would affect every current that preceded and followed it. Altering the time currents would require complex manipulation. The comprehension required to perform this could only be achieved by a network of powerful minds that were not entirely in the time stream themselves. The Cephalons possessed such a network, and that network gave them their perception of time. Each individual Cephalon mind was linked to various aspects, patterns, and waves of the ocean of time. Only by working together could they understand time, perceive the future with some degree of certainty, and possibly even manipulate time.

For a Jedi to be able to perceive time as the Cephalons did, it would require the cooperative efforts of several powerful minds. Jax Pavan believed that Jedi Council might have been capable of using this power. But this type of cooperation does not exist amongst the Sith because of the fear, distrust, and ambition that exists between the Sith. At least this is the case with some incarnations of the Sith, like Naga Sadow's and Ludo Kressh's Sith Empire and the Brotherhood of Darkness. This type of cooperation might have existed within the Rule of Two Sith Order, but with two individuals at a time, there would have been too few members for this power to be used successfully.

Unfortunately, Jax Pavan learned that Darth Ramage considered this possibility and delved into researching the Force-enhancing properties of bota and pyronium. Both Jax Pavan and Darth Ramage suspected that a few individuals, or perhaps even one individual, could be able to manipulate the time currents if their Force powers were enhanced by bota or pyronium.

Jax Pavan understood Darth Ramage's research enough that he might have been able to manipulate time with this power by tapping into the pyronium that was in I-Five's possession. But he also understood the powerful temptation that came with this power, which prompted his request to



Augwynne Djo to erase his knowledge and understanding of this power from his mind after he rescued Thi Xon Yimmon.

Given the implications of this power and the fact that many Cephalons were killed during the research into this power, the GM should exercise extreme caution in deciding to make this power available for Jedi to learn. If this power were available, only Jedi Masters would have powerful enough minds to perform this. And even then, it would require a minimum of twelve Jedi Masters working together to perform it. The required difficulty rolls would be Heroic, and all of them must succeed to activate this power. Fewer and/or less powerful Jedi could perform this power, but their Force abilities would have to be significantly enhanced. This enhancement can come about by using bota (which became useless after the Clone Wars) or pyronium, or by being at a strong Force nexus like Mortis or similar monuments. Even then, the required difficulty rolls are Heroic +10.

Should a Jedi succeed in using this power, the Jedi should receive two Dark Side Points.

**Author's Note:** This power is very unbalancing, but this is countered by the requirements that a specific number of powerful Jedi Masters work together, or that the Jedi have their powers enhanced by using pyronium or being at a location like Mortis.

Jax Pavan gained a partial understanding of this power by accessing Darth Ramage's holocron. However, once he rescued Thi Xon Yimmon from Kantaros Station, he returned to Dathomir and asked Augwynne Djo to erase from his mind all the knowledge he gained from Darth Ramage's holocron. As a result, he was incapable of teaching this power to anyone else. He entrusted Darth Ramage's holocron to Augwynne Djo's safekeeping. Whether or not Augwynne Djo later gave Luke Skywalker custody of this holocron is unknown.

The only other individual who actively sought to study and learn this power was Darth Plagueis, which he admitted to doing in his excerpt contained within the *Book of Sith*. Whether or not he had succeeded in doing so remains unclear, though it is most likely that he had failed, as Palpatine demonstrated no such ability relating to time except for *farseeing*.

While the GM is strongly cautioned in making this power available for Jedi to learn, this power can be used as a plot device, just like *ice image* and *midichlorian manipulation*.

To date, no Cephalon have become a Jedi or even shown any Force-sensitivity. But if the Cephalon are capable of using the Force, then their ability to perceive time just as all other species perceive space might make them able to use this power. Their perception of time might also make it easier for a Cephalon Jedi to use this power, or even use this power without risk of penalty for possible abuse.

Apart from the Cephalons, the Aing-Tii are the only species in the galaxy that can manipulate time and space. This, plus the existence of the Aing-Tii power *fighting-sight*, suggest that the Aing-Tii can use this power without risk of penalty for possible abuse.

**Appeared where:** Coruscant Nights: The Last Jedi

**Example:** Jax Pavan gained a partial understanding of this power, but not enough to perform it himself.

# Sith Sorcery Powers



**Restriction:** As Darth Bane said to Zannah during her apprenticeship, “A rare few have a natural affinity for the dark side itself. They can delve into the depths of the Force and summon arcane energies to twist and warp the world around them. They can invoke ancient rituals of the Sith; they can invoke power and unleash terrible spells and dark magics.” As a result, these

powers are generally associated with Sith sorcerers and sorceresses, and they are rare amongst the Sith. The KOTOR era saw the highest numbers of Sith sorcerers and sorceresses in recorded history, so they and these powers are more common than in other eras. In Bane’s Rule of Two, the only known user of Sith sorcery was Darth Zannah. Darth Cognus showed no strong affinity to Sith sorcery, though she might have learned a few spells. Some members of the Rule of Two might have been adept at Sith sorcery, while others only dabbled in this field and knew how to perform a few spells, but not all of them. There have been no official confirmations yet as to whom else in the Rule of Two were Sith sorcerers like Darth Zannah, and who were mere dabblers, though it is possible that Dooku, also known as Darth Tyranus, might have dabbled a little in Sith sorcery. While Sith alchemy is based on Sith sorcery, it has fallen into a different discipline entirely, so Palpatine, a known dabbler in Sith alchemy, is not considered a Sith sorcerer.

Therefore, the powers below are under extreme restriction for their use. First, one must first declare their intention to study the deepest secrets of Sith sorcery. Next, one must pass a series of tests to determine if they have an affinity for Sith sorcery. Finally, one must find a source of knowledge, such as a Holocron or a tome, or find a Sith sorcerer or sorceress to learn the spells listed below.

While the following powers are associated with Sith sorcery or have *Sith sorcery* as a prerequisite, they have been used by those who are not Sith sorcerers and sorceresses and are therefore exempt from this restriction: *alchemy, aura of uneasiness, bolt of hatred, control mind, dark side web, illusion, memory wipe, Sith sorcery, waves of darkness.*

## Alter Powers

### Dark Energy Trap

**Status:** Legends

**Alter Difficulty:** Difficult

**Required Powers:** *Dark side web, enhance attribute, fed on dark side, life detection, life sense, sense Force, Sith sorcery*

**Effect:** Based on the Sith power *dark side web*, a Sith sorcerer calls upon Sith sorcery to create intense concentrations of dark-side power that could immobilize a skilled Force-sensitive being for a brief time, or entrap an unskilled Force-sensitive being indefinitely.

Once a Force-sensitive individual walks into the trap, it activates and forms an invisible cage around the individual. The cage will suck out all noise within the cage – thus a trapped individual calling for help will not be heard, even if someone were less than a meter in front of them. While others cannot hear the trapped individual, they can see the individual.

Physical and energy attacks will not work against the energy cage generated by this spell. Not even a lightsaber can free the trapped individual. Unless released by the caster, the only ways one can escape would be to use either *absorb/dissipate energy, Force harmony, or Force light*. The Jedi must make the appropriate Force skill roll or rolls against the *alter* roll made by the Sith sorcerer who cast *dark energy trap*.

#### Power

*Absorb/dissipate energy*

*Force harmony*

*Force light*

#### Force skill

*Control*

*Control and Sense*

*Alter*

This power is affiliated with the Sith. Therefore, any character using this power automatically receives a Dark Side Point.

**Appeared where:** Jedi Quest: The Final Showdown

**Example:** Dooku created a number of these on Korriban against Anakin Skywalker, Obi-Wan Kenobi, and the Jedi who accompanied them.

### Force Blast (energy)

**Status:** Legends

**Alter Difficulty:** Varies

**Effect:** With this spell, a Sith can unleash focused blasts of dark side energy capable of obliterating objects and destroying living creatures or beings from the hands. This power may be difficult for some to use at first, but it becomes easier to use with practice.

In game terms, the user’s *alter* die code determines the difficulty roll and the damage inflicted from the *Force blast*.

**Alter Die**

Less than 3D

**Difficulty**

Difficult

**Damage**

4D

3D to 5D	Moderate	5D
More than 5D	Easy	6D

By spending a Force point, the user can add 2D to the damage from the *Force blast*.

If the user should have a Sith amulet on a hand, the user can enhance the effects of this power. In game terms, by wearing the Sith amulet, the user can increase the damage from the *Force blast* by 2D without spending a Force point. The user can still spend a Force point to increase the damage further by 2D.

If the difficulty is greater than Easy, there is a chance the user can suffer burns to the hand from which the *Force blast* is launched. The GM rolls a wild die for each time the user fires the *Force blast*, and if the roll yields a 1, the hand wielding the amulet is burned. The user feels no pain from the burn, but all *Dexterity* skills requiring hands take a -1D penalty until the burns are treated.

Anyone who uses this power automatically gains a Dark Side Point. If the user spends a Force Point or uses a Sith amulet to increase the damage from the *Force blast*, the user gains an additional Dark Side Point.

**Author's Note:** Though they have the same name, this power is quite different from the power described in [The Force Unleashed Campaign Guide](#), so the two should not be confused.

**Appeared where:** [Tales of the Jedi: Dark Lords of the Sith](#)

**Example:** Exar Kun unleashed blasts of dark side energy through Freedon Nadd's amulet.

## Control and Alter Powers

### False Light Side Aura

**Status:** Legends

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, enhance attribute, feed on dark side, Force stealth, life detection, life sense, pall of the dark side, sense Force, Sith sorcery*

**Effect:** This spell goes beyond hiding the Sith's Force-sensitivity from other Jedi using *Force stealth* or *pall of the dark side*. With this, a Sith sorcerer or sorceress not only conceals their strength in the dark side from other Jedi, but also projects an aura of light side energy, allowing them to conceal their true allegiance from another Jedi.

If a Jedi attempts to use *life detection, sense Force, or sense Force potential* on the user, the Sith must make a *control* roll and an *alter* roll against the Jedi's *sense* roll. This roll does not incur any multiple action penalty. If the user succeeds in making the *control* roll, the Sith has the option of adding half their dark side points to their *control* and *alter* rolls. If the user's new *control* score is higher than the Jedi's, the Jedi does not detect the user's dark side allegiance. If the

new *control* score fails, the Jedi recognizes the user as a darksider immediately. If the user's *alter* score is higher than the Jedi's, the Jedi sensed the *false light side aura*, a product of Sith sorcery, that surrounds the user and mistakes the user as a servant of the light. If the *alter* score fails, the Jedi will not sense the *false light side aura*, but the Jedi will not sense the user's dark side allegiance either.

As long as the user makes both rolls, the power remains active. If the *alter* roll fails, but the *control* roll does not, the Sith is not in danger of being discovered, but must make a successful *alter* roll before a Jedi decides to use one of the listed powers on the user. If the *control* roll fails, the *alter* roll automatically fails, and the user's true nature is detected.

Although this is a power associated with Sith sorcery, using this power does not give the user any dark side points.

**Appeared where:** [Rule of Two](#)

**Example:** Darth Zannah used this to hide her true nature from the Jedi while she infiltrated the Jedi Archives.

## Control, Sense, and Alter Powers

### Consume Essence

**Status:** Legends

**Control Difficulty:** Heroic

**Sense Difficulty:** Heroic

**Alter Difficulty:** Heroic

**Required Powers:** *Accelerate another's healing, affect mind, control another's pain, control mind, control pain, dim another's senses, drain life energy, drain life essence, enhance another's attribute, enhance attribute, farseeing, feed on dark side, hibernation trance, injure/kill, life detection, life sense, magnify senses, place another in hibernation trance, projective telepathy, receptive telepathy, sense Force, Sith sorcery, telekinesis, transfer Force*

**Time to Use:** 10 minutes

**Effect:** Perhaps the most complex and potent Sith ritual ever known, this allows the user to devour the life force of all life on a planet; plant or animal, sentient or not, Force-sensitive or not. Once complete, the influx of such a massive amount of life force is enough to grant the recipient immortality. The user will never age, and thus is incapable of dying from old age. However, the user is not invulnerable; thus, the user can still die from injury or illness.

This ritual, however, is not without price or side effect. Though the individual gains immortality through this power, the body will be wracked with constant pain. This pain will last for the rest of the recipient's natural, or in this case unnatural, life; thus, the recipient must learn to tolerate the pain. At first, the recipient must make a *Strength* or *stamina* roll every time they wish to move, with success granting the individual the chance to make even the slightest movement. Over the years, the individual will learn to tolerate the pain to the point whereby the *Strength* or *stamina* roll will become

unnecessary. In fact, the individual will become so used to the pain that his physical senses will become numb, making him unable to feel anything at all. When this happens, unless the recipient receives an injury that is instantly fatal, the individual will continue to function despite how far along the character damage chart the individual is. In addition, the individual cannot be *stunned* or *incapacitated*.

Another side effect of the ritual is that all droids on the planet will suffer an overload that will shut them down and wipe their minds. Droid characters that are caught on the planet when this ritual is performed will be unable to make any saving throws to avoid this. The droids caught by this effect can be repaired and recharged, but they will not have any memories. Any droid or droid character that goes to the surface after the ritual has been completed will be safe.

There is one more side-effect of this power. Since this power drains all life from the planet on which it was cast, it also makes the planet absent in the Force. Those who can sense the Force will feel this absence. In addition, should the Force-sensitive go to the surface, the individual will feel as if the Force were trying to rip him or her apart. Any plant life that is not Force-sensitive will be dead in a week. Any animal life, sentient or not, must make a *Strength* or *stamina* roll to resist the effect. If the animal or sentient is Force-sensitive, they can use their *control* die to resist the effect. If the animal or sentient fails the roll, this power removes one point from the following in order: Dark Side Points, Force Points, and Character Points. Once all these points are gone, the next time the animal or sentient fails the roll, the victim will fall unconscious and a minute later, die. There is no way to save the creature or character at this point.

It is possible for one to use this power to grant immortality to another individual, but the character performing the ritual must add +10 to all difficulty rolls.

Anyone using this power receives two Dark Side Points. Anyone using this power to make someone else immortal will receive three Dark Side Points.

**Author's Note:** One might consider it fortunate that the only individual who ever knew and performed this ritual was the one known as Tenebrae, who went on to become Lord Vitiate and later the Sith Emperor after the Great Hyperspace War. With his death, the knowledge of this power is presumed lost for eternity. But this is not a certainty. This ritual might be within a Sith holocron or some other teaching device created by the Sith Emperor. While the odds are extremely high against it, there is a chance one who knows Sith lore and Sith sorcery might discover this ritual through experimentation. The galaxy can only hope that this never happens again. Unfortunately, another legacy of this ritual – Nathema – still exists. The planet is still incapable of supporting or bearing life, and its absence in the Force is still present. It is unlikely that these conditions will ever be remedied. Unless or until the absence of the Force on the planet has been corrected, life will be unable to flourish on the planet. Any attempt to establish a living colony will end in disaster; the life force of

the colonists will be drained by the absence until all the colonists are dead. Only droids can function on the planet safely at this time.

**Appeared where:** Revan

**Example:** Lord Vitiate used this to achieve a form of immortality.

## Corpse Vision

**Status:** Legends

**Control Difficulty:** Difficult, modified by proximity

**Sense Difficulty:** Difficult, modified by proximity

**Alter Difficulty:** Difficult

**Required Powers:** *Affect mind, dim another's senses, enhance attribute, feed on dark side, illusion, life detection, life sense, projective telepathy, receptive telepathy, sense Force, Sith sorcery*

*This power may be kept up.*

**Effect:** By invoking the power of Sith sorcery, the user can summon the spirits of deceased Dark Lords of the Sith while playing upon the Force sense of Force-sensitives to produce mind-tricking illusions. Under this spell, the corpses would metamorphose into intimate images from the Force-sensitive's past that would whisper twisted, potentially damaging messages to the recipient.

When cast, the targets would face illusions of people who had played an important role in the individual's past. The purpose of this spell is to break the will of the Jedi. When confronted with this power, the Jedi must make an opposed *control*, *Perception*, or *willpower* roll. Failure will cause the Jedi's *willpower* to be reduced.

**Alter roll  $\geq$  target's control, Perception, or willpower**     **Damage to target's willpower**

0-10	-1 pip
11-20	-2 pips
21+	-1D

The loss is cumulative until the caster ends the spell, the target makes a successful roll to resist the effects, or the target's *willpower* drops to 0D. Should the target's *willpower* drop to 0D, the target falls unconscious and must roll a Wild Die. A roll of 1 means that the target will have lost their mind and go insane once regaining consciousness. If the target's *willpower* does not reach 0D, the target can recover the lost *willpower*. The target must spend one day recovering for every 1D lost to the *willpower* die code, rounded up.

Anyone who uses this power automatically gains a Dark Side Point. Should the caster kill a target with this power, the caster gains an additional Dark Side Point.

**Appeared where:** Jedi Quest: The Final Showdown

**Example:** Dooku used this on Korriban against Anakin Skywalker, Obi-Wan Kenobi, and the Jedi who accompanied them.



## Create Sith Demon

**Status:** Visions

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Very Difficult

**Required Powers:** *Accelerate another's healing, affect mind, alchemy, control another's pain, control mind, control pain, enhance attribute, enhance another's attribute, feed on the dark side, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance, sense Force, Sith sorcery, transfer Force, tsaiwinokka hoyakut*

**Effect:** Either a refinement or a variation of *tsaiwinokka hoyakut*, this power allowed a Sith to create Sith demons – a formerly dead being who had been revived through the Force before they could become one with it. Sith demons were compelled to obey the will of the Sith who raised them; however, those who had a strong will in life could resist this compulsion, allowing them to operate with independent thought.

After reviving the target, the user must exert their will upon the target. The GM rolls the user's *willpower* against the target's *control*, *Perception*, or *willpower*. If the user wins, the revived target becomes a slave to the user and no longer have a will of their own. The willpower of these targets is reduced to 0D. If the target wins, the revived target is still capable of independent thought and making their own decisions. The revived target may even turn against the one who revived them.

**Appeared where:** Ronin: A Visions Novel

**Example:** A Sith witch used this power to revive fallen Sith warriors into Sith demons. Her daughter Mirahi would do the same to her mentor and numerous Jedi Knights.

## Dark Side Tendrils

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, enhance attribute, feed on dark side, inflict pain, injure/kill, life detection, life sense, sense Force, Sith sorcery, telekinesis*

**Effect:** By invoking the power of Sith sorcery, the user can draw upon the latent power of the dark side in a location and bring it to the surface in the form of smoky tendrils within a hundred meters of the user. The user can then make the tendrils attack a target. Upon striking the target, the damage the tendrils inflict depends on the strength of the user. If the user is inexperienced, the tendrils inflict incredible pain and can ultimately render the target unconscious. However, the tendrils conjured by a seasoned practitioner of Sith sorcery can disintegrate the flesh and bone of whatever part of the body they encounter, as though the tendrils were made of highly corrosive acid. In addition, the target experiences the full void of the dark side.

In game terms, the user must first be at a site that is tainted by the dark side, otherwise the user will not be able to draw enough dark side energy to create the tendrils. The normal number of tendrils the user conjures with this power depends on the strength of the dark side at the site.

### Site Power Number of tendrils

Minor	3
Major	5
Extreme	7

For every five the user beats the *control* difficulty, the user can conjure up an additional tendril.

The user can have the tendrils strike an opponent up to a hundred meters away. The user can extend the range of attack of the tendrils but must add +1 to the *alter* difficulty for every ten meters beyond a hundred meters.

The damage the tendrils can inflict upon a target depends on the *alter* die of the user. If the user has at most 5D in their *alter* die, the tendrils can inflict 2D stun damage of crippling pain and is considered *stunned*. If the tendrils strike the target three times, the target falls unconscious.

If the user has more than 5D in their *alter* die, the tendrils are capable of dissolving flesh and bone. In this case, a target struck by a tendril suffers 2D physical damage and is *wounded*. A properly aimed tendril could sever a limb or even inflict a fatal wound. This is up to the GM. In addition, upon being wounded, the target must make a Difficult *willpower* or *control* roll to shrug off the experience of the full void of the dark side. If the target fails this roll, the target falls to the ground in shock and is unable to do anything else for the rest of the round.

The target can make *dodge* rolls to avoid the tendrils. Unfortunately, there is no confirmed means of defense against these tendrils. Being Force-generated, conventional weapons and even lightsaber blades have no effect on the tendrils. Since they are generated by the dark side, any attempt to use a dark side power against the tendrils, specifically *bolt of hatred*, *dark side web*, *Force blast (energy)*, and *Force lightning*, will fail, as the tendrils will absorb the dark side energy. It is theoretically possible that *lesser Force shield* and *greater Force shield* will protect a Jedi from these tendrils, while *Force harmony* and *Force light* will dispel them. Unfortunately, there have been no confirmed reports supporting these possibilities. To date, the only confirmed method of dispelling these tendrils is to kill the caster.

Anyone who uses this power automatically gains a Dark Side Point. Should the caster kill a target with this power, the caster gains an additional Dark Side Point.

**Appeared where:** Dynasty of Evil, Dark Apprentice

**Example:** Darth Zannah used these against Darth Bane. Kyp Durrton used these to incapacitate Luke Skywalker.

## Dwomutsiqsa

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Control another's pain, control pain, enhance attribute, feed on dark side, life detection, life sense, sense Force, Sith sorcery, telekinesis, transfer Force*

**Effect:** Translated as “summon demon” in Basic, this spell allows a Sith sorcerer or sorceress to concentrate on the air and energy around the caster, calling forth a manifestation of the dark side. The manifestation is known as a smoke demon. It has no single form, as it assumes the shape of the target's greatest fear.

As it lacks a specific form, it can change into a swirl of miasma for quick travel, and then coalesce to attack a target. Upon making a successful *brawling* roll, it can enter the victim's body through the nose or mouth. Once inside, the smoke demon vaporizes the victim's body and absorbs the victim's soul. The only way to free any trapped souls is to destroy the smoke demon.

Since it is created by the Force, Force-based attacks will affect it. However, most mundane weapons, like blasters, have no effect on it. The only exception is the lightsaber.

Anyone who creates a smoke demon automatically gains a Dark Side Point. The caster also gains a Dark Side Point for every victim the smoke demon kills by absorbing the soul.

### Smoke Demon

Height: Varies; 1 to 3 meters

**DEXTERITY 3D+2**

Brawling parry 4D+2, dodge 4D+2

**PERCEPTION 2D+2**

Hide 3D+2, search 3D+2, sneak 3D+2

**STRENGTH 6D**

Brawling 7D, climbing/jumping 6D+1, lifting 7D+1, stamina 7D

**Move:** 6 to 12

**Description:** Created by Sith sorcery, smoke demons appear as semi-corporeal manifestation seemingly composed of smoke. As creations of the dark side, the demons can be controlled by the one who created them.

Their strength is equal to or even greater than that of the Wookiee. That alone makes them dangerous opponents. What makes them truly dangerous is how they kill their victims. At any point during combat, the smoke demon can change into a swirling mist of smoke and enter the victim's nose or mouth. Once inside, it vaporizes the victim's body and entraps the victim's soul within themselves. This can be done after the smoke demon makes a successful *brawling* roll to grab the victim. While incapable of verbal communication, it does have some psychic ability, allowing it to communicate telepathically. The exact extent of this telepathy is unknown.

Since these creatures are created through the Force, they are immune to attacks from most weapons. The only weapon

that has any effect on the smoke demon is the lightsaber. Smoke demons, however, are vulnerable to attacks based on the Force, though *injure/kill*, *inflict pain*, and *telekinetic kill* have no effect on them.

**Author's Note:** Even among Sith sorcerers, this is a rare spell, so the GM should exercise caution in deciding whether or not a Sith knows this power or discovers a means of learning it.

**Source:** Book of Sith

## Enhance Force Sensitivity

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Difficult

**Alter Difficulty:** Heroic

**Required Powers:** *Affect mind, concentration, control another's pain, control pain, enhance another's attribute, enhance attribute, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential, transfer Force*

**Time to Use:** Five minutes

**Effect:** Palpatine might have used his master's notes on manipulating midi-chlorians to create this power. Using this power, Palpatine empowered the recipient with the Dark Side, greatly increasing the individual's Force skills and powers. Doing this, however, created a Force disturbance that other Force-sensitives can sense throughout the galaxy. Whenever he used this power, Palpatine had to spend four Force Points while gaining a Dark Side Point in the process.

**Author's Note:** There was a power on the SWRPGNetwork website called *awaken* that describes what Palpatine did to enhance Tedryn-Sha's and Xecr Nist's Force abilities. While I respect what the person created, considering the Prequel trilogy, Darth Plagueis, and The Book of Sith, I believe that there is a strong connection between this power and *midi-chlorian manipulation*. Therefore, I used *awaken* as a baseline and altered it into *enhance Force sensitivity*.

Furthermore, since Palpatine's the only one who ever used this power, it is strongly suspected that he created this power in the first place. With his death, this power should be considered lost forever. However, if Palpatine was able to create this power by studying his master's notes on manipulating midi-chlorians, then with the discovery of The Book of Sith in the Mount Tantiss facility before the Yuuzhan Vong War, there is the possibility that this power could reappear at some point in the future alongside *midi-chlorian manipulation*.

**Appeared where:** Dark Empire II

**Example:** Darth Sidious used this to enhance Tedryn-Sha's and Xecr Nist's Force abilities.

## Force Walk

**Status:** Legends

**Control Difficulty:** Very Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Accelerate another's healing, accelerate healing, affect mind, control another's pain, control mind, control pain, dim another's senses, drain life essence, enhance attribute, farseeing, feed on dark side, hibernation trance, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, Sith sorcery, telekinesis, transfer Force*

**Time to Use:** Ten minutes

**Effect:** This application of Sith sorcery allows a Sith to bind the restless spirits of deceased Sith to himself, allowing the user to draw upon the bound spirits' power and channeling it to increase their own power.

In game terms, every time the user successfully uses this power to bind a spirit, the user gains the Force points possessed by the spirit. In addition, the user can spend a Force point to draw on the power of the bound spirits. When this occurs, the user adds one half of the accumulated die codes assigned to the Force skills of the bound spirits to their own Force skills. This boost lasts for one round.

However, there are dangerous side effects to this power. Spirits do not like being bound to the user by this power, so they will fight to free themselves by inflicting harm on the user's body and attempting to drive the user insane. Once a day, the user must make a *willpower* and *stamina* roll to stave off the detrimental effects of the spirits' influence. The difficulty depends on the number of spirits bound to the user by this power.

Number of bound spirits	Difficulty
One	Moderate
Two	Difficult
Three	Very Difficult
Four	Heroic

For every spirit after the fourth, add +5 to the difficulties.

Should the user fail to make the *willpower* roll, the user's *willpower* drops by 1D. Once the *willpower* drops to 0D, the user suffers an incurable sanity.

Should the user fail to make the *stamina* roll, the user's *stamina* drops by 1D. Once the *stamina* drops to the *Strength* die code, the user's health is at risk. On subsequent failed rolls, the user's health status becomes fixed at *wounded*, *wounded twice*, and *mortally wounded*, respectively. If the user fails the next roll while the health status is *mortally wounded*, the user dies, and the bound spirits are freed. The physical detriment can be undone by a combination of bacta or kolto immersion and using the Force to heal himself or herself.

Anyone who uses this power to bind a Sith spirit receives a Dark Side Point. Whenever anyone draws on the power of the bound Sith spirit(s) to boost their own power, they receive a Dark Side Point.

**Author's Note:** This is an enormously powerful spell which has the potential to unbalance the game. However, the side effects associated with this spell should balance the game. As

an additional reassurance, this power is available only during the time period of The Old Republic video game. After this time period, the power is considered lost. The only way for one to learn this power would be to find Ergast's Sith Holocron, which details this power.

**Appeared where:** The Old Republic video game

## Mask of Illusion

**Status:** Canon

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *Accelerate another's healing, affect mind, alchemy, concentration, control another's pain, control pain, dim another's senses, enhance another's attribute, enhance attribute, feed on dark side, Force stealth, hibernation trance, illusion, injure/kill, life detection, life sense, pall of the dark side, place another in hibernation trance, projective telepathy, receptive telepathy, sense Force, shrouding spell, Sith sorcery, spell of concealment, transfer Force*

**Time to Use:** Ten minutes

*This power may be kept up.*

**Effect:** Darth Sidious possibly created this power through his study of Sith alchemy and sorcery. This spell allowed him to create an illusory mask upon his face to hide the physical toll the dark side has taken on his body. Furthermore, this power helped conceal Darth Sidious' Force-sensitivity from the Jedi Order.

Once cast, other Force-sensitives must make a Heroic *sense* roll to sense that there is something not right about the individual in question. They must then make another Heroic *sense* roll to detect the illusion around the individual. There are only two known ways to break this spell. First, the user of this spell voluntarily ends the spell. The user can recast this spell later. The other way is *Force lightning*, as it will break through the illusion. The user can prevent this by making an opposed *control* or *willpower* roll against the *alter* die of the *Force lightning*. Success will allow the user to maintain the illusion. However, if the user of this spell is attacking an individual with *Force lightning* and has the *Force lightning* redirected back at them, the user cannot make the roll to maintain the spell.

Although this is a power associated with Sith sorcery, using this power does not give the user any Dark Side Points.

**Author's Note:** I came across an article on Screenrant explaining how Palpatine's face changed in Episode III: Revenge of the Sith, so I decided to create this power based on what I read from the article and from other powers in this work.

**Appeared where:** Throughout the Prequel Trilogy

**Example:** Palpatine used this to hide his true appearance from the Jedi and to further cloud the Jedi's ability to sense he was a Sith Lord.

## Qâzoi Kyantyska

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy

**Alter Difficulty:** Target's *control* or *willpower*

**Required Powers:** *Affect mind, control mind, life detection, life sense, receptive telepathy, Sith sorcery, telekinesis*

**Effect:** Translated as “suppress thought” in Basic, this spell allows a Sith sorcerer or sorceress to addle the victim's brain and then supplant the victim's quieted thoughts with their own voice. By doing this, the caster can control the victim's will, making the victim nothing more than the caster's puppet.

For this spell to be successful, the caster must have physical contact with the target's head or part of the body that houses the brain. Therefore, the caster must make an Easy *brawling* skill roll during the round before casting the spell. The victim can make an opposed *brawling parry* or *dodge* roll to avoid being caught and/or an opposed *Strength* roll to break the physical contact.

The domination on the victim is so much that once the caster lets go after using this spell, the victim dies.

Anyone who uses this power automatically gains two Dark Side Points – one for invoking it and one for killing the victim.

**Author's Note:** This sounds remarkably like the Force power *control mind*; however, there is one crucial difference. This spell requires the caster to have physical contact with the victim. This is not so with *control mind*.

**Source:** Book of Sith

**Appeared where:** Tales of the Jedi: The Sith War

**Example:** Exar Kun used this to gain control of President Netus in Tales of the Jedi: The Sith War.

## Shrouding Spell

**Status:** Canon

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *Affect mind, concentration, dim another's senses, Force stealth, illusion, life detection, life sense, pall of the dark side, projective telepathy, receptive telepathy, sense Force, Sith sorcery, spell of concealment*

**Time to Use:** Ten minutes

**Effect:** This spell allows a Sith to cast a permanent illusion upon an object that would be extremely difficult for others to detect. For example, one can use this to disguise a spying device as a Sith artifact, and then allow the Jedi to claim the “device” – a perfect example of Sith sorcery aiding espionage.

Once cast upon the object, the illusion is nearly impossible to detect. Having cast the spell, the user needs only to make an Easy *sense* roll to use *sense Force* to detect the illusion. Everyone else, however, must first make a Very Difficult *sense* roll to sense that there is something not right about the object in question. They must then make a Heroic *sense* roll to detect the illusion around the object. Once the illusion has

been discerned, the spell can be removed by using *Force harmony, illusion, or shrouding spell*. In any case, to remove the spell, the individual must make the associated difficulty rolls with the difficulties being the rolls made by the one who cast the *shrouding spell* in the first place.

Although this is a power associated with Sith sorcery, using this power does not give the user any Dark Side Points.

However, should an individual suffer harm or dies because of falling for the illusion, the user receives a Dark Side Point.

**Author's Note:** The reference to this spell in Book of Sith sounds a lot like *illusion*; however, *illusion* is only temporary, not permanent. To account for the difference, I decided to create this power by combining *illusion* with *Sith sorcery*.

**Source:** Book of Sith

**Example:** The Sith have used this spell to disguise a spying device as the infamous Sorzus Syn holocron. The “Syn holocron” was found by the Jedi and taken into the Jedi Temple.

## Spell of Concealment

**Status:** Canon

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, dim another's senses, Force stealth, life detection, life sense, pall of the dark side, sense Force, Sith sorcery*

**Effect:** Through Sith sorcery, a Sith sorcerer or sorceress can hide or cloak not only their presence but the presence of multiple individuals from detection through the Force by Jedi. Upon making the successful rolls, the user creates a ten-meter bubble around him that prevents him from being detected by other Jedi using the Force to search the area within the bubble. Specifically, this power prevents the user from being detected by *life detection, life sense, receptive telepathy, sense Force, and sense Force potential*. Should a Jedi be within the bubble or enter it and then use one of these powers, the Jedi in question is unaffected by the bubble and can detect the user.

The user can use this to cloak the presence of other individuals but doing so adds +5 to the *alter* roll for every additional being beyond the user.

Invoking this spell does not give the user a Dark Side Point.

**Author's Note:** It is possible that this power served as the basis for the Jensaarai to create their *block Force sense* power. Since they were not trained to use the dark side, they were able to create the *block Force sense* power without drawing on the dark side or requiring any dark side powers as prerequisites.

**Appeared where:** Rule of Two

**Example:** Darth Zannah used this to hide herself and the convalescing Darth Bane from the Jedi on Ambria.



## Stellar Manipulation

**Status:** Legends

**Control Difficulty:** Very Difficult, limited to line of sight

**Sense Difficulty:** Very Difficult, limited to line of sight

**Alter Difficulty:** Very Difficult for solar flares, Heroic for stellar cores or supernova, limited to line of sight

**Required Powers:** *Concentration, enhance attribute, farseeing, feed on dark side, hibernation trance, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, rage, receptive telepathy, sense Force, shift sense, Sith sorcery, telekinesis*

**Effect:** One of the most difficult, most powerful, and most dangerous spells available to practitioners of Sith sorcery, this spell allows a Sith to reach within a star and control the stellar reactions within it. With this spell, the user can create solar flares or even reach in and wrench the stellar core free.

In game terms, this is an immensely powerful and dangerous ability that requires a specific set of rules. First, the user must have at least 24D in their Force skills, and at least 8D must be in the *alter* Die. Next, the user must have in their possession a set of Sith crystals that have been attuned to help them control and focus the Force while using this power.

The user then declares how they are going to use this power. If they wish to create a solar flare, the user can cause a solar flare to erupt at a particular point on the star at a particular time. Once the flare erupts, the user can guide the flare out from the star, but only in a specific direction. The user cannot alter the direction, just the range. It is possible to do this without possessing the set of Sith crystals, but this adds +10 to the *alter* difficulty.

If the user wishes to wrench out a stellar core, they can hurl it towards a ship or a planet. Once launched, the core cannot be diverted. There is a great risk that using the power in this manner will cause the star to explode in a supernova. Once the core is launched from the star, the GM must make a roll on a wild die. On a successful roll of 1, the user exerts enough control over the star to prevent the star's explosion. On a roll of 2 or 3, the user has enough control to delay the supernova for an hour or half an hour respectively, long enough to escape into hyperspace. On any other roll, the user loses control, triggering a supernova that immediately incinerates the user.

If the user wishes to trigger a supernova, upon making the necessary rolls, the GM must roll a wild die. On a 1, the user can delay the supernova for half an hour. On any other roll, the user has no control, and the supernova occurs immediately.

Because of the destructive nature of this spell, anyone who uses it automatically gains two Dark Side Points.

**Author's Note:** There are only three known users of this power. Two were Naga Sadow and Aleema Keto, and it was with the aid of the Sith crystals that they were able to use this power. Considering the destructive nature of this power and the rarity of the Sith crystals necessary to exert control, this power is generally not available for players to learn. Brakiss may have known this, but could only create solar flares.

**Appeared where:** Tales of the Jedi: Fall of the Sith Empire, Tales of the Jedi: The Sith War, Lightsabers

**Example:** Naga Sadow used this to cover his escape. Aleema Keto used this to cause the Cron Drift to go supernova. Brakiss was able to manipulate the sun to produce solar flares.

## Summon Fears

**Status:** Legends

**Control Difficulty:** Moderate or opposed *control* or *willpower* roll, modified by proximity but limited to line of sight

**Sense Difficulty:** Moderate or opposed *control* or *willpower* roll, modified by proximity but limited to line of sight

**Alter Difficulty:** Moderate or opposed *control* or *willpower* roll, modified by proximity but limited to line of sight

**Required Powers:** *Affect mind, aura of uneasiness, control mind, dim another's senses, enhance attribute, feed on dark side, fear, illusion, life detection, life sense, projective telepathy, receptive telepathy, sense Force, Sith sorcery, telekinesis, waves of darkness*  
*This power may be kept up.*

**Effect:** A dangerous spell associated with Sith sorcery, the Sith, ideally a Sith sorcerer, can invoke the dark side to make the target experience their worse fear to the point of madness, and even beyond.

The Sith moves their fingers in an intricate pattern which focuses the dark side on the target. While doing this, the Sith is unable to take any other action. Once the pattern is complete, the user makes the victim experience their deepest primal fears. These fears often take the form of demons and monsters that torment the victim. The longer the victim is under the influence of this spell, the more realistic and terrifying the manifestations become.

The aftereffects of this power depend on how long the spell was used, though the victim will always fall unconscious regardless of duration. If the duration is short, the victim will eventually wake up and recover with only a small recollection of what transpired. Longer durations will render the victim permanently insane. If the spell tortures the target long enough, the target will fall into a coma from which they might awaken from, though the victim will still be insane, or die. However, regardless of the duration of the spell, the victim will be unable to do anything except to try and free themselves from the spell.

To determine the effect of this power, the Sith makes an *alter* roll against the target's *control* or *willpower*. If the user is successful, the difference between the two rolls determines how much is subtracted from the target's *willpower*, and the target makes any further rolls with the modified *willpower*.

### Difference Damage to target's willpower

0-5	-1 pip
6-10	-2 pips
11-15	-1D
16-20	-1D-1

21-25	-1D-2
26-30	-2D
31+	-2D-1

If the target survives and the target's *willpower* does not reach 0D, the target can recover the lost *willpower*. The target must spend one week recovering for every 1D lost to the *willpower* die code, rounded up. A loss of 4D will require four weeks of recovery, while a loss of 4D+1 will require five weeks. Should the target engage in any activity during the recovery period, the victim does so with a partially recovered *willpower*. Should the target's *willpower* reach 0D, the spell renders the target permanently insane.

If the user wishes to continue torturing the target at this point, the user starts rolling against the target's *Strength* starting the next round. Should the target's *Strength* drop to between 0D and 1D, the target falls into a coma. If the target does not get to a medical center within the number of hours equal to his original *Strength* die code, rounded down, the target will never wake from the coma. If the target does get to a medical center, the target will recover from the coma, but will be in a catatonic state thereafter. If the target's *Strength* reaches 0D, the target dies.

At any point, the user can spend a Force point to double the impact the spell has on the target's *willpower* or *Strength*. This spell is very exhausting for the Sith, no matter how powerful they might be. As such, this spell can only be used on only one target per encounter, and the Sith must spend a day recovering before trying it again. During this recovery time, the Sith can still use the Force, but can only roll for Moderate difficulty or less. If the Force power requires making a roll against a difficulty level of Difficult or higher, the attempt automatically fails because the Sith has not recovered enough.

While the target can use their *control* or *willpower* to resist this power or break free from it, there are other means of freeing oneself from this power. The obvious method is to kill the caster. The user can bolster their *willpower* with *force of will*. The victim can also use *hatred* to free themselves from this spell. Other Jedi can use *Force harmony* or *Force light* to free a victim from this power. There is also a risk that using this power on a Force-sensitive target can cause the target to unleash a *Force scream*, which would break the spell. Starting on the second round, every time the Force-sensitive target loses the difficulty roll, the target rolls a wild die to determine if they lose control of their emotions. On the roll of 1, they lose control and unleash a *Force scream*, freeing themselves from the influence, but the target receives a Dark Side point in the process.

Being a dark side power, anyone who uses this spell gains a Dark Side point. Should the target be rendered permanently insane, or should the target die, the user gains another Dark Side point.

**Author's Note:** While the Sith sorcerer or sorceress can use *affect mind*, *fear*, *memory walk*, or *waves of darkness* to

distract an opponent to flee or strike a killing blow, this spell is more insidious and powerful than these powers as it can render someone in a life-long coma or permanently insane. Only the most powerful Sith sorcerers and sorceresses possess the power and cruelty to pursue that option.

**Appeared where:** Rule of Two, Dynasty of Evil

**Example:** Darth Zannah used this.

## Tsaiwinokka Hoyakut

**Status:** Legends

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Very Difficult or Heroic

**Required Powers:** *Accelerate another's healing*, *alchemy*, *control another's pain*, *control pain*, *enhance attribute*, *enhance another's attribute*, *feed on the dark side*, *hibernation trance*, *injure/kill*, *life detection*, *life sense*, *place another in hibernation trance*, *sense Force*, *Sith sorcery*, *transfer Force*  
*This power may be kept up.*

**Effect:** This is one of the most abominable spells associated with Sith sorcery. Meaning "reanimated dead" in Basic, and often referred to as necromancy, a Sith sorcerer calls upon the powers of the dark side and Sith sorcery to animate any corpses, be they freshly dead or nothing but skeletons, within one kilometer of the caster. Once animated, the animated corpses become a legion that will follow every command of the caster.

Since the corpses are already dead, they are immune to pain. It is possible for the players to destroy the body by inflicting enough damage to "kill" the zombie again; however, this is only a brief reprieve, as the dark energies that animated the corpse in the first place will remain in the area until it finds a new body to animate.

The corpses are also capable of transmitting a necrotic infection by biting the victim. If bitten, the victim or an associate must make a Very Difficult *first aid* roll or make the associated rolls to use the Force to cure the infection – *control disease* or *control another's disease* to be specific. If the roll fails, the victim must then make a Very Difficult *stamina* roll every round to keep the infection at bay until it is treated. Should the victim fail the *stamina* roll three times, the victim dies and falls under the jurisdiction of this spell.

If the Sith sorcerer uses this spell to raise an army, the *alter* difficulty is Very Difficult. Should the Sith sorcerer cease this spell or is killed, the spell ends immediately, and the reanimated corpses fall dead again.

The Sith sorcerer can also use this spell to have the dead protect an area of his choosing and without his supervision. When using the spell in this manner, the Sith sorcerer must make a Heroic *alter* roll instead, as the spell will be more permanent in nature.

It is possible for another Sith sorcerer to exert their control over an area that has been affected by this spell. In doing this, he gains control of the dead, and he and his companions can

travel through the area without the dead attacking him. To do this, the Sith must make the required *control* and *sense* die roll, while the *alter* roll must be made against the roll made by the previous Sith sorcerer. If the *alter* roll succeeds, the Sith can travel through the area unbothered by the undead. Should the *alter* roll succeeds by ten or more, the Sith also gains control of the area, and the zombies now answer to the new Sith. For example, when Dathka Graush succeeded in creating the zombie guardians of the Valley of Golg, his *alter* die roll was 36. If another Sith Lord, like Naga Sadow, wishes to travel through the Valley of Golg unhindered, he needs to make an *alter* roll of at least 37. If Naga Sadow makes a roll of 46, the Valley of Golg will now see him as their master and will follow his orders.

There are only two ways to defeat this spell if it is cast over an area in a permanent fashion, such as it had been in the Valley of Golg. One would be for a Sith to exercise dominance of the spell and end it. Ending the spell is an option no Sith would consider, as the spell provides the Sith with perhaps the perfect guardians. The other means would be for a powerful Jedi Master or a group of Jedi to use *wall of light* on the area. If the latter method is used, the GM should consult the associated power for additional details.

Any Jedi using this power automatically receives a Dark Side Point.

**Author's Note:** It is fortunate for the Jedi and the galaxy at large that the knowledge necessary to cast this spell has been lost to the ravages of time. Its legacy, however, endures even to the Legacy Era. There are places in the galaxy, like Dromund Kass and the Valley of Golg on Korriban, where the spell is still active, and the undead continue their vigil as commanded by their long-deceased masters. There have also been numerous attempts to recreate this spell through scientific or other means. Two of the most notable attempts were Darth Drear's and Darth Scabrous' attempts to achieve immortality that resulted in the creation of zombies instead. Another was the Blackwing Project, created by the Imperial Biological Weapons Division. Though the experiments succeeded in recreating the effects of this spell, timely intervention prevented the spread of these unholy creatures.

**Source:** [Book of Sith](#)

# Sith Artifacts

Throughout the entire history of the Sith, from the ancient Sith civilization on Korriban to the Order of the Rule of Two, many items were created through alchemy and sorcery. Coursing with dark side energy, they grant great powers upon their users while tempting them towards or drawing them further the path of the dark side.

**Author's note:** Many of the artifacts listed in this section appeared in the Knights of the Old Republic and Knights of the Old Republic II: The Sith Lords video games. These items gave a boost to the Jedi characters who wore them. A few of these items were listed in the Knights of the Old Republic Campaign Guide from Wizards of the Coast, which has been converted into a D6 version by members of The Rancor Pit community. These entries will be noted by the author. As for the other items from the two video games, I took the information provided by the strategy guides of the two video games, converted the bonuses granted by those items from d20 to D6 using the conversion rules listed on The Rebellion website, and presented them in the format seen on the RPGGamer.org website. I admit that my conversions made these artifacts seem overpowered. Should a future conversion or project dealing with converting these two video games into d6 format be posted on The Rancor Pit, I will replace my conversions with these after gaining permission to do so.

A few artifacts listed here can also be found on the RPGGamer.org website with stats provided for them. I have also attempted to convert the bonuses granted by the Sith artifacts presented in the Fantasy Flight Game books to d6 format.

This section does not cover lightsaber crystals or holocrons. These are covered in previous sections.

## Sith Amulets/Talismans

### Amulet of Influence

Status: Canon

Given instruction, this is a relatively simple amulet for dark side practitioners to create. The wearer of this amulet unquestionably obeys the commands of whoever gives it to them. During the Clone Wars, Darth Tyrannus created such an amulet from a simple necklace of Gungan design. One of Dooku's agents gave the necklace to the Gungan Boss Lyonie, suggesting it would make him a better leader. Dooku's subsequent machinations almost enabled the Separatists to conquer Naboo.

In GM terms, the one who gives wearer of this amulet will receive a +2D bonus to all command rolls, but only when issuing commands to the wearer of the amulet. The individual

will not receive this bonus when issuing commands to anyone not wearing the amulet.

### Amulet of Kalara

Status: Legends

This amulet, constructed sometime around 1,960 years before the Battle of Yavin, was infused with dark side energies and supposedly had the ability to make the possessor invisible in the Force. Those who sensed its presence through the Force found it radiated a malicious glee.

As a test by the Sith Lady Lumiya, Jedi apprentice Ben Skywalker was tasked with retrieving the amulet from the collection of art and artifacts found in Lando Calrissians' Tendrando Arms facility on Drewwa, a moon of Almania. However, the amulet had been stolen by Faust Olvidan of Zioist before Ben Skywalker reached Drewwa. Ultimately, Ben Skywalker successfully retrieved this artifact and brought it and a Sith Meditation Sphere to Jacen Solo.

### Amulet of Power

Status: Legends

Though it often took the form of a small conglomeration of crystal shards, this talisman, a product of Sith alchemy, stored within it a strong connection to the Force. When the amulet was shattered, the wearer found themselves surging with additional potency in their Force abilities.

When shattered, the stored Force energy within the talisman is absorbed by the wearer. This grants the wearer a +1D bonus to all their Force skills, but this bonus lasts for one use of each skill. At most, the wearer can use this bonus three times – once for a *control* power, once for a *sense* power, and once for an *alter* power. Using a power that uses two or all three Force skills counts as one use for the associated Force skill.

Once the amulet is used, the remains fragment into dust. An amulet of power has a value of 500 credits.

### Concentration Talisman

Status: Legends

The Sith developed talismans of concentration to help them focus during long, elaborate rites, those typically associated with the tapping of vast amounts of dark side power. The talisman allowed a sorcerer to concentrate all of his will to the creation of the desired effect, temporarily increasing his ability to manipulate the Force.

Unfortunately, use of such a device often caused the wielder to succumb to exhaustion the moment his Force effect was completed – a defect that prevented such talismans from becoming commonly used, especially in battle.

In game terms: These magical constructs take many different forms, from amulets to crystal pyramids. For the effect to work, however, the Force-user's skin must touch the talisman throughout the Force power's initiation, making smaller, moveable versions more desirable.



A talisman of concentration gives the wielder a bonus of 1D, 2D, or 3D to any one of their Force skills while they are touching the device. They may change the affected skill between uses of Force powers, but not during the initiation of one power that requires more than one Force skill. For example, the *Force wind* power requires the use of both the *sense* and *alter* skills. The Force-user cannot use the concentration talisman's bonus on the *sense* skill during the first round and then on the *alter* skill during the second round.

The amount of bonus (1D, 2D, or 3D) depends on the particular talisman. The creator of the device determines the level of power conferred to the wielder at the time of the final ritual to seal the ability into the medium. Talismans of 1D are the most common, while those of 3D are extremely rare and are usually found only in the possession of powerful Sith sorcerers.

### Dreypha Talisman

Status: Legends



*“Though Karness will receive the first, I will complete more than one amulet. The second will go to Dreypha, so those two fools can battle other unceasingly. The third shall be far stronger than the others, and it shall be mine alone.”*

—Sorzus Syn – extract from *Chronicle of Sorzus Syn*

This was a talisman that belonged to the Sith Lord Remulus Dreypha. Similar in appearance to the Muur Talisman, it was one of the Great Amulets created by Sorzus Syn, and was given to him by her on Korriban. She intended to trap his spirit within this talisman, but once Remulus Dreypha reached Kesh, he altered it so it would help him survive the tortures of his oubliette and command the ancient Leviathans from his time. It was seen on his person when he was released from his prison.

### Ensnarement Talisman

Status: Legends

Devices of this nature appear to function exactly as talismans of concentration – especially to a dark side wielder. This particular version, however, has one added ability; it can immediately turn the wielder to the dark side.

Sith magicians discovered that some Jedi have taken to using Sith talismans to serve the light side. To defeat this unintended and unwanted use of their devices, the Sith constructed many with the power to instantly lure the unsuspecting Jedi to the dark side. This secondary function has fulfilled their goal, for the use of Sith artifacts by Jedi knights has been outlawed ever since (see *Running a Tales of the Jedi Campaign* from [Tales of the Jedi Companion](#)).

In game terms: Talismans of ensnarement function under the same rules as their concentration counterparts, with one

exception. Each time a light sider uses the device, he must make a *willpower* or *control* roll against an ever-increasing difficulty. The first use requires a Very Easy roll, the second an Easy roll, the third a Moderate roll, and so forth. Failing the roll means that the user automatically turns to the dark side and is taken out of play.

Gamemasters may decide to allow the character to redeem himself, but such an atonement would require a monumental quest which at the very least would include the destruction of the talisman (not an easy task in itself. See *Destroying a Sith Talisman* from [Tales of the Jedi Companion](#)).

### Fetish of Fear

Status: Legends

A product of Sith alchemy, this talisman radiates an aura of terror into anyone seeking to attack the wearer. Many crafters deliberately form each talisman into small grotesque figurines or body parts, the better to heighten the effect of the talisman.

The user may choose to project the power of this talisman onto an enemy moving in to launch a physical attack using the brawling, lightsaber, or melee combat skill. The effect is the same as the *fear* power, and the GM will treat it as such.

A fetish of fear has a value of 300 credits.

### Glove of Darth Vader

Status: Legends

The Glove of Darth Vader was a Mandalorian crushgaunt fitted around one of Lord Skere Kaan's indestructible Sith amulets. Darth Vader wore this on his right hand. Both of Darth Vader's gloves contained micronized Mandalorian armor to deflect direct hits from blaster bolts, the Glove possessed exclusive features, including grip-augmentation circuitry.

During the Battle of Endor, Luke Skywalker severed Darth Vader's right hand with his lightsaber. The cybernetic appendage fell down a shaft in the Emperor's throne room and was presumed destroyed when the Second Death Star exploded. However, the explosion of the hypermatter in the Death Star's core created a wormhole which pulled a wrecked ion deactivator through it to the world of Dac. Ensnared within that wreckage was the Glove of Darth Vader.

A year after the Battle of Endor, the false Prophet of the Dark Side Kadann foretold that the chosen heir to the Galactic Empire would present himself wearing the Glove of Darth Vader. The former Imperial Grand Moff Bertroff Hiss took advantage of this alleged prophecy and used it to proclaim a mutant Human known as Trioculus as the new Emperor. At Kessendra Stadium on Kessel, Grand Moff Hissa presented Trioculus as the son of the late Emperor Palpatine. Trioculus embarked on a mission to recover the Glove of Darth Vader. The information about the Glove of Darth Vader supplied to the false Kadann, Trioculus, and Grand Moff Hissa came from Sate Pestage. Unknown to any of them, Sate Pestage had his own motives. Sate Pestage intended to acquire the Glove of Darth Vader and present it to Emperor Palpatine, who had

revived himself on Byss from his death above Endor. Weakened from the ordeal of his resurrection, Palpatine planned to use the amulet to amplify his body quickly and restore his powers.

While the Glove of Darth Vader's value as a symbol was of little use to Trioculus, he considered the gauntlet's potential use as a weapon to be incalculable. He believed that the Glove of Darth Vader was a mystic relic that gave its wearer the ability to attack other telekinetically from a distance. Trioculus was ignorant of the fact that this ability was an aspect of Darth Vader's aptitude with the Force, and had nothing to do with the gauntlet.

Trioculus recruited Captain Dunwell, an unscrupulous whaladon hunter, to ferry him through the Valley of the Giant Oysters on Dac, where Trioculus donned a submersible wetsuit and retrieved the Glove of Darth Vader.

Admiral Gial Ackbar and Luke Skywalker piloted a Calamarian minisub into the Valley of the Giant Oysters and intercepted Captain Dunwell's ship. Trioculus attempted to use the "power" of Darth Vader's glove against Luke Skywalker, but it had no effect. Luke Skywalker survived the attacks and destroyed Captain Dunwell's ship, though Trioculus escaped with the Glove of Darth Vader.

Trioculus has his technicians outfit the Glove of Darth Vader with technology to simulate Darth Vader's ability to choke someone with the Force. But he soon abandoned its use after discovering that utilizing it too often withered his hand and made him suffer periods of blindness. Trioculus ordered his servants to create an exact replica of the Glove of Darth Vader while giving the real thing to the false Kadann. The Dark Jedi Azrakel, a servant of the real Kadann, killed the false Kadann and used the power within the Glove of Darth Vader to aid him in killing the true Prophets of the Dark Side on Bosthirda. After Azrakel's death, the Glove of Darth Vader was believed to have fallen into Lumiya's possession.

The Bimm merchant Glah Ubooki later claimed to possess a glove worn by Darth Vader, but did not specify that it was the Glove of Darth Vader itself.

### Healing Accelerant

Status: Legends

A product of Sith alchemy, this talisman surged with energy, easing minds and mending bodies. It could even rewire circuitry or weld metal if needed.

When the talisman is active, whenever the wearer makes a successful healing roll, it will count as two healing rolls. It will be as if the wearer used *accelerate healing*.

Since the talisman can be used on circuitry and metal, the effect will be the same as the *Force repair* power used by the Iron Knights.

A healing accelerant has a value of 600 credits.

### Healing Talisman

Status: Legends

During the Sith revolt led by Naga Sadow, many pureblood Sith devotees created talismans of healing to give their side the advantage in combat encounters. The devices quicken and increase the power of a corporeal being's natural healing processes at the expense of the wielder's ability to use the Force.

In game terms: A Force-user may heal one being by one wound level for each die of Force skill (*control*, *sense*, or *alter*) he wishes to give up for the following ten hours.

Example: Sith warrior Utris has been *incapacitated*. Rin Shuuir, a Sith sorcerer, uses his healing amulet on Utris, bringing him up to *stunned* wound level, a difference of two levels. To power the amulet, Shuuir must sacrifice some of his ability to contact the Force, and there one of his Force skills drops by 2D (1D for each healed wound level). In this case, he chooses *alter*, decreasing it from 8D+1 to 6D+1 for the next ten hours.

### Gav Daragon's and Jori Daragon's Amulets

Status: Legends



**Name:** Jori Daragon's amulet

**Type:** Sith amulet

**Cost:** Not available for sale

**Availability:** 4, X

**Source:** RPGGamer.org website

Though not listed on the RPGGamer.org website, the same can be said about Gav Daragon's amulet.

Jori Daragon's amulet was one of a pair of coupled amulets that were created by the Sith in the Sith Empire some time before five millennia before the Battle of Yavin. They were palm-sized and shaped like a gauntlet worn by the Sith Lords of the Sith Empire. The amulet was made of a silver-colored metal and had an inlaid yellow gemstone. It also had smaller yellow incrustations and was adorned with chains. The amulet of Jori Daragon also had three straps for securing it to the wielder's hand. Her brother Gav Daragon possessed an identical amulet.



The Sith Lord Naga Sadow presented the Daragon siblings with these amulets shortly after liberating them from their imprisonment. The amulets were small but useful tools in manipulating the siblings while achieving his ambition of expanding the Sith realm through conquest. His plans ultimately ended in failure. The amulet Gav Daragon possessed was destroyed with him when the star Primus Goluud went supernova. Jori Daragon's amulet was recovered by

the Jedi Covenant Shadow Celeste Morne more than a millennia later.

A practitioner of Sith magic could record a spoken message along with a palm-sized, golden, three-dimensional depiction of the sender. In addition, according to Jori Daragon, Sith Lords utilized amulets such as hers to focus their magic powers, through Jori Daragon was uncertain of the specifics of such use. Besides these active applications, its presence also caused a tingling sensation emanating from the amulet that was connected to it. This tingling sensation would allow the wearer of one such amulet to track down the other and whomever was wearing it.



In GM terms, Jori Daragon's amulet grants the wielder enhanced Force abilities by accessing the dark side of the Force. Using it grants the wielder +1D to all Force skills, but the user will also gain a Dark Side Point if they do not currently have any Dark Side Points.

The amulet can also be used to make recordings and replay them.

Using the amulet for either of these purposes does not give the user any Dark Side Points, but it does make any Force-sensitives around it feel the presence of the Dark Side and experience a tingling sensation.

As Jori Daragon's amulet was one of a pair, it is reasonable to expect that the other half of the pair – Gav Daragon's amulet – would have the same abilities.

### Great Amulets

Status: Legends

*“Though Karness will receive the first, I will complete more than one amulet. The second will go to Dreypa, so those two fools can battle other unceasingly. The third shall be far stronger than the others, and it shall be mine alone.”*

—Sorzus Syn – extract from *Chronicle of Sorzus Syn*

The Great Amulets were a group of three Sith amulets created by the Dark Jedi Exile Sorzus Syn at some point after her arrival on Korriban 6,900 years before the Battle of Yavin. The Muur Talisman, the first of the amulets Sorzus Syn created, was gifted to her fellow Jen'jidai Karness Muur. The second – the Dreypa Talisman – was crafted specifically for Baron Remulus Dreypa. According to her chronicle, Sorzus Syn intended to create the third amulet – the Syn Talisman – for her own personal use, though the specific details of its creation were unknown to later Force users. In notes written in the margins of the Book of Sith, Luke Skywalker expressed hope that the Great Amulets and other artifacts like them had not survived the passage of time.

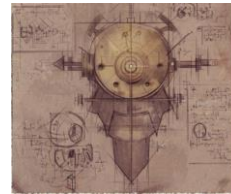
### Muur Talisman

Status: Legends



The Muur Talisman was one of the most dangerous, most sought after talismans ever to be forged by the Sith. The ancient Sith Lord and master Sith alchemist Sorzus Syn crafted this artifact at the behest of Karness Muur. In her own words:

*“Karness Muur requested I create this, but it shall be my triumph. My experimentation with the Heart of Graush and my alchemic mastery of raising Sithspawn will culminate in the first Great Amulet to be worn by one of the Lords of the Sith. Its power will transform the feeble-minded into braying rakghouls, whose actions are the result of the wearer's desire. It will also preserve the wearer's spirit should he fall in combat. Though Karness will receive the first, I will complete more than one amulet. The second will go to Dreypa, so those two fools can battle each other unceasingly. The third shall be far stronger than the others, and it shall be mine alone.”*



With the Muur Talisman, one of the three Great Talismans crafted by Sorzus Syn, Karness Muur was able to unleash Sith magic that would transform anyone affected by its power instantly into rakghouls – a Sithspawned mutant that was

subservient to Karness Muur's will. However, he soon discovered that the Muur Talisman and the Sith magic it unleashed were not perfect. Those who were Force-sensitive were unaffected by its power, as were members of certain non-Human species. He then altered the Muur Talisman to have those transformed into rakghouls carry a virus-like plague, which soon became known as the rakghoul plague. Anyone bitten or scratched by a rakghoul would transform into a rakghoul within six to forty-eight hours after the initial infection, regardless of species or the victim's Force-sensitivity.



When Karness Muur died, his spirit possessed the Muur Talisman, from which he sought out the most powerful Force-user to act as his new vessel and conduit. Karness Muur had designed the Muur Talisman so that should it detect a powerful Force-user nearby, the claws of the Muur Talisman became legs for mobility, allowing to run and leap towards its target and then bind itself to the target, whether the target called for the Muur Talisman or not. Once the Muur Talisman was attached to the victim, Karness Muur would appear before the victim as an



apparition. The Muur Talisman also prolonged the life of those possessed by it by stopping their natural aging process.

Yet the Muur Talisman remained in obscurity for centuries after his death. Many of the Sith holocrons dating from before the Golden Age of the Sith five millennia before the Battle of Yavin mentioned the Muur Talisman. Many Sith Lords, including Naga Sadow, fought against each other to claim its power for themselves, but the Muur Talisman was never found. It was as if the Force did not want it to be found.



At some point, the last owner of the Muur Talisman was crushed in a cave-in in the Undercity of Taris. The Muur Talisman remained undiscovered for centuries, but its presence on Taris was hinted at with the spreading of the rakghoul plague amongst the Outcast. 3,963 years before the Battle of Yavin, during the conflict between the Republic and the Mandalorians, the Jedi Covenant speculated that the

Muur Talisman was located somewhere in the Undercity of Taris. Jedi Master Xamar of the First WatchCircle was attempting to find the artifact when they were forced to leave Taris after Zayne Carrick's escape.

After the Mandalorian invasion of Taris and the death of Raana Tey, the Covenant witnessed a vision of impending doom related directly to the talisman, Zayne Carrick, and three other then-unknown individuals – Darth Vader, Luke Skywalker, and Cade Skywalker. They sent Celeste Morne to Taris to continue the search for the Muur Talisman and, if possible, find Zayne Carrick and bring him to justice. During her search, she crossed paths with Zayne Carrick and the Snivvian criminal Marn Heirogryph, yet instead of apprehending Zayne Carrick, she focused on finding the Muur Talisman. But the three were forced to work together to escape the rakghouls, and in the process arrived in time to witness a Mandalorian party led by Pulsipher retrieve the Muur Talisman.

The three stowed away on the Mandalorian ship *Mar'eyce*, where Pulsipher intended to unlock the secrets of the Muur Talisman, believing it was objects like the Muur Talisman that were the key to the Force, not the people. He believed that by unlocking the power within the Muur Talisman, it would negate the Jedi's powers. Celeste Morne tried using the Force to make Pulsipher throw the Muur Talisman out of the airlock, but the Muur Talisman was already beginning to influence Pulsipher and protected him from Celeste Morne's mind trick. The Muur Talisman attached itself to Pulsipher's arm and took control of him. It made Pulsipher attack a fellow Mandalorian, leaving glowing red marks on the armor. That Mandalorian soon turned into a rakghoul and began spreading the rakghoul plague amongst the Mandalorians on Jebble. The rakghoul plague spread faster than usual, transforming the victims into smarter, organized rakghouls wearing Neo-Crusader armor and using weapons against Zayne Carrick and

Celeste Morne as the two tried to stop the plague and warn both the Mandalorians and the Republic of the rakghoul plague on Jebble.

Pulsipher soon captured Zayne Carrick and interrogated him, believing he knew the secrets of the Muur Talisman. But the Muur Talisman sensed Zayne Carrick's Force-sensitivity. It detached itself from Pulsipher, turned the rakghouls on Pulsipher, and tried to attach itself to Zayne Carrick. Celeste Morne struggled to pry the Muur Talisman off Zayne and succeeded only by calling out to the Muur Talisman's attention that she was a Jedi. It immediately latched onto her, and in that instant, she saw Karness Muur appear to her, telling her he was the future and she was his.



She learned that the Muur Talisman gave her the power to command the rakghouls, which she did by ordering the rakghouls not to attack Zayne Carrick or Marn Heirogryph. She felt the corruption of the Muur Talisman starting to take control of her. She pleaded with Zayne Carrick to end her life while she could still control herself, but Zayne Carrick believed he had a better idea. He enclosed Celeste Morne in Deypa's Oubliette, hoping to bring her to the Covenant researchers on Odryn so they could remove the Muur Talisman safely. However, the warning Celeste Morne and Zayne Carrick sent out had been received by Cassus Fett. Zayne Carrick's friends arrived to rescue him and Marn Heirogryph just as Cassus Fett arrived

and bombarded Jebble with nuclear missiles. Zayne Carrick believed Celeste Morne had been killed, and the Jedi Convent believed Zayne Carrick had been corrupted by the Muur Talisman and killed Celeste.

Zayne Carrick and his associates created a forgery of the Muur Talisman to gain entrance to the Sanctum of the Exalted on Odryn. They later created another forgery containing Zayne Carrick's lightsaber to improve on the image that Zayne Carrick was a Dark Jedi when Xamar brought him onto the Draay Estate on Coruscant. However, Haazen immediately saw through the charade.

As for the rakghoul plague on Taris, it continued causing hardships until the Sith under the command of Darth Revan and Darth Malak conquered the planet. The Sith forces encountered the rakghouls, captured some, and were able to create a serum to protect themselves from the rakghoul plague. Later, after Darth Malak turned on Revan and Revan lost his memories, he, the Republic officer Carth Onasi, Jedi Knight Bastila Shan, the Mandalorian mercenary Canderous Ordo, and Taris Undercity residents Mission Vao and Zaalbar obtained the serum from the Sith soldiers and gave it to the local medical centers for mass production.



Yet the hope offered by this development soon proved short-lived. Darth Malak ordered an orbital bombardment of Taris after Revan and his associated fled. The bombardment killed everyone on the planet, yet some rakghouls survived. Three centuries later, an expedition to resettle Taris encountered the rakghoul. The expedition encountered the rakghouls and unintentionally spread the rakghoul plague to several other planets, including Tatooine, before efforts were taken to eradicate the rakghoul plague forever. Or so it seemed.

Dreyya's Oubliette and Celester Morne survived the bombardment of Jebble, and fourteen centuries before the Battle of Yavin, ice miners on Jebble found Dreyya's Oubliette. Dreyya's Oubliette passed through many traders until it came into the hands of the *Uhumele* shortly after the Empire came to power nineteen years before the Battle of Yavin. The crew tried to sell it to the historian Fane Peturri, but the historian had informed Darth Vader of the find.



Darth Vader and a contingent of stormtroopers went to the ancient ruin on an unknown desert moon that Fane Peturri and the crew of the *Uhumele* had agreed to meet on. There, Darth Vader opened Dreyya's Oubliette,

freeing Celeste Morne and the Muur Talisman from stasis. After learning the Fane Peturri that the Sith had overthrown the Republic and now ruled the galaxy, she attacked Darth Vader in a rage. Darth Vader offered Celeste Morne the chance to become his Sith apprentice. Karness Muur encouraged Celeste Morne to forfeit her life so that the Muur Talisman could possess Darth Vader. Instead, Celeste Morne used the power of the Muur Talisman to transform Fane Peturri, the stormtroopers, and Crys Taanzer, the only human member of the *Uhumele* crew into rakghouls. The surviving crew of the *Uhumele* escaped, and finding himself overwhelmed by Celeste Morne and the rakghoul, Darth Vader retreated to his shuttle. Celeste Morne was left stranded on the moon with the rakghouls and an enraged Karness Muur for company, though she felt content that Karness Muur was a prisoner as much as she was.

After the Battle of Yavin, Darth Vader's thoughts drifted back to Celeste Morne. He wondered if he was still alive, and if she was, he intended to use her as a weapon against the Rebellion. He sent a convoy to investigate her last known location, and he took the notification that the convoy had been lost as proof that she still lived. He arranged to have the Rebellion learn of a secret Imperial weapon that was abandoned on the moon. A team lead by Luke Skywalker and Leia Organa arrived at the moon to investigate, but the team was soon attacked by the rakghouls under Celeste Morne's control. The rakghouls captured Luke Skywalker and Leia Organa and dragged them to the ancient ruin where Celeste Morne was waiting.



Both Celeste Morne and Karness Muur recognized Luke Skywalker's and Leia Organa's Force-sensitive heritage. Karness Muur realized that an opportunity to escape and unleash his power on the galaxy had come. The past twenty years of seclusion on the dark moon, combined with the taint of the Muur Talisman and the whisperings of Karness Muur had

driven Celeste Morne insane. She had forgotten much of her past, and Karness Muur had fostered in her a hatred of Darth Vader and the Jedi, whom she thus believed had abandoned her. Believing Luke Skywalker was a Jedi, she attacked Luke Skywalker. She soon overwhelmed Luke Skywalker, but Leia Organa and the former clonetrooper-now Rebel soldier Able attacked her. Believing them to be assassins rather than her rescuers, she unleashed the power of the Muur Talisman, which transformed Able into a rakghoul but left Luke Skywalker and Leia Organa untouched.

Karness Muur realized both Luke Skywalker and Leia Organa possessed great power in the Force, so he had the Muur Talisman detach itself from Celeste Morne and attempted to latch onto Luke Skywalker at first, and then Leia Organa when she stepped in front of him. Though free after centuries of union with the Sith Lord and his artifact, Celeste Morne realized that there would be no end to her suffering; even though she was free, she would be left alone on the desert moon in darkness until she died. She came to terms with her tragedy and chose to be a victim no longer. She seized the Sith artifact and placed it back on her, acknowledging that she was one with Karness Muur, but she would imprison him as much as he did her.

She used an abandoned B-wing starfighter to leave the moon, but before she left the system, she attacked the Imperial Star Destroyer that was lying in wait for the rebels. She transformed the crew into rakghouls and sent the ship crashing down to the moon.

Celester Morne soon realized that her desire to explore the galaxy and learn what had happened during her imprisonment in Dreyya's Oubliette stemmed from Karness Muur's desire to escape from her body. She was determined to make certain that the Muur Talisman possessed no one else. She traveled about, making certain no one would find her. 127 years after the Battle of Yavin, she was captured by the *Pellaeon*-class Star Destroyer *Iron Sun*. Believing it to serve the same Empire as Darth Vader, she used the Muur Talisman to transform the crew into rakghouls and made the *Iron Sun* her home.

A decade later the ex-Jedi-turned bounty hunter Cade Skywalker had a vision of Celeste Morne while meditating on the Force. During a mission against the current Sith-dominated Empire, his ship, the *Mynock*, was interdicted and



brought aboard the *Iron Sun*. Cade Skywalker, the pirates Jariah Syn and Deliah Blue, the Imperial Knights Azlyn Rae, Antares Draco, and Ganner Krieg, and the Jedi Shado Vao, entered the *Iron Sun* and were set upon by several rakghouls. During the brief skirmish, Cade Skywalker and Azlyn Rae were bitten and infected with the rakghoul plague. Celeste Morne

separated the two from the others and imprisoned them, intending to kill them as soon as they transform into rakghouls. When he learned about their impending fate, Cade Skywalker used *dark transfer* to cure himself and Azlyn Rae of the rakghoul plague. This intrigued both Celeste Morne and Karness Muur, and Celeste Morne decided to aid Cade Skywalker in his quest to overthrow Darth Krayt.

They traveled in the *Iron Sun* to the Deep Core world of Had Abbadon, where she used the Muur Talisman to transform the stormtroopers at the Imperial garrison there into rakghouls. The rakghouls attacked and infected the Sith Lord Darth Reave, whom she allowed to escape, confident that Darth Reave would survive long enough to reach Darth Krayt and tell him what had happened on Had Abbadon.

Allowing Karness Muur to momentarily take control of her, she contacted Darth Krayt directly on Coruscant. Approaching him as Muur, one Sith Lord to another, she offered Darth Krayt Cade Skywalker, whom Muur appeared to have captured. Muur offered to heal Krayt of his Yuuzhan Vong biot infestation through the Force, but only if he came to Had Abbadon alone. By that time, Darth Reave had already informed Darth Krayt what had happened before turning into a rakghoul. The rakghoul was quickly killed.

Realizing that the Muur Talisman was located and that there was a chance for him to be healed, Darth Krayt arrived at Had Abbadon accompanied by Darth Wyyrlok, Darth Maladi, Darth Stryfe, and Darth Talon. Leaving Darth Wyyrlok in orbit, Darth Krayt and the others arrived to meet Karness Muur. Using Celeste Morne as a conduit, Karness Muur used his Force healing abilities on Darth Krayt. Seemingly bound and incapacitated, Cade Skywalker recalled his lightsaber to his grasp, springing the trap.

Cade Skywalker, Celeste Morne and the rakghouls attacked Darth Krayt while the others attacked the One Sith. But during the battle, Karness Muur took control of Celeste Morne's body and commanded the rakghouls to attack all the others while he dueled against Darth Krayt. But Celeste Morne fought for control of her body while fighting against Darth Krayt. Both Darth Krayt and Darth Maladi attacked Celeste Morne with *Force lightning*. As Celeste Morne slowly succumbed to the power of the Sith within her, Azlyn Rae stabbed Darth Krayt in the back, distracting Darth Krayt enough for Celeste Morne and Karness Muur to unleash their own *Force lightning*, engulfing Darth Krayt and Azlyn Rae and sending Darth Krayt over the cliff to his apparent death.



With Darth Krayt defeated, Celeste Morne exerted control over her flesh again. But she had grown weary of her burden and realized she was losing the struggle to contain Karness Muur's spirit with her. Asking Cade

Skywalker to release her from Karness Muur's influence and kill her, Cade Skywalker ran her through with his lightsaber. Celeste Morne's body disintegrated into dust, but the danger posed by Karness Muur had not ended yet. The Muur Talisman attached itself to Cade Skywalker, but Cade Skywalker was too strong for Karness Muur to influence, and he used *detonate* to destroy the Muur Talisman, vanquishing Karness Muur's spirit forever, resulting in the extinction of the rakghouls and the end of the rakghoul plague.

In GM terms, an individual wearing a Muur Talisman can use *alchemy* specifically create rakghouls. It is only **with** the Muur Talisman can one create rakghouls. Attempting to use *alchemy* to turn a victim into a rakghoul without the Muur Talisman ends in failure. It is also only by wearing a Muur Talisman that the individual can control the rakghouls. This grants the wearer a +2D bonus to *command* when issuing orders to the rakghoul.

The wearer can use the Muur Talisman to make the rakghouls smarter and more organized. One way is to have the Muur Talisman immediately transform the victims into rakghoul fiends instead of ordinary rakghouls. The other is to spend a Force Point to have the rakghouls act like rakghoul fiends for the encounter. The attribute and skills of the rakghoul will become those of the rakghoul fiend for the encounter. Once the encounter is over, the rakghouls revert to normal, and their attribute and skills revert to those of an ordinary rakghoul.

If the individual wears the Muur Talisman on a hand like a gauntlet, the wearer can attack an opponent with it. If the wearer makes a successful *brawling* roll and inflicts damage to the target, the effect will be as if the target has been bitten by a rakghoul. The GM must consult the description of the rakghoul to treat the injury accordingly.

Each use of the Muur Talisman grants the individual one Dark Side Point.

### Rakghoul

**Type:** Infected predator



**Planet of Origin:** Taris

**DEXTERITY 3D+2**

**PERCEPTION 2D**

Search 3D+1

**STRENGTH 4D**

Climbing/jumping 5D+2

**Special Abilities:**

*Exceptional Reflexes:* Gain a +1D

bonus to all *Perception* rolls made to determine initiative.

*Low-light Vision:* Rakghouls can see twice as far as Humans in dim light.

*Rakghoul Disease:* A Human bitten by a rakghoul must succeed at a Very Difficult *stamina* roll or contract rakghoul disease. If a Human contracts the disease, they must make a Very Difficult *stamina* roll every hour or suffer -1 penalty to *Strength*. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to *Strength* of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.

**Move:** 10

**Size:** Varies widely

Appeared where: Knights of the Old Republic: Commencement, Knights of the Old Republic: Vector, Knights of the Old Republic video game, The Old Republic video game, The Old Republic Cartel Market, The Old Republic: Rise of the Hutt Cartel video game, The Old Republic: Galactic Starfighter video game, The Old Republic: Galactic Strongholds video game, The Old Republic: Shadow of Revan video game, The Old Republic: Knights of the Fallen Empire video game, The Old Republic: Onslaught video game, The Old Republic: Legacy of the Sith video game, Dark Times: Vector, Rebellion: Vector, Legacy: Vector

### Rakghoul Fiend

**Type:** Infected predator

**Planet of Origin:** Taris

**DEXTERITY** 5D

Blaster 5D+2, dodge 5D+2, melee combat 5D+2, melee parry 5D+2

**PERCEPTION** 1D+1

Search 2D+2

**STRENGTH** 5D

Brawling 5D+2, climbing/jumping 6D+2

**Special Abilities:**

*Exceptional Reflexes:* Gain a +1D bonus to all *Perception* rolls made to determine initiative.

*Low-light Vision:* Rakghouls can see twice as far as Humans in dim light.

*Rakghoul Disease:* A Human bitten by a rakghoul must succeed at a Very Difficult *stamina* roll or contract rakghoul disease. If a Human contracts the disease, they must make a Very Difficult *stamina* roll every hour or suffer -1 penalty to *Strength*. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to *Strength* of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.

**Move:** 10

**Size:** Varies widely

Appeared where: Knights of the Old Republic: Commencement, Knights of the Old Republic: Vector, Knights of the Old Republic video game, The Old Republic video game, The Old Republic Cartel Market, The Old

Republic: Rise of the Hutt Cartel video game, The Old Republic: Galactic Starfighter video game, The Old Republic: Galactic Strongholds video game, The Old Republic: Shadow of Revan video game, The Old Republic: Knights of the Fallen Empire video game, The Old Republic: Onslaught video game, The Old Republic: Legacy of the Sith video game, Dark Times: Vector, Rebellion: Vector, Legacy: Vector

### Neural Charm

Status: Legends

A product of Sith alchemy, this talisman was often worn as a circlet of a pair of large earrings. It worked to accelerate the thought processes of the wearer, allowing the wearer to understand facts and knowledge rapidly, though it was very stressful to wield. This talisman also worked on non-organic beings.

Wearing a neural charm has the same effect as the *Force comprehension* power. However, the wearer must make a Very Difficult *stamina* roll after each use, or else they will be fatigued and unable to use the talisman again until they have rested completely.

It is unclear how this talisman can work on non-organic beings; however, non-organic beings do not need to make a *stamina* roll after each use.

A neural charm has a value of 1,200 credits.

### Protective Amulet

Status: Legends

A product of Sith alchemy, it commonly took the form of a ring or a brooch. It surrounded the user with an aura that stimulated the comforts of their native environment, no matter the dangers that surrounded them.

While active, the talisman allows the user to ignore the environmental effects such as fire, acid, and corrosive atmospheres. They always act as if in a standard gravity field and may breathe normally even underwater or in a vacuum.

While the protective amulet is active, the wearer takes no damage from fire or acid. The wearer can breathe normally underwater or in a vacuum and therefore take no damage from being in such environments. This holds true if the wearer is in an atmosphere that would normally be poisonous to them. For example, a human wearing this amulet will take no harm from breathing in a methane, ammonia, or Type IV atmosphere. Similarly, a Kel Dor wearing this amulet will take no harm from breathing in an oxygen atmosphere.

A protective amulet has a value of 300 credits.

### Relle Talisman

Status: Legends

This was a Sith talisman created by the Sith Lady Zoiya Relle, who was among the best fighters in the Sith Empire. Compensating for her lack of charisma and guile, Zoiya Relle created this talisman to dominate the minds of other beings. She later became one of the few women to rule the Sith. This

talisman later entered the possession of another Sith who perished on Ossus.

### Shattered Sunburst Talisman

Status: Canon

This was an ancient Sith talisman – a crystal sunburst imbued with power through Sith alchemy. However, it had been smashed into four pieces, and the pieces were scattered to ancient Sith alchemy research sites in the same system where the planet Alox1 is located. What powers the talisman might have had, and what powers each piece might have remains unknown.

### Shield Amulet

Status: Legends

A product of Sith alchemy, this small, seemingly decorative item protected the wearer from attacks that call on the Force for power. Such attacks, break like waves against the rocks from the amulet's power.

If the wearer were to suffer damage from a direct attack from a Force power, like *Force lightning* or *projected fighting*, or from an attack that was augmented by a Force power, like *ballistakinesis*, the wearer can use this talisman to reduce the damage by half, rounded up. This talisman can only be used once per encounter.

A shield amulet has a value of 1,000 credits.

### Shield Talisman

Status: Legends

The Sith shield talisman was one of the first dark side devices and catalogued by the Jedi. The talisman protects its wearer (it usually takes the form of an amulet, necklace, or torque) from energy (from lightning to pulse-waves to lasers) and Force attacks. Research suggests that the device works by absorbing the energy directed at it and storing it for use as its own source of fuel. To retain its ability to function, however, the talisman requires an infusion of energy at least once per standard week.

In game terms: The shield talisman confers a bonus of up to 3D (there are 1D, 2D, and 3D versions of the device) against energy and Force attacks directed at the wielder. The number of absorbed dice directly correlates to the rarity of the item. The shield talisman essentially grants the user the ability to create a *lesser Force shield* with the strength determined by the bonus granted by the talisman.

### Sith Abattar

Status: Legends

This was a Sith amulet the Sith Sorceress Sorzus Syn found shortly after her arrival in Sith space. The amulet consisted of six triangular wedges made of an unknown metal that surrounded the amulet's center. It was worn around the neck and held in place by a thin, silver chain. Upon donning the amulet, the wearer felt a heavy weight being placed on them despite the small size of the abattar. The Sith artifact allowed

the wearer to communicate in any language; however, prolonged use of the amulet weakened the wearer, eventually leading to death if not removed.

Sorzus Syn found the artifact and used it to master the Sith language, both written and verbal. She also said it attuned its wearer to the maddening chatter of ghosts. Millennia later, it was discovered during the reign of the New Republic on the planet Dathomir aboard the Jedi training *Chu'unthor*. It was one of many items stored within the crashed ship.

In game terms: It functions the same as a Sith translation talisman, except it is not limited to just the Sith language. Wearing the Sith abattar allows the user to translate any language, both verbal and written. However, for each round the individual wears the Sith abattar, the wearer must make a Difficult *Strength* or *stamina* roll to stave off the negative effects wearing the Sith abattar has on the individual. Failing the roll moves the character one level down the damage chart. The individual will not be able to recover while wearing the Sith abattar. Only after taking off the Sith abattar can the individual begin to recover.

In addition, the wearer will be able to hear any Sith spirits that may be in the area. This will occur while on a planet that was part of the Sith Empire. For each round the individual hears the Sith spirits, the wearer must make a Difficult *willpower* roll to resist the maddening chatter of these spirits. Failure will reduce the wearer's *willpower* by 1D. If the wearer's *willpower* drops to 0D, the wearer will become insane. The wearer can stop this by removing the Sith abattar or by leaving the planet, but the wearer will only recover their lost willpower dice code by doing **both**.

### Syn Talisman

Status: Legends

*“Though Karness will receive the first, I will complete more than one amulet. The second will go to Dreyppa, so those two fools can battle other unceasingly. The third shall be far stronger than the others, and it shall be mine alone.”*

—Sorzus Syn – extract from Chronicle of Sorzus Syn

This was a Sith amulet the Jen'jidai Sorzus Syn had allegedly intended to create in the years following the arrival of the Dark Jedi Exiles to Korriban 6,900 years before the Battle of Yavin. Similar in form to the Muur Talisman and the Dreyppa Talisman, the Syn Talisman was intended to be the most powerful of the three Great Amulets created by Sorzus Syn. Though mentioned in passing in the pages of the Chronicle of Sorzus Syn, the details surrounding the Syn Talisman were largely unknown to later generations of Force users. Luke Skywalker expressed hope that it and other such talismans had not survived the passage of time.



### Talisman of Fate

Status: Legends

A product of Sith alchemy, this small icon seemed to be made from an impossible number of multicolored threads that were tightly bound into a geometric form. As forces rose to threaten the wearer, the threads seemed to shift and somehow negate the threats.

If an opponent were to use a Force point while making a skill check against the wearer, the wearer can use the talisman to negate the bonus offered by that Force point. The wearer and the opponent both make opposed *control* rolls, and the higher roll determines the victor.

A talisman of fate has a value of 4,000 credits.

### Token of Resistance

Status: Legends

A product of Sith alchemy, this was often a starburst of metallic shards worn on a necklace. This fetish acted to dampen Force powers used to sway the wearer's thinking.

When the wearer is targeted by mind-altering or emotion-altering powers, like affect mind, control mind, and fear, this talisman grants the wearer a +1D bonus to their control, Perception, or willpower roll to resist the Force power.

A token of resistance has a value of 1,800 credits.

### Translation Talisman

Status: Legends



The tomes containing Sith teachings, lore, and Force techniques were written in the Sith's ancient languages, which has all but died out since the destruction of the species.

Very few scholars can decipher the strange languages, and even fewer have learned to pronounce its complex word structures.

This talisman, initially designed and created by the fallen Jedi who sought to learn the Sith's secret techniques, allows the wielder to read the Sith language as if it were his own native tongue. When the individual uses *languages* to read and translate the Sith language while wearing this talisman, the individual automatically succeeds and does not need to make a skill roll.

### Unidentified Amulet

Status: Canon

This was a Sith talisman gifted from the Symeong Dathan to the cloned son of Darth Sidious, who later adopted the name Dathan. The amulet itself was a fine chain with a Sith hex symbol on the end. It was of geometric construction and made of songsteel.

Dathan later gave it to his wife Miramir for safekeeping. The couple later sold the amulet to Unkar Plutt.

### Sith Armwear

#### Bracers of Najus

Status: Legends



These Sith artifacts were created by the Sith artisan Najus. In his quest for revenge in a personal feud against the Jedi Order, Najus desired an item that would interact with the dark side of the Force and increase the power of the darksider wielding it. This led him to create the elaborately-adorned Bracers of Najus, which increased the wielder's dark side power whenever

such power was used against an adherent of the light side.

However, it was soon discovered the Bracers of Najus had unanticipated side effects – if the target of the attack resorted to the dark side of the Force, the Bracers of Najus would benefit the target instead of the wielder.

The Bracers of Najus were lost when a Sith starship crash-landed on the planet Leritor. The Sith crew survived the accident and tried to rule the native Sauvax. But the Sith did not thrive on Leritor, and the Bracers of Najus were lost within the remains of the ship that was partially buried in the local mountain range known as the Bleaks.

Centuries later, a Human dark side adept and scholar named Profex Rynalla discovered a trail to the Bracers of Najus. The trail led her to Leritor, to which she traveled secretly with a entourage of Klatooinias to recover the Sith treasure. After arriving on Leritor, Profex Rynalla kidnapped and enslaved several Sauvax and Human settlers to mine the site of the buried Sith ship. Though she found the Bracers of Najus, she was defeated soon afterwards by another group of people who were investigating the disappearance of their slaves.

In GM terms, when the wearer of the Bracers of Najus spends a Force Point while using the dark side of the Force against someone who has no Dark Side Points, the wearer receives twice the bonus granted by the spent Force Point. If the target has at least one Dark Side Point, then the wearer does not receive this bonus. If the target uses the dark side of the Force against the wearer, and spends a Force Point while doing so, it is the **target** who receives twice the bonus granted by the spent Force Point instead of the wearer.

#### Gauntlet of Crassus

Status: Legends

This was a left-handed gauntlet created and owned by the Sith Lord known as Crassus. When worn, not only did the gauntlet bolster the strength of the wearer's physical grip, it also provided a tenfold increase in the potency of their telekinetic abilities. The gauntlet was buried within the tomb of its creator in the Valley of the Dark Lords on Korriban.

In GM terms, when the wearer is grasping a target, and the target wants to escape, the target makes an opposed *Strength* roll against the wearer's strength to break free. In situations

like this, the Gauntlet of Crassus grants the wearer a +2D bonus to their *Strength* roll.

When the wearer uses *telekinesis* to pull an object into his grasp, wearing the Gauntlet of Crassus grants the wearer a +2D bonus to their *alter* skill, but only for the purpose of using *telekinesis* to telekinetically retrieve an object. Using a different *alter*-based power or using *telekinesis* for a different purpose negates this bonus.

### Gauntlet of Kressh the Younger

Status: Legends



**Name:** Gauntlet of Kressh the Younger  
**Type:** Sith armor  
**Scale:** Character  
**Protection type:** Prevents anything from touching the wearer without wearer's consent.  
**Range:** Personal  
**Cost:** Not available for sale  
**Availability:** 4, X

**Game Notes:** When used, the Gauntlet stops anyone that the user desires from touching them, creating a barrier equal to the user's *control*.

**Source:** RPGGamer.org website

This was a Sith artifact created during the time of the old Sith Empire by the Sith Lord Ludo Kressh for his son Elcho. Ludo Kressh worked endlessly to perfect the device while on the Sith world of Rhelg so it would render his son invulnerable from external harm.

The gauntlet was composed of five linked oval plates composed of an unknown black material, and each finger was capped with a red gem chased with gold. The middle three plates featured gold tassels hanging from the ends.

Worn on the user's right forearm, the artifact had the power to prevent anything from touching the wearer without their consent. Anyone or anything attempting to do so were blasted aside with a surge of Dark Side energy. Its protection was sufficient to defend the wearer from a lightsaber strike. The artifact also enabled the wearer to purposely direct such Dark Side energy blasts towards chosen targets on a whim without even needing to turn and face them.

However, the protection offered by the artifact was not absolute. While it protected the wearer from things that did not receive his consent, it offered no protection from those who do have his consent, leaving the wearer vulnerable to attack from such individuals. Furthermore, one had to be wearing the artifact for it take full effect; simply holding it would not suffice.

By 3,963 years before the Battle of Yavin, the Jedi Covenant had found the artifact. It had been taken from their stores by their leader Haazen. Haazen was a failed Jedi who had turned to the dark side and had become a Sith Acolyte. He worked with the Jedi seer Krynda Draay to create the Jedi Covenant, a cabal of Jedi with an extremist anti-Sith attitude.

However, Haazen deceived all the Jedi during his long running scheme for control of the Jedi Order. He concealed the Gauntlet of Kressh the Younger in a large case in his office on the Draay Estate, along with numerous other Sith artifacts he had pilfered from the Covenants' storehouses. To those who were curious about the case, he had claimed that the case contained diagnostic equipment.



When Zayne Carrick was brought before the Covenant by Jedi Master Xamar, Zayne Carrick was masquerading as a darksider in a bid to rescue Krynda Draay before Jedi Knights aligned with the Jedi Council attacked the estate. Haazen had the case and the Gauntlet brought to him, and as the Jedi stormed the entrance to the estate, Haazen sent a blanket transmission to all Covenant-aligned Jedi, issuing the command word – Vindication. While the Covenant Jedi secured the Jedi Temple and the Sith artifacts stored within, Haazen brandished the Gauntlet and used a command device built into his prosthetic arm to take over the Vanjervalis Chain linking the Republic fleet computers. He initiated an orbital strike on the Draay Estate entrance, killing Xamar and many of the Council-aligned Jedi.



Haazen revealed his true allegiance to the dark side of the Force after donning the many Sith amulets and armor pieces from his case and revealing that his cane handle was a concealed Sith lightsaber. Protected from the initial explosions of the Republic bombardment by the Gauntlet, Haazen revealed his entire scheme to those present. Lucien Draay attacked Haazen twice in defiance, only to be blasted back by the Gauntlet each time, with the second blast destroying Lucien Draay's lightsaber.

Haazen bestowed his Sith lightsaber upon Lucien Draay. Declaring his intention to turn the Jedi into his Sith apprentice, Haazen went outside to receive the Sith artifacts being brought from the Jedi Temple. As he inspected the artifacts, Haazen witnessed the end of the duel between Lucien Draay and Zayne Carrick. When Zayne Carrick seemingly killed Lucien Draay and bowed before Haazen, the Sith believed he had found a new apprentice. Allowing Zayne Carrick to touch him, Haazen lowered his guard, leaving Carrick with an opening to slice off Haazen's gauntlet prosthetic hand.

As Haazen attacked Zayne Carrick with Force lightning, Zayne Carrick and his ally Marn Heirogryph were suddenly sent flying away by a massive surge in the Force. Lucien Draay revealed that he and Zayne Carrick had faked the duel to catch Haazen off-guard. Summoning Haazen's amputated prosthesis, Lucien used the Vanjervalis control device built within it to cause the Republic fleet to fire on the Draay Estate.

Haazen was killed in the ensuing explosion while Lucien Draay survived thanks to his possession of the Gauntlet. However, since he was only holding it rather than wearing it, the Gauntlet offered only partial protection, as Lucien Draay was left heavily scarred.

Millennia later, during the Clone Wars, Jedi Knight B'ink Utrila and her Padawan Rennax Omani, following instructions from a holocron, led a clone trooper squad in an expedition to the moon Draay 2 to locate and retrieve the Gauntlet. Inside the moon's Jedi Temple was a statue of Lucien Draay, which was an ancient Jedi guard droid that was activated by a switch that a clone trooper accidentally stepped on. The droid was resistant to blasters, lightsabers, and explosive damage. B'ink Utrila realized the only way to deactivate the droid was to use the Force, but not to attack. The method was designed by the ancient Jedi to prevent Sith from defeating the guardian droid, since the Sith would never think of using the Force in a nonviolent way.

Once the droid was deactivated, Rennax Omani sensed something different about a wall panel made up of many small holes. B'ink Utrila recognized the device and explained that the mechanism would open with a lightsaber blade inserted into the correct hole – an insertion into any other hole would collapse the entire temple. B'ink Utrila used the Force to sense the correct hole, and opened the path towards the interior of the temple.

The Jedi then came a wall depicting a carving of Lucien Draay doing battle with the Sith Acolyte Haazen, who was depicted wielding the Gauntlet of Kressh the Younger. While the Jedi studied the carving, the clone troopers went into a room with no exit or way to continue. The room had a pillar with glowing blue lights in its center, but no sign of the Gauntlet. By touching the pillar while inspecting it, a clone trooper awakened the creatures – sarls – who made up the pillar itself. As the clone troopers opened fired at the sarls, the sarls proved resistant to blaster fire. When the Jedi caught up with the squad, they realized that the centuries of exposure to the Gauntlet had made the sarls invulnerable to lightsabers as well. With the pillar unmade, the Sith artifact was revealed in its place.

B'ink Utrila used the Force to push the sarls away from the artifact, clearing a path to it and leapt towards it. Upon coming in contact with it, she found herself overwhelmed with the power of the dark side of the Force. This experience horrified B'ink Utrila, causing her to order an immediate retreat, leaving the Gauntelet where it was as the sarls returned to their protective positions encasing it. The clone lieutenant questioned how they would extract the artifact. In response, B'ink Utrila answered that they would not. She ordered that they should make cape while she contacted the Jedi High Council for further orders.

During the night, Rennax Omani and the clone trooper Glitch were standing guard when they were attacked by Pre Vizla and a squad of Mandalorian Death Watch commandos. The Mandalorians had long known about the Gauntlet's

existence and followed the group to find its exact location. The two sides engaged in battle, intentionally reactivating the guardian droid. During the battle, Glitch faced off against Pre Vizla, and in a final attempt to keep the Gauntlet away from Death Watch, inserted Rennax Omani's lightsaber in the wrong hole of the wall on purpose. That activated the trap and caused the entire temple to collapse.

Both sides fled the collapsing building, but Glitch was left behind. With the destruction of the temple, Pre Vizsla decided there was no further reason to continue the battle and ordered the Mandalorians to withdraw to their ship. The Jedi and surviving squad members took a moment to honor Glitch's sacrifice before leaving the moon.



Later, Glitch, wearing the Gauntlet, arose from the debris of the Jedi Temple undamaged due to the Gauntlet's protective properties.

Understanding that the artifact should not be used by anyone else, Glitch locked it onto a stone and threw the stone and the Gauntlet into a nearby river.

### Hand of Siberus

Status: Canon



**Name:** Hand of Siberus

**Type:** Sith artifact, Gauntlet

**Cost:** Not Available for Sale

**Availability:** 4, X

**Source:** RPGGamer.org website

The Hand of Siberus was an ancient, forbidden Sith gauntlet kept by the Jedi Order in a hidden vault inside the Statue of the Final Protector on Jedha. It shared the same name as a female Sith Lord of legends named Darth Siberus; however, Darth Siberus was real, and while it is unconfirmed, Darth Siberus most likely constructed the Hand of Siberus.

During the Battle of Jedha 382 years before the Battle of Jedha, Tey Sirrek found the Hand of Siberus within the vault and donned it to protect himself from members of the Path of the Open Hand who were responsible for the bombings and the riots on Jedha to distract the Jedi and other Force-sensitives while searching for the Rod of Seasons, which was hidden in the same vault. Upon donning the gauntlet, he unleashed a wave of Force lightning which knocked back the Path of the Open Hand members. He unleashed Force lightning from the gauntlet upon the Leveller that was about to kill Vildar Mac. He was shot by Yana Ro, which rendered him unconscious and knocked the gauntlet from him.

In rage over the death of Leebon and apparent death of Tey Sirrek, Vildar Mac donned the gauntlet and attacked Werth Plouth, the Herald of the Path of the Open Hand and leader of the group, with Force lightning, intending to kill him. It was only when Tey Sirrek tried to stop him, revealing that he was alive, that Vildar Mac took off the Hand of Siberus and tossed it away.



In game terms: An individual can wear the Hand of Siberus and use it as a gauntlet for hand-to-hand combat. Using it in this manner allows the individual to inflict STR+1D damage from a punch or STR+2D from the claws.

But the real power of the Hand of Siberus lie in its connection to the dark side of the Force. When wielded by a Force-user, it grants the wielder a +4D bonus to all Force skills. It also allows the user to use *Force lightning*, *drain life essence*, and perhaps other dark side powers. The Hand of Siberus grants access to these dark side powers even to those who are not Force-sensitive. When using the Hand of Siberus to unleash Force lightning, the wearer must roll a wild die during each use. If the wild die results in a 1, the Hand of Siberus instead unleashes *purple lightning* – a unique form of *Force lightning* that Darth Siberus apparently created and to date is the only known practitioner. *Purple lightning* inflicts *alter die* damage, rounded down. If the individual wearing the Hand of Siberus has fallen to the dark side and knows *drain life essence*, the GM can also apply the life-draining properties of *purple lightning*, allowing the individual to drain the life essence of the victim.

There is a far more insidious danger within the Hand of Siberus. In creating the Hand of Siberus, Darth Siberus infused some of her life force into it. Thus, when one wears the Hand of Siberus, the dark side flows through the wearer, exerting its influence. Once worn, there are only two ways it can be removed. One is for the wearer to make a Heroic *willpower* roll to resist the influence of the dark side and remove the Hand of Siberus. If the individual is experiencing powerful dark side emotions while wearing the Hand of Siberus, like fear or rage, the difficulty is Heroic +10. The other way is to render the individual unconscious, and considering how *purple lightning* is surrounding the individual while the Hand of Siberus is worn, an attack from the distance, such as blaster fire – regardless of being set on stun or not – is the safest bet. Once unconscious, the Hand of Siberus is knocked free from the individual’s hand. This suggests the dark power within the Hand of Siberus will only possess a conscious individual. If the individual is not Force-sensitive, then upon regaining consciousness the individual will retain no knowledge of what transpired while wearing the Hand of Siberus.

An individual who uses the Hand of Siberus three times will learn *Force lightning*. If an individual who uses the Hand of Siberus an additional five times, then the individual learns *purple Force lightning*, but can only use *purple Force lightning* to inflict harm, not to drain the life essence of their victims. If the individual knows *Force lightning* before using the Hand of Siberus for the third time, then the individual will learn *purple Force lightning* after the next use of the Hand of Siberus – but only to inflict harm not to drain the life essence of their victims. If the individual wishes to drain the life essence of the victims, the individual must first learn *drain life essence*. Then the next time the individual uses either the

Hand of Siberus or *purple Force lightning*, the individual will be able to drain the life essence of the target.

A Jedi who uses the Hand of Siberus will gain a Dark Side Point; however, a Sith or an individual who is not Force-sensitive will **not** receive any Dark Side Points for using the Hand of Siberus.

## Purple Force Lightning

**Status:** Canon

**Control Difficulty:** Very Difficult, modified by proximity, limited to line of sight, inversely modified by relationship. For example, a close relative would add +30 to difficulty, while a total stranger of an alien species would add nothing.

**Sense Difficulty:** Very Easy

**Alter Difficulty:** Target’s *control* or *Perception*

**Required Powers:** *Absorb/dissipate energy, affect mind, concentration, control another’s pain, control mind, control pain, dim another’s senses, drain life essence, farseeing, Force lightning, hibernation trance, inflict pain, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis, transfer Force*

**Effect:** This is a very rare and very powerful version of *Force lightning* that could potentially rival *red Force lightning*.

Through research, experimentation, and meditation in the dark side of the Force, Darth Siberus was able to combine *Force lightning* with *drain life essence* to create this power. This power not only allowed Darth Siberus to attack her opponents with *Force lightning* colored bright purple rather than the usual blue or white color, but it also allowed her to drain the life essence of the victim.

In game terms, an individual using *purple Force lightning* will inflict *alter die* damage, rounded down. If the attack is successful, the individual may be able to drain some of the victim’s life essence. To accomplish this, the individual must beat the *control* difficulty by +5 **and** the *alter* difficulty by +10. Unless both conditions are met, the individual will be unable to drain the victim’s life essence. Should the rolls succeed, the individual will gain one Force Point and +1D to all Force skills for every individual struck by *purple Force lightning*, up to a maximum of five targets. The bonus to the individual’s Force skills lasts until the end of the adventure, at which point the individual’s Force skills will return to normal.

Any Jedi who unleashes *purple Force lightning* automatically receives a Dark Side Point. Should the individual succeed in draining the victim’s life essence, the individual gains an additional Dark Side Point.

**Restriction:** This power was created by Darth Siberus and is therefore not generally available for others to learn. There are only two ways for one to learn this power. One is to find a tome or holocron of Darth Siberus with instructions on how to use this power, assuming there is any. The other is using the Hand of Siberus, which is detailed earlier.

**Appeared where:** The High Republic: Battle for the Force, Dark Legends – Sleep of Ages



**Example:** Darth Siberus created this power and possibly infused the Hand of Siberus with this power as well. Vildar Mac unleashed *purple lightning* on Werth Plouth through the Hand of Siberus.

### Ludo Kressh's Armband

Status: Legends



This armband was worn by the Sith Lord Ludo Kressh during the Great Hyperspace War. When worn, the armband could increase the wearer's raw physical power and offer some minor protection. It is believed that the Jedi Exile Meetra Surik found this armband while in the Tomb of Ludo Kressh on Korriban.

This artifact was only available during the Dark Wars. On the black market, it was worth 5,000 credits.

### Marka Ragnos' Gauntlets

Status: Legends



**Model:** Marka Ragnos' Gauntlets

**Type:** Sith gauntlets

**Availability:** 4

**Game Notes:** Wearer gains +1D to *lightsaber* rolls. Only Dark Jedi could use these gauntlets due to the strong dark side aura that surrounded them

Once owned by the Dark Lord of the Sith Marka Ragnos, these ancient gloves might have been found by Revan inside the Tomb of Marka Ragnos during his infiltration of the Sith Academy on Korriban. The black scales used to make the gauntlets still pulsed with dark power.

These gauntlets are only available during the time of the Jedi Civil War.

### Neer's Gauntlet

Status: Canon/Legends

In the Canon timeline, this was a gauntlet created by the Sith Lord Neer. It was crafted from metallic blue alloys and inlaid with a rectangular-cut blue gem that gave off a faint glow on the back of the hand. The gauntlet covered the right shoulder and arm of the wearer, and a scalloped covering of the hand sealed in the fingers and palm. Trying to remove Neer's Gauntlet was difficult, as it was imbued with the dark side of the Force and longed to be worn.

The Sith Lord Neer gifted the gauntlet anonymously to the Jedi Watchman of the Corbos system. The Watchman had lost friends in the battles against the Sith, and immediately appreciated the power of the gauntlet. The artifact, which felt cold to the touch when worn, granted the bearer a sense of righteousness and justice that eventually corrupted the heart of the Jedi Watchman. The Jedi Watchman began to favor a version of justice that had the permanence of death and maimed or murdered anyone he suspected of even the smallest infractions. After the Jedi order hunted down and killed the fallen Watchman, they confiscated the Gauntlet and sealed it

away within the Vault of Justice on Ossus. The gauntlet was lost after the Cron Supernova.

In GM terms, when a Force-sensitive individual wearing Neer's Gauntlet inflicts a critical hit on the opponent, the wearer rolls a number of wild dice equal to his *control* skill, rounded down. For every 1 resulting from the wild die roll, the wearer inflicts an additional 1D of damage to the opponent. The wearer can choose to resist inflicting the additional damage by first making a Difficult *willpower* roll. The wearer receives a Dark Side Point for willingly inflicting the additional damage or for failing to make the *willpower* roll. The wearer receives an additional Dark Side Point for each additional dice of damage inflicted upon the opponent.

Once a day, the wearer can make a Difficult *willpower* roll to remove Neer's Gauntlet. Success means the wearer resists the temptation to keep the gauntlet on and removes it. Failure means the wearer gives in to temptation and continues to wear the gauntlet.

## Sith Armor

### Darth Bandon's Fiber Armor

Status: Legends



Darth Bandon, Darth Malak's Sith apprentice, personally crafted and prized a unique set of armor. Its silvery polish reflected a pride in craftsmanship that was rarely seen during the Jedi Civil War. Following Darth Bandon's death during the Duel in Hrakert Station on Manaan, his light armor might have ended up in the hands of the amnesiac Revan.

The stats for Darth Bandon's fiber armor are presented in the [Knights of the Old Republic Campaign](#) pages 156-7, while the D6 conversion is presented in the [Knights of the Old Republic Campaign D6 Conversion](#) page 38.

Darth Bandon's fiber armor is only available during the time of the Jedi Civil War and the Dark Wars.

### Darth Malak's Armor

Status: Legends



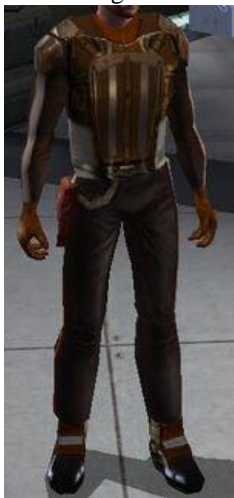
Darth Malak had a customized suit of armor made for him. While the one he wore upon his death was destroyed along with the Star Forge, it is possible that copies of his armor were made and made available on the black market or were acquired by the Sith following the Jedi Civil War. It was believed that one set of Darth Malak's armors came into the possession of Meetra Surik during the Dark Wars.

The stats for Darth Malak's armor are presented in the [Knights of the Old Republic Campaign](#) page 156, while the D6 conversion is presented in the [Knights of the Old Republic Campaign D6 Conversion](#) page 38.

Darth Malak's armor is only available during the time of the Jedi Civil War and the Dark Wars.

### Exar Kun's Light Battle Suit

Status: Legends



**Model:** Exar Kun's Light Battle Suit

**Type:** Antique light battle suit

**Scale:** Character, cannot be worn by Wookies.

**Cost:** For sale by negotiation only (50,000 credits minimum)

**Availability:** 4

**Game Notes:** +2D+2 physical, +1D+2 energy, -1 to *Dexterity* and all associated skills, grants +2 *Strength* bonus to any Force-sensitive wearing this armor.

*Laced with cortosis fiber:* The armor is laced with cortosis fiber. Unless it is cortosis-resistant, a lightsaber does not ignore damage reduction when it scores a hit on the wearer.

*Dark side taint:* A Force-sensitive character wearing this takes a -2 penalty to all *control*, *Perception*, and *willpower* rolls made to resist dark side Force powers. The wearer also receives a Dark Side Point every time they inflict a melee killing blow on another sentient being, even if the action is in self-defense or might otherwise be justified as a "light side" action.

Exar Kun was known to wear various types of armored suits. One of them was a customized light battle suit that maintained good flexibility and offered considerable protection despite its weight.

Believed to have been destroyed when the combined might of the Jedi Order encased Yavin IV in a wall of light, it was found afterwards by the Rodian Suvam Tan. He placed it in a

storage pod and launched it towards Yavin IV before his station crashed on Yavin XXII. Millennia later, after the destruction of the first Death Star, his descendant Suz Tanwa, a female Rodian treasure hunter, found the armor using information found in an ancient data crystal from her ancestor. What happened to this suit of armor since its rediscovery remains unknown.

**Author's note:** These stats are converted from the d20 stats provided for this suit in the article [Yavin: The Big Red One Part 4: Four Sighted](#) from the Wizards of the Coast website. Though this site is no longer active, a backup exists, and the link to this backup can be found on Wookieepedia.

### Ulic Qel-Droma's Mesh Suit

Status: Legends



**Model:** Ulic Qel-Droma's Mesh Suit

**Type:** Jedi armor

**Availability:** 4

**Game Notes:** +8 versus physical, +8 versus energy, +4 *Dexterity*, 20% reduction to cold- and fire-based damage, -2 penalty to all *control*, *Perception*, and *willpower* rolls made to resist dark side Force powers.

This was a suit of medium armor worn by the fallen Jedi Knight Ulic Qel-Droma during the Great Sith War. He abandoned this armor, as well as all his trappings of the dark side after killing his brother Cay. However, the dark taint continued to haunt it, with the possibility of affecting whomever wore it.

Ulic Qel-Droma's Mesh Suit could only be worn by human Jedi. Ulic Qel-Droma's Mesh Suit is only available during the time of the Dark Wars.

### Sith Blades

#### Naga Sadow's Poison Blade

Status: Legends



**Model:** Naga Sadow's poison blade

**Type:** Melee weapon

**Scale:** Character

**Skill:** Melee combat: Naga Sadow's poison blade

**Availability:** 4

**Difficulty:** Easy

**Damage:** 4-15<sup>b</sup>

**Game Notes:** Damage doubles when landing a critical hit. If it deals damage, must make a Very Difficult *stamina* roll to avoid being poisoned. Adds +3 to *melee combat* roll.  
<sup>b</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D, then accept result. If result is 4 or more, roll 2D and +3 to result.

## Star Wars

This was a Sith sword once belonged to the Sith Lord Naga Sadow. Centuries after his death, while infiltrating the Sith Academy on Korriban during the Jedi Civil War, Revan found this sword in the Tomb of Naga Sadow.

As the name would suggest, the blade was poisoned and would inflict poisonous effects upon its victims. The weapon was said to be imbued by the tainted presence of Naga Sadow.

This blade is only available during the time of the Jedi Civil War.

### Silver Lined sword

Status: Legends



**Model:** Silver Lined sword

**Type:** Melee weapon

**Scale:** Character

**Skill:** Melee combat: Silver Lined sword

**Availability:** 4

**Difficulty:** Easy

**Damage:** 1-12<sup>c</sup>

**Game Notes:** Damage doubles when landing a critical hit.

<sup>c</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D. If result is 4 or more, roll 2D.

This sword was a long and straight blade that sparkled with a silver sheen. The silver sheen became brighter as the hilt was grasped. The blade

was warm, but appeared to become white-hot when held.

Impressed upon the hilt was a flame insignia.

This was one of the three swords found within the Tomb of Ajunta Pall.

This blade is only available during the time of the Jedi Civil War.

### Sword of Ajunta Pall

Status: Legends



**Model:** Ajunta Pall's blade

**Type:** Melee weapon

**Scale:** Character

**Skill:** Melee combat: Ajunta Pall's blade

**Availability:** 4

**Difficulty:** Easy

**Damage:** 5-15<sup>a</sup>, additional +2 fire damage

**Game Notes:** Damage doubles when landing a critical hit.

Adds +5 to *melee combat* roll.

<sup>a</sup> – to determine the value, roll 1D. Half the result, then round up to nearest whole number. Repeat four more times and total results.

This sword once belonged to the Sith Lord Ajunta Pall. The blade was ebony black in color and notched along its length, giving it a cruel and jagged appearance. It was said to be cool to the touch. Upon closer inspection, a small insignia of a dark circle could be seen on the hilt. Etched onto the sword was the sentence “I am that which grips the heart in fright, hearkens night, and silences the light.” According to

legend, the blade proved more fearsome than the Master, which led to his demise.

During the Jedi Civil War, the redeemed Sith Lord Revan entered Ajunta Pall's tomb on Korriban to get this sword. This was part of his mission to infiltrate the Sith Academy on Korriban and find the Star Map. After getting through the deadly traps within the tomb, Revan and his companions found this sword along with two ordinary swords in Ajunta Pall's sarcophagus. After retrieving them, he was confronted by the spirit of the long dead Sith Lord. During their conversation, Revan correctly guessed which of the three blades was Ajunta Pall's. Revan was then able to show Ajunta Pall the way back to the light side of the Force, finally calming Ajunta Pall's tortured soul. But before departing to the netherworld of the Force, Ajunta Pall warned Revan about the corruption within his former sword and advised that if he was wise, he would not keep the sword to avoid a similar fate.

As Revan and his companions left the tomb, they were ambushed by another Sith hopeful, who had hoped to ambush and kill Revan, then claim the sword for himself. The encounter ended with Shaardan's death after he attacked them when Revan refused to hand the sword over. Revan and the others returned to the Sith Academy and presented the sword to the Sith Master Uthar Wynn.

Kreia regaled this event to Meetra Surik when they arrived on Korriban during the Dark Wars, adding that it was unknown what Revan had done with the ancient artifact after the Jedi Civil War.

This blade is only available during the time of the Jedi Civil War.

### Sword of Ieldis

Status: Legends



**Name:** Sword of Ieldis

**Type:** Sith Sword

**Scale:** Character

**Skill:** Melee combat: Sith sword

**Damage:** STR+4D

**Source:** RPGGamer.org website

**Game Notes:** If the Helm of Dathka Graush is used alongside the Sword of Ieldis, the Sword of Ieldis does +2D damage in combat.

Not much is known about this Sith artifact, other than it was presumably created by the Sith Lord Ieldis. It was quarantined by the Jedi Order on Coruscant sometime before 3,963 years before the Battle of Yavin. Research done by the Jedi Covenant suggested that another Sith artifact, the Helm of Dathka Graush, strengthened the sword. During the events of the Vindication operation, Haazen tried to use it shortly before his death.

### Sith Blasters

#### Freedon Nadd's Blaster

Status: Legends





**Model:** Freedon Nadd's Blaster  
**Type:** Blaster pistol  
**Scale:** Character  
**Skill:** Blaster: blaster pistol

**Availability:** 4

**Range:** 23 meters

**Damage:** 3-12<sup>d</sup> + 2-20<sup>e</sup> from dark side taint

**Game Notes:** Damage doubles when landing a critical hit. Adds +2 to *blaster* roll. Only followers of the dark side and the Sith can wield this blaster.

<sup>d</sup> – to determine the value, roll 1D. If result is 5 or 6, reroll. Repeat two more times, then add results.

<sup>e</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D. If result is 4 or more, roll 2D. If result is higher than 10, reroll. Repeat and add results.

This was a heavy blaster that was once thought to have been owned by the Sith Lord Freedon Nadd. Thought of as a “vile weapon,” it is said to have killed more Jedi than any lightsaber.

This blaster is only available during the time of the Dark Wars

## Sith Crystals

### Ancient Sith Runestone

Status: Canon



This was an old Sith relic uncovered by the Jedi Order during the High Republic Era. Jedi Master Sylwin and Jedi Padawan Ady Sun'Zee took the artifact to the Jedi temple on the planet Batuu shortly before the conflict with the Nihil began. There, the Sith Runestone corrupted and turned the Jedi against one another with the only survivor of

the incident being Jedi Padawan Ady Sun'Zee.

### Force Crystal of Naga Sadow

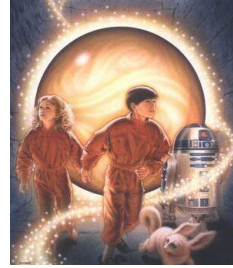
Status: Legends

This was a Force crystal that presumably belonged to Naga Sadow, the Dark Lord of the Sith who ruled the Sith Empire during the Great Hyperspace War five millennia before the Battle of Yavin. Although the existence of this crystal was debated by the time of the Battle of Yavin, treasure hunters still sought after it.

### Golden Globe

Status: Legends

The Golden Globe resembled a massive, glowing, golden crystal. Like many dark side devices, it emitted a dark presence in the Force. When measured from the outside, the Golden Glove was four meters wide. Within it, though, its size was infinite, as it was a realm filled with sand and dust, and holding many captives.



freeing the captives.

The Golden Globe was bound by Sith magic that could only be destroyed by Force-sensitive children. If an adult were to try, the Golden Globe would shatter into dust along with the captives. Once inside, the only way to break the Golden Globe was to use the Force to weaken the Force from within, allowing the captives to escape and shattering the Golden Globe into sand.

During his reign on Yavin 4 3,997 years before the Battle of Yavin, Exar Kun created the Golden Globe to trap the souls of the Massassi children and to drain their energies to fuel his malevolent power. The trapped souls were bound to the Golden Glove by Sith magic that could only be defeated by Force-sensitive children. It was kept within a sealed chamber in the Palace of the Woolamander.

Millennia after his defeat, yet centuries before the fall of the Galactic Republic, the Kushiban Jedi Master Ikrit, a student of Jedi Master Yoda, discovered the Golden Globe during a trip to Yavin 4. Realizing he would not be able to free the imprisoned souls, Ikrit placed himself in a hibernation trance to await the arrival of the one who would break the curse, even if it took centuries.

Twenty-two years after the Battle of Yavin, Jedi trainees Anakin Solo and Tahiri Veila discovered the Golden Globe and Ikrit. Ikrit revealed his identity to the children and informed them of the origins of the Golden Globe. He believed the two could succeed where he had failed long ago.

Anakin Solo and Tahiri Veila traveled to the moon Yavin 8 to help their friend Lyric undergo the changing ceremony. While on the moon, they discovered carvings deep within the caves on the moon that informed them that Exar Kun imprisoned the Massassi children within the Golden Globe. From these carvings, they learned how to unlock the curse.

*”Peace to all. We are the Massassi. Our children have been imprisoned by the evil Jedi Knight Exar Kun. Locked deep within this palace, hidden in the glittering sands of a golden globe, they await. The crystal that holds them prisoner can only be unlocked by children, strong in the Force and dedicated to the battle of good over evil. If you are the ones, enter the globe and lead our children to freedom.”*

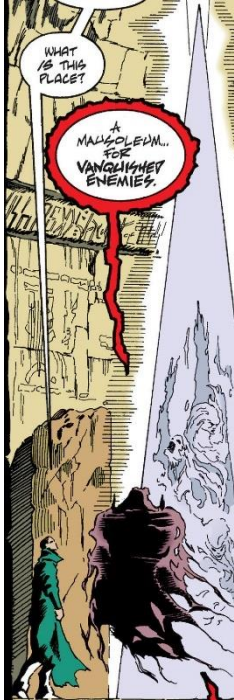
After an adventure on Tatooine, during which Tahiri learned her last name and about her parents, the two returned to the Palace of the Woolamander. Breaking past the energy field, the two fought past a whirlwind of sand and dust within



the realm before using their powers to break the energy field from the inside, freeing the trapped souls and destroying the Golden Globe. Jedi Master Luke Skywalker and Ikrit greeted them after they emerged from the Palace of the Woolamander.

### Great Crystal

Status: Legends



The Great Crystal was a massive, pulsing violet crystal located within the Great Temple on Korriban. Pyramidal in shape, it was approximately 2 meters wide and 7.6 meters high. It contained the spirits of Jedi Masters who had been defeated by the powers of the ancient Sith. Lost to memory after the Sith abandoned Korriban, the souls within the crystal suffered an eternity of endless torment while the crystal remained intact.

While he was seducing the Jedi Padawan Exar Kun to the dark side of the Force, the spirit of the Sith Lord Freedon Nadd brought Exar Kun before the Great Crystal as a final test of his commitment to the way of the Sith. After Exar Kun commented on the horrible fate which had fallen on the Jedi Masters contained within the crystalline prison, Freedon Nadd decided to “liberate” the spirits, and

Exar Kun, from the light side. Freedon Nadd destroyed the Great Crystal, annihilating the spirits within and causing an avalanche that nearly killed Exar Kun.

### Great Crystal of Aantonaii

Status: Canon/Legends



In both timelines, the Great Crystal of Aantonaii was a sacred Sith artifact that Darth Sidious had in his possession during the Clone Wars. A red crystal approximately three meters wide and five meters high, it was among the many artifacts he kept hidden in a Sith retreat within the Grand Republic Medical Facility on Coruscant, also known as the Chancellor Palpatine Surgical

Reconstruction Center, later renamed the Emperor Palpatine Surgical Reconstruction Center. The Sith retreat was in the central chamber of the facility, kept hidden from the entire staff of the medcenter.

### Heart of Graush

Status: Legends



Using Sith magic and alchemy, the Sith King Dathka Graush replaced his own heart with a Force-sensitive crystal later called the Heart of Graush. The Heart of Graush was made of the same material as the crystals within the Sith crypts that imprisoned the spirits of vanquished Jedi Masters. Within the heart were the dark side spirits of thousands of long-dead Sith. Dathka

Graush crafted the Heart of Graush around fifty years before the Dark Jedi Exiles arrived and used the Heart to make himself almost invincible.

Following the arrival of the Dark Jedi Exiles on Korriban 6,900 years before the Battle of Yavin, the Jen’jidai Sorzus Syn took an interest in studying numerous Sith artifacts, recording her notes on the subject in her chronicle – The Chronicle of Sorzus Syn. This chronicle was later integrated into the *Book of Sith*. She described the Heart of Graush as one of the most powerful amulets she had ever encountered, leading her to include a sketch of the crystal and an accompanying discussion of its design and purpose in her chronicle. Specifically, she wrote:

*“The dead king Dathka Graush replaced his own heart with this fist-sized ruby, which contained the souls of his foes.”*

There were inscriptions on the Heart of Graush, but time had weathered them, making them illegible. She also stated that when paired with the Helm of Graush, the wielder could control the forces of nature.

Millennia after Graush’s death, Naz Felyood, the captain of the pirate vessel *Jynni’s Virtue*, discovered the Heart of Graush buried in a tomb in the Valley of Golg. The discovery led to Dathka Graush possessing Felyood. In the end, Felyood’s comrades destroyed the *Jynni’s Virtue*, and in the process Felyood lost the Heart. For a long time afterwards, Felyood wandered Korriban constantly searching for the Heart, yet never aging.

Dathka Graush most likely used *transfer another’s life* to imprison the dark side spirits of thousands of long-dead Sith. He then used *drain life essence* on the imprisoned spirit to increase his Force powers and prolong his life. For another to do this, the individual must first make a Very Difficult *scholar: Sith lore* roll to identify the artifact and learn of its capabilities. The individual must know *drain life essence* and *transfer another’s life* to use the Heart of Graush to its maximum capacity.

### Oracle Stone

Status: Legends

A palm-sized orb, this ancient Sith artifact could be used to aid a user’s clairvoyance; however, the powers granted by the



Oracle Stone could be detected and countered by a Jedi using battle meditation.

During his pilgrimage to Korriban, the reborn Emperor Palpatine used it to locate Anakin Solo so that he might be able to use the young child's body to prolong his existence. Lumiya also possessed the Oracle Stone and used it to monitor events occurring across the

galaxy.

Anyone using the Oracle Stone gains a +5 bonus to their Force skill rolls when using *farseeing*.

### Pulas

Status: Legends

The Pulas was a black, fist-sized crystal with forty facets that radiated dark side energy. Over the years, the Pulas was wielded by various members of the Sith Order until it disappeared around the time of the Ruusan campaign. It eventually made its way to a Sith fortress on Almas, where it laid abandoned for centuries until a year after the Trade Federation blockade of Naboo, when a group of Jedi researchers led by the Wookiee Jedi Master Kirlocca exploring the citadel discovered it. The group was bringing the crystal back to the Almas Academy when they were attacked by a group of Believers – members of a Sith cult active on Almas who learned of the discovery and were determined to claim the Pulas for themselves.

Though the group defeated the Believers and brought the Pulas to the Almas Academy, the attack by the Believers, convinced the Academy headmaster Lanius Qel-Bertuk feared that the Jedi could not keep the Pulas safe from the clutches of the Believers. Lanius Qel-Bertuk contacted the Jedi High Council, and they agreed that the Pulas would be transported to the Jedi Temple for safekeeping. During the first night the artifact was housed within the Almas Academy, a band of Believers broke in and attempted to seize it. The cultists failed and committed suicide to avoid capture by the Jedi.

Realizing the Believers would try to interfere with any attempt to move the Pulas off-world, Lanius Qel-Bertuk devised a plan to hinder their efforts. He summoned spacers from across the Cularin system, assembling a fleet of over 250 vessels. The Jedi on Almas had obtained many Mandalorian iron boxes and placed a box on each ship. One of the boxes had the Pulas, and all the others had decoys. Only Lanius Qel-Bertuk knew which ship had the Pulas and hoped that the Force-deflecting properties of the Mandalorian iron which made up the boxes would confound any efforts by the Believers to sense which box had the relic.

When all the ships were loaded, the fleet set a course for Coruscant. A Believer flew a Z-95 Headhunter and pursued a ship the Believers thought had the Pulas. It tried to cause the ship to collide with a comet fragment, but failed.

The fleet made the jump to hyperspace and arrived at Coruscant. Once there, the Pulas was transported safely to the Jedi Temple.

## Sith helms

### Helm of Dathka Graush

Status: Legends



**Name:** Helm of Dathka Graush

**Type:** Helmet

**Source:** RPGGamer.org website  
 Game Notes: Adds +1D to all Force skills while worn, but these are considered wild dice, so they can explode. If a 1 is rolled on this wild die by a user without any Dark Side Points, they receive a Dark Side Point no matter how they are using the Force, as the artifact corrupts them with power. If the Helm of Dathka

Graush is used alongside the Sword of Ieldis, the Sword of Ieldis does +2D damage in combat.

Finally, the Helm causes atmospheric disturbances in the form of rain and storms for a radius of six kilometers. On dry worlds, this will not create water but instead cause sand storms or storm winds.

This was a Sith artifact that was presumably created by the Sith Lord Dathka Graush. It amplified the wearer's abilities to wield the Force, and possibly strengthened the Sword of Ieldis. It also caused atmospheric disturbances within a radius of six kilometers.

3,963 years before the Battle of Yavin, it had been found by the Jedi Covenant and placed within a secret storehouse on the planet Odryn. While contained within the storehouse, it underwent inspection and extensive research at the orders of Haazen and Krynda Draay.

Like all the artifacts stored within the Odryn warehouse, it was encased in nullification resin to contain the ill effects of its dark side contamination. To protect the surrounding environment from the relic's power, grade three resin was required. When the Helm of Dathka Graush was removed from its resin case for analysis, the resulting weather disruptions caused the superstitious Feeorin warriors guarding the compound to feel apprehensive.

### Helm of Ieldis

Status: Legends

Prior to the Great Hyperspace War, Sith Lord Ieldis created the Helm of Ieldis after years of study into the nature of conflict between people and drove them into throwing their lives away. A helmet imbued with the powers of the dark side, when worn by a Force-sensitive Darksider, it could convert negative emotions like grief, anger, and misery into Dark Side energies capable of driving sentient beings into a homicidal frenzy.



After the destruction of the Sith Empire, the Helm of Ieldis was hidden by the Grumani Heirophants in an underground temple beneath Mount Diligence on the world of Sarrassia. Later, it was move to the bleak desert world of Skarpos where the Grumani had another temple in the Morbollon Mesa.

During the Republic Dark Age, a University of Sanbra research team, with the cooperation of the Jedi Order, began preparations for a scientific expedition to locate the Helm of Ieldis. But the Sith Lord Odion raided Sanbra and learned about the existence of the Helm of Ieldis. He captured researchers on Aqualaris Minor and conscripted them into his top-secret Project Pandemonium which aimed to seize the relic before his Sith compatriots could. The research team included the archaeologist Mercia Holt and her husband Aron Holt, both of whom were the parents of Jedi Knight Kerra Holt. 1,038 years before the Battle of Yavin, their last recorded trail stopped at Sarrassia. It was later revealed that the Holts sacrificed themselves to destroy the Helm of Ieldis by triggering an explosion. The surrounding Grumani temple chamber was badly damaged, but being a Sith artifact the Helm of Ieldis survived.

1,032 years before the Battle of Yavin, Kerra Holt, under the alias “Mercy”, infiltrated the Novitiates, Sith Lord Odion’s elite corps of Force-sensitive acolytes. During the Invasion of Sarrassia, she learned from Aunt Zoojoo that the Helm of Ieldis had been relocated earlier to Skarpos, a war-torn planet in Sith Lord Malakite’s realm known as the Menagerie.

During the Second Battle of Skarpos, Sith Lord Odion, who had taken a shuttle to the planet, found the Helm of Ieldis within a cave excavated by the Grumani Heirophants. Meanwhile, Kerra Holt located the cave and found the satchel belonging to her mother, but she found no other signs of her parents.

Sith Lord Odion encountered Kerra Holt and attacked her with Force lightning. Praising Kerra Holt for leading him to the Helm of Ieldis before acknowledging her true identity, he announced that she would be the first to witness the Helm of Ieldis in action. Sith Lord Odion then used a captive Kerra Holt to activate the Helm of Ieldis, succumbing to grief after learning the deaths of her parents. Sith Lord Odion then used the Helm of Ieldis to annihilate three entire armies on Skarpos, forcing his rivals Sith Lord Daiman and Sith Lord Malakite to flee into hyperspace. Sith Lord Odion then took the Helm of Ieldis to Vanahame, home to a planet-sized orphanage known as a cloister. There, he used the misery and anxieties of the captive children unleash the power of the Helm of Ieldis on a galactic scale to destroy all sentient life in the galaxy – hoping to fulfill his desire to be the only sentient being.

During the Battle of Vanahame, Sith Lord Odion shut down the lights in the cloister, bringing about panic and dismay in the children. He drew upon these emotions to

empower the Helm of Ieldis and started to use it to bring about a wave of mass murder throughout the Grumani Sector. However; he was thwarted when his general Beld Yulan, whom Kerra Holt convinced to turn against him, freed the captive children. The rush of positive emotions such as joy and happiness caused the Helm of Ieldis to malfunction and explode, destroying it and killing Sith Lord Odion.

### Shadow Crown

Status: Legends



Nicknamed the Moon Hat, this was the realization of many years of research into dark side and Sith lore conducted by Cronal, a Sorcerer of Rhand who was part of Palpatine’s Imperial Court. The crystalline “hat” would be worn by a mortal being whom Cronal would choose to inhabit to extend his existence, rather than Darth Sidious’ method of using *transfer life* and clone bodies to cheat death. Using his Shadow Crown,

Cronal submitted his devotion to the Way of the Dark, and would connect directed to the Shadow Crown with his own version – the Sunset Crown.

When worn, the Shadow Crown would project a holographic representation of Cronal over the face of the wearer, which was activated by several hundred pointed crystals that projected into the skull of the wearer. Once activated, the Shadow Crown would concentrate the dark side of the Force on the individual, allowing Cronal to control them. Luke Skywalker noted that the Shadow Crown was a heavy object weighing over two kilograms.

However, the Shadow Crown proved to be very dangerous to its controller, especially regarding its meltmassif-controlling properties should the connection be interrupted. This was ultimately how Cronal was killed; when Luke Skywalker managed to stop Cronal’s control over the Shadow Crown, it caused Cronal to be covered in meltmassif via his own orifices, petrifying him and his ship in hyperspace, resulting in their disintegration.

Cronal traveled to the far reaches of the Unknown Regions via his *darksight* vision and visited such sites as the Gunninga Gap, Valtaullu Rift, and the Temple of Korman Lao. There he discovered information and knowledge that led him to the tomb of Dathka Graush in the Valley of Golg on Korriban. The knowledge he acquired at the Temple allowed Cronal to access the spirit of Dathka Graush and learn of Sith alchemy that could create a device which would control a living crystal – Mindorese meltmassif. Cronal would form a larger structure of the substance, and five years after the Battle of Yavin, chose Nick Rostu to wear the Shadow Crown and be his chief Pawn “Shadowspawn.”



However, he soon decided that in order to restore the Empire under a new leader, he would need a far greater being to wear his crown. Namely, Luke Skywalker.

Cronal was not the only Rhandite to hold such knowledge. Blessed Toxmalb also possessed a Shadow Crown buried under his skin.

## Sith lightsabers

### Darth Atrius' Lightsabers

Status: Canon



These were a pair of crossguard lightsabers once owned by the Sith Lord Darth Atrius during a time when the Sith were plentiful and powerful. Each crossguard lightsaber had a distinct appearance. Darth Atrius used them to strike down many opponents and claim many victories. Over time,

Darth Atrius' rage infected the lightsabers, causing anyone who wielded it to fall into a frenzy. The lightsabers were lost upon Darth Atrius' death.

After the Battle of Yavin, the Galactic Empire hired the smuggler Sana Starros to retrieve the lightsabers, which she did. But she had been hired by a crime boss on Hradreek to do the same thing. She decided to deceive both groups by giving one lightsaber to each employer, hoping neither would notice the missing second lightsaber. She gave one to the Empire first, and they were deceived. But when she gave the other to the crime boss, he noticed the deception. He also knew about the history of Darth Atrius' lightsabers. In the words of the crime lord.

*"The lightsaber of Darth Atrius. A powerful weapon. So much rage was channeled through this blade, they say it still resonates with the anger Atrius wielded when he cut down his enemies."*

He ignited the lightsaber and began questioning Sana Starros about the location of the other lightsaber. But he fell into a frenzy and killed his men. At the same time, an Imperial officer presented the other lightsaber to Darth Vader, who had planned to hand both lightsabers to his master Darth Sidious. When Darth Vader learned about the missing lightsaber, he executed the officer and went to recover the other lightsaber. Meanwhile, Luke Skywalker entered the room in which the crime boss had slaughtered his crew and found the lightsaber on the floor. He used the weapon to slaughter a squad of stormtroopers who had discovered him with the corpses.



After using it, Luke Skywalker was horrified by the amount of rage he had shown and deactivated the lightsaber.

He escaped from Imperial forces by stealing a nearby pod racer and threatened a pod racer with the lightsaber. Though

successful in his escape, the pod racer crashed shortly afterwards. Deciding that the lightsaber was too dangerous to be kept in one place, he used his own lightsaber to destroy the one lightsaber of Darth Atrius that he had with him.

Meanwhile, Darth Vader ran into a group of thugs Sana Starros had hired to keep the Imperials off her back. He defeated them using both his lightsaber and the lightsaber of Darth Atrius that he had brought along. He tracked Sana Starros to a warehouse, where he confronted her. In his words:

*"You do not understand the power of the weapons you have brought to this place. The echo of the dark side is heavy around them. The din is so great that even my senses are clouded."*

However, she had set an ambush for him. She detonated the roof of the warehouse, crushing Darth Vader underneath the rubble long enough for her to escape. When Darth Vader emerged from the rubble, he saw Luke Skywalker leaving. Deciding that the lightsaber of Atrius that he had was too unpredictable, Darth Vader crushed the weapon.

Since there is not much known about the history of Darth Atrius' lightsabers, it is possible that others might have found them before Sana Starros did. Should the GM decide to take this idea and turn it into an adventure, then anyone who finds the lightsabers must make a Very Difficult *willpower* roll to resist their influence and avoid falling into a frenzy. If one is caught within the frenzy, they must make a Heroic *willpower* roll to free themselves. Any act of violence one takes while caught up in the frenzy gains them a Dark Side Point.

### Exar Kun's Lightsaber

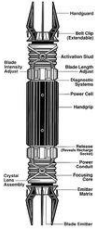
Status: Canon/Legends



In the Canon timeline, this double-bladed lightsaber was the weapon of choice of the Dark Lord of the Sith Exar Kun millennia before Clone Wars. Darth Maul would construct his own double-bladed lightsaber, having

been inspired by this weapon. According to the Qel-Droma Epics, double-bladed lightsabers dated back to Exar Kun's own use of the weapon. In the Legends timeline, during his time as a student of Jedi Master Vodo-Siosk Baas, Jedi Knight Exar Kun had earned a reputation as one of the galaxy's greatest lightsaber duelists. His lightsaber consisted of a metallic hilt that finished in a single blade emitter shroud. It fastened neatly to clips on his right thigh. The blue blade of energy when activated was adjustable; at its highest setting, the lightsaber was able to rend Mandalorian iron, which was highly prized for its lightsaber-resistant qualities. Minor modifications were made to include three additional emitter shrouds and a ring at the base to facilitate a belt clip.





Upon his ascension to Dark Lord of the Sith, Exar Kun made extensive alterations to his lightsaber based on instructions hidden within an antiquated Sith holocron. The most significant alteration was the incorporation of a second emitter assembly that was identical to the one already installed. A single power cell activated both ends of the newly-created saberstaff –

together or independent of one another – which was recharged by a hidden socket situated just below the ubiquitous black handgrip.

Dual focusing cored complete with lens crystal assemblies were crossed by a pair of power conduits that wired into a single red activation stud at either end of the hilt. Three, smaller, colored, and vertically-aligned buttons were on the black surface of the protruding emitter assemblies, which were protected by four symmetrically-placed pronged emitter shrouds. Included were diagnostic systems and paneled controls that adjusted the blade length between 0.5 and 1.5 meters. Opposite the octagonal dual-phase control was an identically-shaped mechanism that adjusted the intensity of the lightsaber's twin blades. At their lowest setting, the blades served little more than glowrods, neither able to inflict damage nor resist opposing weapons in combat. At full power, the lightsaber resisted the blades of others and cleaved through virtually anything else with which it came into contact, including weapons empowered by the Force.

Utting from the base of each emitter shroud were belt clips that allowed the lightsaber's handler to conveniently affix the device to their person from either end. After completing the modifications, Exar Kun infused his lightsaber with the dark side of the Force. Those who faced him were unsettled by its insidious nature. Inheritors of this weapon who were Force-sensitive found themselves with the lightsaber's residual malevolent power. Those who were not Force-sensitive were unaffected.

Exar Kun's preferred combat style was Form VI: Niman., and the efficiency of that style was further complimented by his saberstaff's improvements. By Exar Kun's time, saberstaffs were all but forgotten, so the double-bladed nature of his lightsaber bewildered enemy combatants. A single ignited end often preceded the opposite and served to offset the opposition when it was finally activated in the heat of battle. Offensive attacks were blocked by one blade and the hand grip was quickly spun to deliver a killing blow with the other. Making swift adjustments to either blade's lengths or intensity caused enemies to overexert themselves and allowed Exar Kun to counterattack with lethality. When combined with his incredible mastery of the Force, Exar Kun was a nearly unbeatable warrior when armed with his double-bladed lightsaber.

As a Jedi trainee, Exar Kun had a single, blue-bladed lightsaber while training under Jedi Master Vodo-Siosk Baas. He quickly surpassed his fellow apprentices Crado and Sylvar. During a practice bout with Jedi Master Vodo-Siosk Baas,

Exar Kun wielded both his lightsaber and Crado's. The bout resulted in Vodo-Siosk Baas' defeat and the splintering of his Force-imbued quarterstaff.

Later, while pursuing knowledge deemed forbidden by his Master, Exar Kun ventured to Freedon Nadd's tomb on Dxun. He tested his weapon against the strength of its walls, which were specially wrought of lightsaber-resistant Mandalorian iron. His initial strikes were unsuccessful, and only after setting the blade to its highest intensity that he was able to penetrate the structure. Exar Kun killed two Sith cultists who tried to waylay the errant Jedi after his return from the tomb.

As Exar Kun grew in power from studying Sith lore and became a Dark Jedi, he was relieved of his lightsaber on several occasions by the spirit of Freedon Nadd, only to have it returned when he completely surrendered himself to the dark side. The lightsaber became infused with dark side energy as Exar Kun came to rely more on Sith power. In time, he had forsaken the light side of the Force. As he sought to consolidate his power in a bid for galactic Sith supremacy, Exar Kun began to consider himself the greatest living swordsman in the galaxy. He soon wielded his weapon against another Jedi who possessed similarly recognized skill – Ulic Qel-Droma. Their duel ultimately ended without decision, as both chose to join forces as Sith Lords and wage the Great Sith War against the Galactic Republic.



As the newly-christened Dark Lord of the Sith, Exar Kun continued to use his single, blue-bladed lightsaber despite the traditional Sith preference for bloodshine blades. He increased

his own dark side knowledge through studying various resources, one of which was an ancient Sith holocron with instructions for creating an especially exotic lightsaber: one that produced a blade from either end of the hilt. He soon wielded this improved lightsaber in combat against his former Jedi Master, Vodo-Siosk Baas, and killed him on the floor of the Grand Chamber of the Galactic Republic Senate Hall on Coruscant. When the Brotherhood of the Sith attacked the Jedi world Ossus, Exar Kun wielded his altered lightsaber against Ood Bnar, the aged Keeper of Antiquities of the Great Jedi Library. Upon Exar Kun's defeat at the end of the Great Sith War, his lightsaber was lost on Yavin 4.

Unfortunately, several decades later, the recovery of his lightsaber became an issue of great importance for the Jedi Covenant, a secret subset of the Jedi order dedicated to preventing the spread of Sith influence of any kind. After the Covenant Shadow Celeste Morne discovered Exar Kun's lightsaber, it was quarantined on the planet Odryn in the Sanctum of the Exalted, a storehouse of Sith artifacts considered extremely dangerous by the Jedi Order. The weapon was encased in protective nullification resin to stifle the residual dark side influence. A microtag that warned of the danger posed by removing the artifact from said protection was also affixed. 3,963 years before the Battle of Yavin, the Ithorian bounty hunting siblings known as the Moomo

Brothers infiltrated the Sanctum of the Exalted and stole Exar Kun's lightsaber and several other Sith artifacts.



The Mandalorian scientist Demagol took Exar Kun's lightsaber from the Moomo Brothers shortly afterwards and freed it from the resin for examination. He immediately noticed an amplification of his own persuasive Force abilities. In turn, he gave it to a former student of his – the Arkanian Offshoot Jarael – to complement her particular fighting style. Though she was not Force-sensitive, she handled Exar Kun's lightsaber with deadly accuracy. She attacked Demagol's daughter, her longtime enemy Chantique, who ultimately acquired it and experienced an immediate surge in her own ability to manipulate the Force.

Chantique was also armed with the confiscated lightsaber of the former Jedi Zayne Carrick and attempted to avenge herself against Demagol with two weapons. Demagol stabbed her in the back and took away the lightsabers. When he later dropped them in anger, he tried to pick up Zayne Carrick's lightsaber to defend himself from Chantique. However, due to his untrained Force powers and Zayne Carrick's unique Force balancing ability, he inadvertently picked up Exar Kun's weapon. When he activated it, both blades ignited, fatally impaling both himself and his daughter. After their deaths, Zayne Carrick returned Exar Kun's double-bladed lightsaber and Sith amulet to the Jedi Council for safekeeping.

The legacy of Exar Kun's lightsaber lasted millennia after his death. The weapon became a design option for duelists in the galaxy at large. Though it was a weapon of the ancient Sith, double-bladed lightsabers became prevalent among the Jedi in subsequent years. It saw wide-spread using during the Jedi Civil War despite its deliberately offensive design. The double-bladed lightsaber also remained popular among the factions of Sith that succeeded Exar Kun's Brotherhood. The following is an exchange between Darth Plagueis and Darth Sidious discussing Darth Maul's lightsaber design

*“A saber-staff! The weapon of Exar Kun! Did he construct that?”*

*“The prototype was two lightsabers he had welded pommel-to-pommel in imitation of the Iridonian zhaboka. I furnished the knowledge that allowed him to improve on the original design and construct the one he is using.”*

*“It strikes me as unnecessary, but I will not deny his mastery of the Jar’kai technique. Niman and teräs käsi will never substitute for dun möch, but I appreciate that you have trained him to be a fighting machine rather than a true apprentice.”*

:

Members of the Reborn who served under Tavion Axmis utilized this design. Ironically enough, a few members of Luke Skywalker's order also wielded this design, but it soon fell out of favor because of its dark legacy.

As the first in a considerable period of time to use one in combat, Exar Kun was erroneously credited with the

saberstaff's design conception. From information found in the Tedryn Holocron, this impression was corrected in a historical compilation prepared by the Jedi historian Tionne Solusar.

### Freedon Nadd's Short Lightsaber

Status: Legends



**Model:** Freedon Nadd's Short Lightsaber

**Type:** Lightsaber

**Scale:** Character

**Skill:** Lightsaber

**Availability:** 4

**Damage:** 3-24<sup>f</sup>

**Game Notes:** Damage doubles when landing a critical hit. Adds +2 to *lightsaber* roll. When it hits target, target must make Moderate *Dexterity* roll or be knocked down. Only someone who has embraced the dark side can wield this lightsaber. <sup>f</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D. If result is 4 or more, roll 2D. If result is higher than 8, reroll. Repeat two more times and add the results

This was a short lightsaber once wielded by the Sith Lord Freedon Nadd. The lightsaber was a standard cylindrical and straight hilt style with a rubat crystal as a focusing crystal. When activated, the short lightsaber emitted a bronze energy blade.

This lightsaber was part of Freedon Nadd's personal arsenal when he brought his dark rule to Onderon after training with and killing Naga Sadow. 3,951 years before the Battle of Yavin, Meetra Surik and her companions broke into the tomb of Freedon Nadd on Onderon's moon Dxun to prevent the Sith from aiding a coup d'etat on the planet. They might have taken this from Freedon Nadd's sarcophagus which was within the tomb.

This lightsaber is available only during the time of the Dark Wars.

### Lightsaber of Darth Krall

Status: Canon

This was a lightsaber owned by the Sith Lord Darth Krall that was kept within the Archive of Forbidden Artifacts, a forbidden vault of the Jedi Archives of the Jedi Temple on Coruscant. Around 241 years before the Battle of Yavin, Jedi Padawan Klias Teradine snuck into the vault and saw it. Ten years later, Jedi Knight Keeve Trennis had a vision and saw Darth Krall wield this lightsaber, which had a red blade. Eighty-eight years before the Battle of Yavin, Jedi Initiates Dooku and Sifo-Dyas entered forbidden vault and saw the Sith's lightsaber. Sifo-Dyas was not impressed by it, believing it would have been spikier.

### Sith literature

#### Absolute Power

Status: Legends

“The writings I have collected in this volume appear in their original forms. Many are fragments of what once were longer works, but the preservation of what remains is less important than the recognition of how they led me to my new vision of the Sith order.”

—Darth Sidious



Palpatine, author of *Absolute Power*

*Absolute Power* was a collection of documents written by Darth Sidious. The documents detailed his rise to power from Senator to Emperor, expressed his theories on various subjects, described how he had engineered the Clone Wars, and elaborated on his Rule of One. It also detailed the steps he had taken to assure his own immortality. This compendium of Sith writing was included in the *Book of Sith*, while

ideals and elements originally formulated in the first three sections of *Absolute Power* were later included in the first three books of Palpatine’s *Dark Side Compendium*.

Twenty-four years after the Battle of Yavin, the Book of Sith was recovered by Jedi Master Luke Skywalker, who scrawled his own notes throughout the pages of Darth Sidious’ manifesto.

*Absolute Power* contained the following volumes:

*The Book of Anger* – Of the harnessing of the Force through emotion and anger.

*The Weakness of Inferiors* – Of the way to compel the weak-minded to do one’s bidding through the use of the Force rather than through violence.

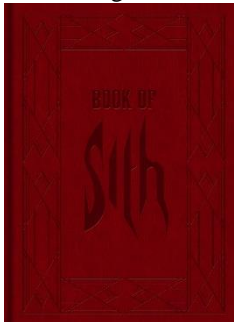
*The Manipulation of Life* – Of the proper mastering of Sith alchemy to produce fearsome creatures altered by the dark side.

*The False War* – Of the role of the Clone Wars in the implementation of Darth Bane’s Grand Plan.

*The Useful Bureaucrats* – Of the way Palpatine manipulated many important figures and events that contributed to his rise to power. It also makes a minor statement of the role of his own master, Darth Plagueis.

### Book of Sith: Secrets from the Dark Side

Status: Legends



This was a collection of Sith historical writing assembled into a single book by Darth Sidious shortly after the formation of the Galactic Empire. The book assembled a group of philosophical and journalistic writings by various darksiders spanning from writings by Palpatine himself all the way back to the Second Great Schism nearly seven millennia

before the Battle of Yavin. Many of these documents were stored within the Archives of the Jedi Temple, and Darth Sidious obtained them after Order 66. The other contributors to this work were Sorzus Syn of the old Sith Empire, Darth Malgus of the reconstituted Sith Empire, founder of the Order of the Sith Lords Darth Bane, Mother Talzin of the Nightsisters, and Darth Sidious’s master Darth Plagueis.

Each of the documents had marginal notes handwritten by the various people who held them over time, which included Yoda, Mace Windu, Quinlan Vos, Dooku, and Asajj Ventress. Darth Sidious added his own marginalia after assembling the documents into the book, and Darth Vader added his own notes after being made to study the texts by Darth Sidious.

Twenty-four years after the Battle of Yavin, Luke Skywalker discovered this book amidst the ruins of the Emperor’s storehouses of Mount Tantiss on Wayland after stumbling into a chamber that had remained hidden until that year. After discovering it, Luke Skywalker took the book into his own possession rather than turn it over to the New Republic Historical Council, fearing it might have contained dangerous secrets which could not be made public. He kept it for study before deciding on its fate. Only his wife Mara Jade Skywalker and his sister Leia Organa Solo knew of its existence. As part of a favor for Wedge Antilles and his wife Iella Wessiri Antilles, he implemented page numbers into the text and put them into chronological order for the New Republic Intelligence Service’s reference.

The book contained the following sections:

*Sorzus Syn’s Chronicle*: These pages were from the Chronicle of Sorzys Syn, a Dark Jedi survivor of the Second Great Schism who was among the exiles who first arrived on Korriban after being exiled from Republic space. She detailed her encounters with and opinions of the Sith Pureblood species, her experiments in alchemy, and the origins of the old Sith Empire.

*Darth Malgus’s War Journal*: During the Outer Rim campaigns in the opening years of the Great Galactic War, Darth Malgus kept a journal to record his thoughts and experiences. These pages recall some of his struggles in the first years of the war.

*The Rule of Two*: There is only two; one to embody the power, and the other to crave it. After Darth Bane established the Rule of Two, he collected philosophies and would guide the Sith Order for the next millennia, entitling his work The Rule of Two.

*Wild Power*: This was an instructional manual by Mother Talzin exploring the Nightsisters’ use of the dark side and their role as dark side mercenaries in the galaxy.

*The Science of Creating Life*: A scientific journal by Darth Plagueis with notes about his experimentations with and manipulation of the Force.

*Absolute Power*: This was Darth Sidious’s manifesto about the philosophy and political manipulation that marked his rise to power and established his Empire.

### Books of Massassi

Status: Legends

These were a group of sixteen engraved tablets written by the Massassi to cover their history. Shortly after the establishment of the Jedi Academy on Yavin IV fourteen years after the Battle of Yavin, the tablets were recovered from an underground passage that had been sealed by a collapsed ceiling. One of his students, Streen, began the arduous task of translating them from the ancient Massassi language, and completed his work two years later before the Black Fleet Crisis. Within the texts, now Jedi Master Streen found that the Massassi strove for perfection, unsated by their domination of Yavin IV. It was through this pursuit of perfection – or rather, power – that the Massassi were led down the path of the dark side. Jedi Master Luke Skywalker believed the texts were written by a single author – a life work of essays describing the history and religion of the Massassi. There were some who believed the books to be the original sacred texts of the Massassi, recorded orally by educated slaves.

### Broodica's Grimoire

Status: Legends

This was a large book owned and written by Broodica, a Dark Lord of the Sith who co-founded the Sith Empire after the Hundred-Year Darkness. While obsessively collecting the ancient scrolls and tablets of the Sith civilization, Broodica transferred these findings into a grimoire. The book was sealed by a unique lock of Broodica's own design, resembling a holocron gatekeeper.

### Chronicle of Sorzus Syn

Status: Legends

*“Sorzus Syn's chronicle of the rise of the Sith Empire is the oldest text by many thousands of years. She was a Dark Jedi banished into exile following their failed war against the Jedi.”*

—Darth Sidious



The Chronicle of Sorzus Syn was a chronicle written by Sorzus Syn of the Jen'jidai that focused on the formation of what would eventually become the Order of the Sith Lords and the history of Sith Purebloods since the First Great Schism. It eventually found its way into the Archives of the Jedi Temple on Coruscant. Both Jedi Masters Mace Windu and Yoda read this chronicle and added their own notes in the margins. When he read about Ziost from this work, he speculated that the Sith Obi-Wan had defeated on Naboo might have originated from that Sith world and sent a Jedi, possibly Quinlan Vos, to investigate. Mace Windu was also intrigued

by Sorzus Syn's account about the Sith Purebloods possibly diluting their own line to extinction due to crossbreeding.

After the creation of the Galactic Empire, Palpatine acquired this chronicle from the Jedi Archives and incorporated it into the Book of Sith. He then added his own notes in the margins, including the revelation that the Sith holocrons Mace Windu had alluded to were in fact forgeries as a means of misinformation planted by the Sith.

Upon discovering the Book of Sith on Wayland twenty-four years after the Battle of Yavin, Jedi Master Luke Skywalker read through it and added some of his own notes, specifically confirming Sorzus Syn's claim about a rush of wind and a discharge of electric energy at Sith power locations from a similar experience at the Temple of the Blueleaf Cluster on Yavin IV.

The Chronicle of Sorzus Syn was divided into the following sections:

Exile Year One, Months 3-4 (6,900 years before the Battle of Yavin)

*Exile and Arrival*  
*The First Great Schism*  
*The Hundred-Year Darkness*  
*Proud People of the Sith*  
*Sith Weapons*  
*Sith Amulets*

Exile Year Two, Months 7-9 (6,899 years before the Battle of Yavin)

*Houses of Power*  
*Sith Holocrons*  
*Reign of the Ax*  
*Conquests of the Sith*  
*Warbeasts*  
*Sith Alchemy*  
*Sith Incantations*  
*The Sith Code*  
*The Prophecy of the Sith'ari*

### Dark Side Compendium

Status: Legends

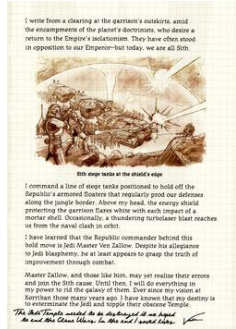
This was intended to be the seminal work on all matters concerning the dark side of the Force. Palpatine started this work shortly after becoming Emperor. He intended to have this work span hundreds of volumes as he intended never to die; however, he finished two with a third nearly-finished manuscript by the time of his first death at the Battle of Endor. After his resurrection, though, he never finished the third volume nor did he start on any other volumes. Some ideas that became part of these three volumes were included in his Dark Side manifesto *Absolute Power*, which also included two other works: *The False War* and *The Useful Bureaucrats* on political manipulation, which he had finished within a year after Order 66.



While Palpatine permitted some of his more powerful underlings access to this work for study, the access was tightly controlled. Jerec, a fallen Jedi Master and Imperial High Inquisitor, initially had access to the *Dark Side Compendium*. While reading the work, Jerec developed the idea of establishing a coterie of seven Dark Jedi bound to his will. When Palpatine began to distrust his henchman's ambitions, he withdrew Jerec's access to the *Dark Side Compendium*.

### Darth Malgus's War Journal

Status: Legends



A page from the journal.

The *Journal of Darth Malgus* was a war journal kept by Darth Malgus during the Great Galactic War and was acquired by Darth Sidious through an antiquities dealer decades before the rise of the Galactic Empire. Darth Sidious passed it to his apprentice Darth Vader in the hopes it would inspire him. Darth Vader found many similarities between himself and Darth Malgus. He annotated the remains of the journal heavily, expressing regret that no more of it survived.

### Darth Rivan's Personal Journals

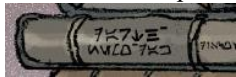
Status: Legends

These were a pair of books containing the writings of the Sith Lord Darth Rivan. The journals were located within the bowels of Darth Rivan's fortress on Almas. During the Clone Wars, a team of Jedi researchers recovered the tomes and turned them over to the Jedi Council. A section of the journals detailing Darth Rivan's thoughts on the Darkstaff, a powerful Sith artifact, was published on the Holonet.

### Darth Wyyrlok's Library

Status: Legends

As Master of Sith Lord of the One Sith Order, Darth Wyyrlok had a collection of books of ancient Sith lore kept in the order's Temple of the Sith on Coruscant.



One book was **Darth-Nemo-Dak**.

The book's outer cover was a gray-brown color and featured the title written in Aurebesh characters on the spine. Additional text was also present towards the bottom of the spine.

137 years after the Battle of Yavin, Darth Wyyrlok searched through his collection to find a cure for a terminal affliction suffered by his master Darth Krayt. This was one of the books he referenced to during his search.

Another book was **From the Darkest Heart**. All the words within this manuscript appeared in Aurebesh characters and were in Basic.



**From the Darkest Way of the Force** was another book from Darth Wyyrlok's collection. According to the cover, it was written by Coqui Tanar. Like **From the Darkest Heart**, all the words within this manuscript appeared in Aurebesh characters and were in Basic.



**Jure Tche** was a book of ancient Sith lore that was a part of Darth Wyyrlok's collection. Like the previous two books, all the words within this manuscript appeared in Aurebesh characters.



Similarly, **Komo'rompo'** was a book of ancient Sith lore, the title of which was written in Aurebesh characters.



**Life** was another book from Darth Wyyrlok's collection. Like **From the Darkest Heart**, all the words within this manuscript appeared in Aurebesh characters and were in Basic.



There was another book that was a part of Darth Wyyrlok's collection. The title appeared on the spine and was written in Aurebesh characters; however, the title was partially obscured. All that could be made out of it were: Mimi-ika – Ruki[obscured]rri.

### Dor Gal-ram and Horak-mul's Tablets

Status: Legends

Before their deaths in the Battle of Khar Delba, the Sith Lords Dor Gal-ram and Horak-mul created a number of tablets that were considered lost during the time of the Galactic War.

### Epistle of Marka Ragnos

Status: Legends

The Epistle of Marka Ragnos was an ancient Sith document, presumably authored by Marka Ragnos sometime before his death five millennia before the Battle of Yavin. The last known copy of the epistle was destroyed by the Jedi Covenant Celeste Morne at some point before 3,963 years before the Battle of Yavin. What was contained within the document was never revealed and is now lost forever.

### Jorak Uln's Sith Tablet

Status: Legends

This belonged to the Sith Master Jorak Uln, the former headmaster of the Sith Academy on Korriban. During his infiltration of the Sith Academy, Revan killed Jorak Uln in the tomb of the Sith Lord Tulak Hord, and may have presented Jorak Uln's tablet to Jorak Uln's former Sith apprentice Uthar Wynn, who had assumed the mantle of Headmaster of the Sith Academy.

### Morrigan Scrolls

Status: Legends

These were a collection of scrolls written by Darth Malak prior to his death 3,956 years before the Battle of Yavin. The scrolls contained Sith knowledge and tactics from the Jedi Civil War.

684 years before the Battle of Yavin, these scrolls had fallen into the hands of Vortga the Hutt and were stored in his treasure hoard on Pybus. Vortga died centuries later on Nar Shaddaa, but the scrolls remained among his hidden treasures.

To some antiquities collectors, the scrolls were worth 5,000 credits; however, those who recognized their true significance could pay at least 30,000 credits.

### Sith Manuscript

Status: Legends

During the New Sith Wars, a Zelosian male across this damaged manuscript which mentioned the name "Darth Rivan," a corruption of the name Revan. The Zelosian took the name Darth Rivan for himself, believing he shared the named of the ancient Sith Lord.

### Sith Scroll

Status: Canon/Legends



In both Canon and Legend continuities, Sith scrolls, or tomes as they were sometimes called, were ancient Sith texts written by the very hand of a Dark Lord of the Sith.

As Sorzus Syn once said:

*"Words have power. Proof is in the Sith scrolls I have acquired. When read, they release malevolence as a safeguard against those who would unlock their secrets. Better to leave*

*hundreds blinded with a binding curse that the surrender power to a single fool."*

The ancient Dark Lord of the Sith Darth Andeddu authored many Sith scrolls which he hoarded in his fortress on his homeworld of Prakith.

After the Great Hyperspace War five millennia before the Battle of Yavin, most of the Sith scrolls, among other artifacts, were destroyed by the Jedi Order. Just as weapons like amulets and talismans, the Jedi Order deemed Sith scrolls

dangerous since they propagated Sith teachings and often possessed the ability to drive their reader insane.

3,997 years before the Battle of Yavin, the wayward Exar Kun found ancient Sith scrolls when he raided the Tomb of Freedon Nadd. The spirit of Freedon Nadd gave the scrolls to Exar Kun after he opened the sarcophagus.

Towards the end of the Clone Wars, Darth Sidious possessed several such artifacts which he kept in an environmentally controlled display case in the Grand Republic Medical Facility. According to the mythological Qel-Droma Epics, a wearer of the translation talisman could instantly understand the Force-imbued writings of the Sith scrolls.

During Emperor Palpatine's reign, Roganda Ismaren, one of the Emperor's Hands, obtained and studied ancient Sith scrolls that contained knowledge of the forgotten art of *mechuderu*. Lumiya, another of Palpatine's Hands, discovered a Sith tome on Zioist that provided detailed instructions for the construction of a Sith lightwhip. Blackhole, yet another Emperor's Hand, acquired Sith scrolls that he used to further his own knowledge of the dark side of the Force.

### Sith Spellbook

Status: Canon/Legends



In both Canon and Legends continuities, this was a type of book written in Force-imbued writing affiliated with the Sith by and individual well versed in Sith lore.

Contained within such spellbooks or grimoires as they were sometimes called, were the spells, rituals, and incantations necessary for conjuring Sith magic. The wearer of a translation talisman could instantly understand the Force-imbued writings of spellbooks.

The use of Sith spellbooks dates back as early as the ancient Sith Empire of Dark Lord of the Sith Marka Ragnos and Sith sorcerer Naga Sadow. Naga Sadow had many precious Sith artifacts in his possession, one of which was a Sith spellbook, which he gave to his apprentice Gav Daragon. Gav Daragon studied the book's contents while "training" under Naga Sadow on the Sith Lord's private fortress moon of Khar Shian.

The Dark Lord of the Sith Freedon Nadd was known to have transcribed a Sith spellbook. Freedon Nadd also recorded his spells within his own holocron. Freedon Nadd's holocron, along with his collection of precious Sith artifacts, was eventually inherited by his descendant, the sorcerer-king Ommin. As ruler of Onderon, Ommin mastered the dark side knowledge of Freedon Nadd's treasures and employed his newly harnessed power during his reign over the citizens of the planet.

3,998 years before the Battle of Yavin, two young aristocrats from the Empress Teta system named Satal and Aleema Keto came to possess a Sith spellbook that they stole from the Museum of Dark Side Antiquities on Coruscant. Written in the Sith language, the Keto siblings were unable to

decipher it. They traveled to Onderon after learning of potential darksiders who could translate the text within the book. They met with King Ommin, who gave Satal Keto an amulet that allowed him to understand the ancient Sith writings. In return, the Ketos allowed King Ommin to make a copy of the spellbook – a task he charged to his scribe Novar.

After King Ommin died during the Second Battle of Onderon, all his treasures, including his spellbooks, were bequeathed to the Keto siblings by Freedon Nadd. Freedon Nadd proceeded to instruct them further in Sith teachings in general and Sith magic in particular.

After the New Sith Wars three millennia later, the lone survivor of the Brotherhood of the Sith Darth Bane was guided to the Tomb of Freedon Nadd during his search for new knowledge of the dark side. He found Freedon Nadd's own holocron within the Tomb. He studied the holocron for several days before taking it with him for further study later. While training his apprentice Darth Zannah on Ambria, he studied Freedon Nadd's holocron and discovered within it were spells for harnessing the intricacies of Sith sorcery. Darth Bane himself was not attuned to Sith sorcery, but after putting his apprentice through a series of tests, which were provided by Freedon Nadd's holocron, he discovered that Darth Zannah did have an affinity for Sith sorcery. He had transcribed the holocron's data into a spellbook and presented it to her for study.

### **Sith Tome (Dromund Kaas Academy)**

Status: Legends

This was an ancient tome kept at the Sith academy on the ancestral Sith homeworld of Dromund Kaas. The manuscript was written more than ten millennia before the Dark Wars. It was dated to the time of the arrival of the first Dark Jedi on Dromund Kaas and this interaction with the native Sith species. Considered one of the academy's greatest treasures, the tome was the only physical artifact the Sith Lord Scourge had seen during his time there as an apprentice.

### **The Book of Anger**

Status: Legends

*"I have learned that Anger and Will, joined together, are the greatest Power. I have learned to meditate Anger and Will with clarity and precision, and I have learned to open the hidden reservoirs of Dark Side Power."*

—Palpatine, from *The Book of Anger*

*The Book of Anger* was the first volume of Palpatine's *Dark Side Compendium*. It covered Palpatine's view that the Force could be harnessed through emotions, and that anger was the most potent emotion to control the Force. It also included Palpatine's techniques for harnessing and controlling one's anger in the most efficient ways. Finally, it included Sith teachings merged with political theories Palpatine developed while he was Senator for Naboo.

The book evolved from several sources. Many secrets were revealed by fallen Jedi, while other ancient secrets were obtained from stolen holocrons. Archaic magical concepts that were known and used by the most primitive peoples in the galaxy were the final source of the book.

The book revealed the Palpatine considered the Force to be sensed and moved by emotions from the very center of the body, and mediated from the lower vital centers of the being. The Emperor believed it could act with the destructive power of the storm and the savagery of a beast. Palpatine considered *Anger* as the most potent catalyst to this kind of destructive power; when channeled through the "vital gate" in the center of the body, Anger becomes Rage, and can unleash absolutely unstoppable potency throughout the body.

However, Palpatine knew anger was a two-edged sword. He therefore mentioned the importance of a fine intelligence standing watch over anger. A proper balance among intelligence and anger would grant one the aggression that can kill with precision, crush cartilage from afar, or as Palpatine claimed, murder opponents from a great distance.

Palpatine also recorded the origin of his most power ability, Force storms, in a section titled *On The Origin Of Force Storms*. However, he confessed in *The Book of Anger* that even he was not able to completely control such a destructive phenomenon once he had triggered its onset.

The original copy of *The Book of Anger*, emanated a strong Dark Side energy and gave a power Force control for the owner.

By the time of the Fel Empire, information from *The Book of Anger* was employed in the creation of synthetic crystals for the lightsabers employed by the Imperial Knights.

### **The Creation of Monsters/The Manipulation of Life**

Status: Legends

*"Conquer the temptation to create specimens that are superior in every way. The danger of such monstrosities being turned against you is too great."*

—Palpatine, from *The Creation of Monsters*

*The Creation of Monsters* was the third volume of Palpatine's *Dark Side Compendium*. It covered the subject of properly mastering and harnessing the technique of Sith alchemy. Many of its ideas were included originally in a pamphlet entitled *The Manipulation of Life*, which was part of Palpatine's early manifesto *Absolute Power*.

Unlike the first two volumes, *The Book of Anger* and *The Weakness of Inferiors*, *The Creation of Monsters* was unfinished at the time of the Battle of Endor, being left in a nearly-complete manuscript form. Even though it was unfinished, it was estimated that reading the *Creation of Monsters* as it stood would require nearly 96 standard hours.

It was suspected that the book covered the methods of creating Shadow Droids, Imperial Sentinels, and chrysalides.



“Of all the monsters I have created, I still regard Darth Vader as something of a minor masterpiece. No, he was not an entirely alchemical creation, but he was my monster nevertheless. Even though he failed to live up to his full potential, there was much pleasure in transforming Anakin Skywalker from a bright-eyed, tousle-headed youth into the greatest Jedi killer of all time. Yes, he ultimately turned against his Master, as monsters sometimes do, but that was my fault, not his. Given the opportunity to create Vader again, I would, and with zeal.”

—Text from *The Creation of Monsters*

Some of the knowledge contained in this volume was derived from Palpatine’s study of Naga Sadow’s holocron.

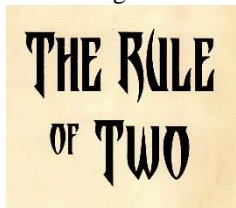
### The False War

Status: Legends

This was a manifesto written by Darth Sidious as part of his work *Absolute Power*. *The False War* detailed how the Clone Wars were an essential part of Darth Bane’s Grand Plan for the Sith re-emergence and dominance in the galaxy.

### The Rule of Two

Status: Legends



“The Force is not fire, it is venom.”  
—Darth Bane

A millennia before the Battle of Yavin, Lord Skere Kaan and the Brotherhood of Darkness were defeated by the Jedi Order during the Seventh Battle of Ruusan. One survivor, Darth Bane, decided to restructure the Sith into a new order, in which the practices of the Brotherhood were replaced by his own system – the Rule of Two. To assert his views, he wrote *The Rule of Two* – an essay pertaining to his eponymous Sith philosophy.



This document was conserved in the hidden Sith Archives and was passed down from master to apprentice for centuries. It eventually came into Darth Sidious’s possession. After the Clone Wars began, it was handed to Count Dooku, a fallen Jedi Master who had become Darth Sidious’ apprentice under the name of Darth Tyranus. Dooku shared this text with the Kiffar Jedi Knight Quinlan Vos, attempting to lure and corrupt him. Quinlan Vos left many annotations in the margins.

After the Clone Wars, Darth Sidious compiled various seminal Sith texts into his *Book of Sith*, and he included Bane’s text amongst its

Darth Bane, author of *The Rule of Two*

sections. Darth Sidious also scrawled his own notes across the pages.

*The Rule of Two* contained the following chapters:

*Power of the Sith*  
*The Mistakes of Ruusan*  
*The Title of Darth*  
*Striking from the Shadows*  
*Selecting an Apprentice*  
*The Revenge of the Sith*  
*Personal Combat*  
*Lightsaber Construction*  
*Sith Lightsaber Variants*  
*Lightsaber Combat*  
*Using the Saberstaff*  
*Sith Armor*  
*Dark Side Combat*

### The Science of Creating Life

Status: Legends

“What is the Force?”

—The opening line and summary question of the journal

The *Science of Creating Life* was a scientific journal written by the Muun Sith Lord Darth Plagueis, documenting his experimentation and research concerning the Force as well as his musings on its true nature. The information contained in the journal revolutionized Sith understanding of the relationship between the Force and biological science.

After killing his master, Darth Sidious claimed his possessions, which included this work, and incorporated it into the *Book of Sith*. After Darth Sidious’ final death on Onderon eleven years after the Battle of Yavin, Jedi Master Luke Skywalker eventually found this book and recorded his own notes in the margins.

*Science of Creating Life* contained the following sections:

*Influencing the Midi-chlorians*  
*Perpetual Life*  
*Concentrating the Force*  
*The Philosophy of Life*  
*New Explorations in the Force*  
*Transcending Death*  
*The Netherworld and Chaos*  
*Sith Spirits*  
*The Prophecy of the Chosen One*  
*The Culmination of the Sith’ari*

### The Useful Bureaucrats

Status: Legends

This was a manifesto written by Darth Sidious as part of his work *Absolute Power*. *The Useful Bureaucrats* detailed how Darth Sidious, under his public persona of Naboo Senator Sheev Palpatine, managed to manipulate several important figures and events to ensure his rise to power. He also



mentioned that his Sith Master Darth Plagueis had a minor role in these events.

### The Weakness of Inferiors

Status: Legends

*“How can one who does not believe in his own powers stand against the power of another? It is impossible.”*  
—Palpatine, in *The Weakness of Inferiors*

*The Weakness of Inferiors* was the second volume of Palpatine’s *Dark Side Compendium*. The Weakness of Inferiors talked about the secrets of control – without violence – over the innocent, the ignorant, and “all inferiors.” It discussed ways to properly control and persuade the weak using the Force. Palpatine advocated a mix of fear and awe.

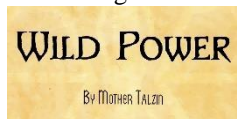
Palpatine was most proud of his teaching. All the content in *The Weakness of Inferiors* was developed by Palpatine himself, out of his own experience. Palpatine revealed this volume to Luke Skywalker without hesitation, convinced that young Luke Skywalker was forever lost to the dark side of the Force.

The volume covered mainly four aspects:  
All power comes from outside the weak.  
The face of authority.  
The law of fear.  
The weak do not understand the Force.

It was estimated that reading the entire volume would require 96 hours. Luke Skywalker heard the content from Palpatine’s own lips after his fall to the dark side.

### Wild Power

Status: Legends



*“But during your time away, you must not forget what Dathomir has given to you. Although space is cold and empty, Dathomir’s wilderness is lush and rich. It may be years before you return, so never forget the place that birthed and nurtured you – you will always be a Nightsister.”*

—Mother Talzin<sup>[1]</sup>

Mother Talzin of the Nightsisters wrote this manifesto during the Clone Wars. At some point, it fell into the hands of Asajj Ventress, who wrote many comments throughout the pages, comparing Talzin’s teachings with those of her new master, Darth Tyrannus.

Darth Sidious recovered this text somehow and included it in his *Book of Sith: Secrets from the Dark Side*.

*Wild Power* contained the following chapters:  
*The Writings of the Nightsisters*



*The Living Force and the Dark Side*  
*The History of Dathomir*  
*The History of the Nightsisters*  
*The Winged Goddess*  
*The Fanged God*  
*Talismans and Totems*  
*Beasts of Dathomir*  
*Nature’s Vigor*  
*Training a Warrior*  
*Instruction and Transformation*  
*Competing Dark Side Traditions*

### Sith masks

#### Force Mask

Status: Legends

The use of the Force sends ripples through the galaxy, alerting anyone able to perceive such subtle vibrations to the locations and identity of the Force-wielder at the source (the amount of information regarding the emanation point of the ripples is based on the ability of the individual sensing the disturbance in the Force). The Sith learned quickly that this natural occurrence allowed their movements to be tracked and their ambitions to be foiled by opposing forces, and they created devices called Force masks to hide such emanations. The mask essentially sends out anti-Force-ripples that cancel the natural “waves” produced by using the Force. The area around the Force-wielder therefore appears dormant, devoid of any type of Force activity.

In game terms: Force-wielding characters using the *sense* skill to detect disturbances in the Force cannot perceive any Force use by the holder of a Force mask.

#### Kallig’s Countenance

Status: Legends



This was the mask of the ancient Sith Lord Aloysius Kallig. It was found and claimed by the Sith Lord Khreusis. Darth Nox, Aloysius Kallig’s descendant, later recovered it after killing Khreusis.

**Mask of Darth Nihilus**

Status: Legends



This was a piece of armor that the Sith Lord Darth Nihilus had bound to himself using the Force to retain a semblance of a physical form. Darth Nihilus, known as the Lord of Hunger, had been one of the few who had survived the activation of the Mass Shadow Generator while on the surface of Malachor V during the Battle of Malachor V, the last battle of the Mandalorian Wars. This

experience left him with an insatiable need to feed on the Force, and this hunger eventually began to erode his physical body. To keep himself alive, sometime between 3,960 and 3,952 years before the Battle of Yavin, he used the dark side of the Force to bound his spirit to his armor, robes, and mask, allowing him to wield a lightsaber and continue his mastery of the Force.

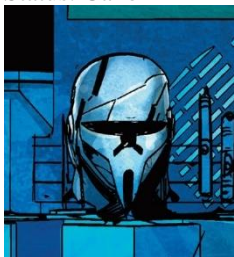
At the end of the First Jedi Purge 3,951 years before the Battle of Yavin, Darth Nihilus was killed aboard his flagship, the Ravager, by Meetra Surik, his former apprentice Visas Marr, and Canderous Ordo, the current Mandalore.

Rumors spread across the galaxy concerning the mask's power for the next four millennia. The lost Mask of Darth Nihilus was imbued with the dark energy of the Sith Lord, allowing any wearer of the ghost-white mask the power to wield the Force as if they were a Sith apprentice. If a Jedi or Sith were to wear the mask, the wearer would acquire proficiency in additional Force powers – including, but not limited to, dark side powers. However, the mask was considered a Sith artifact that encouraged the wearer to slowly destroy themselves for greater power.

Later, the mask was recovered from the crashed smuggling ship, *Nashuuga*, on the planet Volik.

**Mask of Lord Momin**

Status: Canon



The Sith Lord and sculptor Darth Momin created this blue helmet using his newly acquired lightsabers. It had a central horizontal opening with an enclave in the center connected to the opening, and a second vertical opening

positions on the elevated faceplate of the mask. The Mask of Lord Momin extended to the neck with a small gorget.

When an individual was left alone with the mask in an enclosed area, the individual was susceptible to being corrupted by the dark side of the



Force. One way the mask could corrupt the individual was when two red, glowing eyes appeared and emitted a flash of red light when an individual gazed upon them. The corruption was strong enough to control and influence bodies even after they had been decomposed, despite that the mask did not need to be worn but could be in close proximity to an individual in order to do so. The Mask of Lord Momin not only had the ability to corrupt and control individuals, but it could communicate with them as well. Once an individual had been possessed by the mask and wore it, the mask could control the individual's actions.



From a young age, Momin made creations that many considered abominations. He began to use the Force during his “creative endeavors,” but the inhabitants of his home village locked him away until he was rescued by Sith Lady Darth Shaa. Under her tutelage, Momin learned many aspects of the dark side of the Force, eventually created his mask after disfiguring his face on purpose and eventually killed Darth Shaa in a lightsaber duel, believing being called an apprentice was offensive. He wore the mask while traveling to many Sith sites in his quest for more knowledge.

He soon embarked on a new project. With the resources he inherited from Darth Shaa and assistance from acolytes desperate to help him, he designed his own superweapon – an engine powerful enough to obliterate an entire city. Momin planned to pour the Force into his engine upon ignition and use it to slow time, trapping the expressions of horror and pain on the city's inhabitants forever. When the Jedi found Momin, though, the presence of the light side of the Force disrupted his concentration, and he lost control over the engine, leading to his own destruction. Only his mask remained with his consciousness engraved in it. Considering it a powerful Sith artifact, the Jedi took the mask and stored it in the Archive of Forbidden Artifacts in the Jedi Temple on Coruscant. Both the Jedi Order and the Sith suppressed records of Darth Momin and his activities.

Shortly after the creation of the Galactic Empire, Darth Sidious tasked Darth Vader with hunting and capturing Chief Librarian Jedi Master Jocasta Nu, who had coincidentally returned to Coruscant to obtain a memory crystal containing a list of Force-sensitive younglings. She intended to use it to establish her own school and rebuild the Jedi Order.

Jocasta Nu had arrived at the Jedi Temple and secured the memory crystal from the vault when she was confronted in the Jedi Archives by the Grand Inquisitor. When Darth Vader arrived, Jocasta Nu had fled the Archive vault and used a lightsaber rifle against him. She eventually used it to blow a hole through the Jedi Temple wall and escape. She was soon captured and later killed when she told Darth Vader that Darth Sidious was seeking to replace him, and that the list of younglings she had was what he was after.



Some time after the confrontation, Darth Sidious, accompanied by an entourage of droids and Imperial Royal Guards, was in the vault examining the trove of artifacts when Darth Vader arrived following several assassination attempts on himself. Darth Sidious was holding and examining the Mask of Lord Momin when Darth Vader began asking about these attempts.

A year after the formation of the Empire, the Jedi Temple was transformed into the Imperial Palace, and the Mask of Lord Momin continued to be there alongside other artifacts. At some point, the mask told Darth Sidious about Darth Momin and his history. After Darth Vader killed the rogue Inquisitors Tualon Yaluna and the Thirteenth Sister Iskat Akaris, Darth Sidious gave Darth Vader three gifts: the planet Mustafar to be used as Darth Vader's personal stronghold, the Naboo Royal Starship as Darth Vader's own vessel, and the Mask of Lord Momin. Darth Sidious believed that by having the mask on his mission to Mustafar, Darth Vader would be able to unlock the secrets contained in the Sith Cave and grow stronger in the dark side of the Force.

After arriving on Mustafar, Darth Vader meditated in the Sith Cave while the architect Colonel Alva Brenne and Lieutenant Roggo drew up plans for Fortress Vader. After Darth Vader rejected the initial design, Colonel Alva Brenne returned to the Royal Starship but was killed by Roggo, who was wearing the Mask of Lord Momin which had activated. After Darth Vader had down Roggo with his lightsaber, a hologram activated, showing a new design for Vader's fortress. During its corruption of Roggo, the Mask of Lord Momin created the new design in minutes. Picking up the mask telekinetically, Darth Vader brought the mask into the Sith Cave and asked what it was. The mask activated again, and pair of red eyes formed. The mask emitted a beam of red light at Darth Vader, giving him a Force vision of Darth Momin's past. Momin attempted to possess Darth Vader, but the Sith Lord resisted. When he left the cave, Darth Vader ran into a Mustafarian scout party. Darth Vader killed two of them and placed the mask on another, giving Darth Momin a body again. Darth Momin and Darth Vader reentered the Sith Cave, where Darth Momin explained his intention of constructing Fortress Vader to be a tuning fork for the Force to open the door to the dark side. Darth Vader allowed Darth Momin to proceed, but warned him of the consequences of betrayal.

Eight times Darth Momin came up with designs for Fortress Vader. Eight times the fortress was built. Eight times Darth Vader tried using the fortress to tune the Force energies of the Sith Cave and open the door to the dark side. Eight times he failed, and the fortress was wrecked. As punishment, Darth Vader killed the host as punishment and placed the Mask of Lord Momin on another.

It was the ninth design that proved successful, but the trial-and-error process of the doors had affected Mustafar's climate, and the Mustafarians attacked in response. While Darth Vader dealt with the Mustafarian uprising, Darth Momin opened the door to the dark side himself, and he resurrected his original body. The host handed the mask to its owner, and Darth Momin killed the host.

The Mustafarians were eliminated the Imperial garrison stationed at Fortress Vader and almost killed Darth Vader. Barely surviving, Darth Vader returned to the fortress and tuned the Force from the Sith Cave to obliterate the Mustafarians. Once that was done, Darth Momin confronted Darth Vader, challenging Darth Vader's beliefs in controlling the dark side. Darth Momin believed they must serve it while badly injuring Darth Vader with his lightsabers. Darth Momin attempted to kill Darth Vader, but Darth Vader rammed a large stone into Darth Momin, crushing him into the wall. Darth Momin died in disbelief, and his mask fell to the ground.

After the construction of Fortress Vader, Darth Vader returned the mask to Darth Sidious, who stored it and other rare artifacts aboard his personal yacht, the *Imperialis*. But Darth Momin's influence remained within the helmet. When Lando Calrissian led a team to steal the ship, they discovered the artifacts. The Mask of Lord Momin corrupted Aleksin to attack his brother Pavol. Lando Calrissian managed to trap the brothers inside the room, and Pavol was corrupted as well. Realizing he could not save them, Lando Calrissian was forced to abandon them and destroy the *Imperialis*.

### Mask of Viceroy Exim Panshard

Status: Canon



An ancient Sith artifact, the mask of Viceroy Exim Panshard was made from a smooth, burnished meteoric metal. It was peppered with tiny hammered divots and featured eyes of black glass. But there was no nose, and where the mouth should have been was a line of black rivets. Emperor Palpatine acquired the artifact, and according to Yupe Tashu, Exim Panshard's mask contained the screams of a hundred innocents who were once slaughtered for the viceroy's pleasure. Yupe Tashu entrusted the mask to Kiza, one of the Acolytes of the Beyond, who wore it during an attack on a Devaron outpost shortly before the Battle of Jakku.

*"Masks have power. Some are worn in the grave. Others worn in life. This, like the others in my collection, has gathered the darkness of the living Force! Wear it. You are anointed, Kiza of Corellia."*

She allowed the dark side influence of Viceroy Exim Panshard within the mask to consume her mind and body.



## Star Wars

The voice of Viceroy Exim Panshard promised her power if they could find the Sith world of Exegol. She established her base of operations on a large asteroid next to the Red Honeycomb Zone. On Panshard's orders, Kiza collected an army of battle droids and kept them in an old core ship that she called home.

Twenty-one years after the Battle of Yavin, Kiza participated in the raid on Nightside where she attempted to confront Jedi Master Luke Skywalker and recover a portion of a "bled" kyber crystal from him as part of Viceroy Exim Panshard's plan to navigate the Red Honeycomb Zone. But she was forced to flee without her prize after the station she was on collapsed. Luke Skywalker learned more about Kiza's past from Komat, her former friend and fellow Acolyte of the Beyond member. During a subsequent duel with Luke Skywalker in her core ship, Kiza met her end. However, her body continued to serve the Sith as a lifeless puppet for the mask with Viceroy Exim Panshard battling Luke Skywalker for a final time. The battle ended with the mask being destroyed.

### Ravager

Status: Legends



This was a Sith artifact created by Emperor Tenebrae of the resurgent Sith Empire. It ripped information from its victims' minds, driving them insane and slowly killing them in the process. The Emperor locked it away in the Dark Temple on Dromund Kaas not long after its creation.

During the Cold War, Darth Baras sent his apprentice, who eventually became the Empire's Wrath, into the Dark Temple to retrieve the Ravager. Darth Baras intended to use the device to break a captive Republic Strategic Information Service agent Grik Sonosan, who had proven resistant to brutal interrogation. The apprentice assembled all the pieces of the Ravager and brought it back to Darth Baras, who then placed it atop Grik Sonosan's forehead. The device activated and finally broke the agent. It forced him to reveal the threat to Darth Baras' network of spies, but before Darth Baras could obtain all the information he desired, the Ravager liquefied Grik Sonosan's mind, killing him.

### Sith Mask

Status: Canon/Legends



**Model:** Sith mask  
**Type:** Mask  
**Availability:** 4  
**Game Notes:** Wearer of mask gains +1D to *lightsaber* anrolls and is immune to all mind-affecting powers. Only someone who has embraced the dark side can wear this mask.

In Canon continuity, Sith masks were masks often worn by the Sith. Sometimes after the death of the Sith, their spirits lived on through their mask. Should an individual wear that mask, the Sith spirit could possess said individual with the power of the dark side of the Force.

In Legends continuity, these masks were used by some Sith during the days of the Jedi Civil War to block outside influences. They also allowed the user to focus without distraction. Many Sith masks appeared to lack eye openings or otherwise restricted visions, presumably requiring the wearer to perceive their surroundings through the Force. Sith assassins often wore Sith masks.

Some Sith during the Jedi Civil War wore masks that shielded them from external influences.

This mask is available only during the time of the Jedi Civil War and the Dark Wars.

### Sith Torture Mask

Status: Legends



This was a hood used by the Sith when interrogating prisoners, especially Jedi Knights. The prisoner would be forced to wear the mask, which was both unremarkable to behold and covered the entire head except the eyes. This allowed the captured being to see what was happening to them. While resembling ordinary masks, the torture mask was imbued with dark side energy which

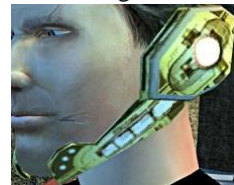
prevented the Jedi from calling upon the Force by stopping them from concentrating.

Asajj Ventress kept a Sith torture mask in Castle Ventress on Rattatak, where she used it on Obi-Wan Kenobi following the Battle of Jabiim

In GM terms, the Sith torture mask grants the interrogator a +1D to all *intimidation: interrogation* rolls while the victim is wearing it. If the victim is a Jedi, then the difficulty level for using any Force power while wearing the mask increases one level.

### Tulak Hord's Mask

Status: Legends



**Model:** Tulak Hord's Mask

**Type:** Sith mask

**Availability:** 4

**Game Notes:** Grants 10% resistance to fire-based damage. +2 bonus to *sneak*. Only someone who has embraced the dark side can wear this mask.

This mask once belonged to the Sith Lord Tulak Hord. The mask consisted of two gold-colored pieces worn on either side of the wearer's face that ran from the ear to the chin. It allowed those who were steeped in the dark side of the Force to move in secrecy.



While infiltrating the Sith Academy on Korriban during the Jedi Civil War, Revan found this in the Tomb of Tulak Hord.

This mask is available only during the time of the Jedi Civil War and the Dark Wars.

## Sith robes

### Aleema Keto's Robes

Status: Legends



**Model:** Aleema Keto's Robes

**Type:** Jedi robes

**Availability:** 4

**Game Notes:** +3 versus physical, +3 versus energy, +2 *Knowledge*, +1 *Perception*, +1 *Strength*. Only

someone who has embraced the dark side can wear this robe.

These robes were once worn by Aleema Keto, cousin of Satal Keto and co-leader of the Krath. A master of Sith sorcery, she seduced Ulic Qel-Droma, who later killed Satal Keto and took command of the Krath along with Aleema Keto.

These robes bestowed increased strength and wisdom upon the wearer, as well as allowing them some small aid in reconnecting with the Force.

During her travels 3,951 years before the Battle of Yavin, it is possible that the Jedi Exile Meetra Surik acquired these robes.

These robes were only available during the time of the Dark Wars.

### Crado's Robes

Status: Legends



**Model:** Crado's Robes

**Type:** Jedi robes

**Availability:** 4

**Game Notes:** +2 versus physical, +2 versus energy, +2 *Strength*. Only someone who has embraced the dark side can wear this robe.

It is believed that these robes belonged to the fallen Cathar Jedi Crado, who fell under the sway of the Dark Lord of the Sith

Exar Kun. Crado betrayed his beloved Sylvar and was ultimately obliterated when the Cron Cluster was destroyed. Given how completely Crado was killed, it is questionable whether this robe ever actually belonged to him. Regardless, this garment clearly emanates the power and corruption of the dark side, bestowing greatly increased strength to the wearer. Though Crado was a Cathar, only humans who serve the dark side can wear this robe.

During her travels 3,951 years before the Battle of Yavin, it is possible that the Jedi Exile Meetra Surik acquired these robes.

These robes were only available during the time of the Dark Wars.

### Darth Revan's Robes

Status: Legends



**Model:** Darth Revan's robes

**Type:** Jedi robes

**Availability:** 4

**Game Notes:** +5 versus physical, +5 versus energy, +8 *Dexterity*, +4 *Mechanical*, +2 *Strength*, +1 bonus to rolls made when healing naturally. Only someone who has embraced the dark side can wear these robes.

After turning to the dark side, Revan found the Star Forge and utilized its mystical technology to craft a special set of robes for himself. These robes

fueled Darth Revan's dark side energies through the garments to strengthen him.

When Darth Revan was captured, the Jedi order destroyed these robes, as the Jedi viewed his clothing as an abomination. They had no idea that the plans for creating this set of robes were still in the databanks of the Star Forge, which meant a second set of these robes could have been created.

These robes were only available during the time of the Jedi Civil War.

### Lady Shaa's Raiment

Status: Canon

This cape was once owned by the Sith Lady Shaa. At some point, the raiment came into the possession of Lady Qi'ra, leader of the Crimson Dawn criminal syndicate. She stored it with other artifacts she had acquired. Between three and four years after the Battle of Yavin, during Qi'ra's attempts to destroy the Sith, "The Archivist," an ally of Qi'ra, had then raiment with her as she and archaeologist Kho Phon Farrus attempted to open the Fermata Cage. After Kho Phon Farrus decided to leave the Archivist to hang out with Sana Starros, the Archivist offered the raiment to Kho Phon Farrus to get her stay. The Kho Phon Farrus initially rejected the raiment, believing it to be just a rag, but the Archivist explained the significance of the article of clothing. Kho Phon Farrus then accepted the offer and decided to remain with Archivist. Kho Phon Farrus used Lady Shaa's raiment as a cape and informed her friend Detta Yao of it.

### Natth Cowling

Status: Legends



**Model:** Natth Cowling

**Type:** Jedi robes

**Availability:** 4

**Game Notes:** +3 versus physical, +3 versus energy, +2 *Strength*. Only someone who has embraced the dark side can wear this robe.

Dyed with water from the tainted Lake Natth on Ambria, these robes infuse the

wearer a trace of the dark powers contained within the lake, granting them a slight increase to their strength.

These robes were only available during the time of the Dark Wars.

### **Tundan Robes**

Status: Legends



These were a style of robes commonly worn by the Sorcerers of Tund, an offshoot sect of Sith sorcerers descended from the heretical Kissai outcasts and Sith-Human hybrid refugees who fled to Tund during the post-Great Hyperspace War counterinvasion by the Galactic Republic. The heavy robes ranged in color from dark red to deep gray and were noted to conceal the wearer's entire body and face in a series of wraps and a headdress-like cowl.

Karnak Tetsu, the leader of the Sorcerers of Tund during the Dark Wars and a Force-user known as "the Maleficent" was one individual known to have worn Tundan robes in conjunction with his Sith amulet. The last Sorcerer of Tund, a Croke infiltrator named Rokur Gepta, similarly sported his own set of Tundan robes before destroying Tund five years before the Battle of Yavin.

### ***Sith sarcophagi***

#### **Darth Chratis' Meditation Sarcophagus**

Status: Legends

This was an oblong coffin that served Sith Lord Darth Chratis as a meditation chamber. Darth Chratis would meditate in it daily for an hour without breathing. Even from within his meditation sarcophagus, Darth Chratis could be heard and appear menacing to Eldon Ax.

#### **Dathka Graush's Sarcophagus**

Status: Legends

The tomb of the Sith King Dathka Graush was located in the Valley of Golg on Korriban. Within the tomb was the sovereign's sarcophagus, which contained a Sith sword, Dathka Graush's holocron, and the Force-sensitive crystal he once used in place of his heart. A year before the Battle of Yavin, Captain Naz Felyood found the tomb and sarcophagus and plundered its contents.

#### **Dramath the Second's Sarcophagus**

Status: Legend

The sarcophagus of the Sith Lord Dramath the Second was kept within his personal tomb on Rekkiad. It was made of granite that had carved into its side an intricate interweaving pattern of diagonal lines and circles that might have been a family crest or seal. In the past, a Sith emissary working for Dramath's enemy and half-brother Vitiante discovered this

tomb with the help of Mandalore the Ultimate. The Sith emissary opened the sarcophagus and took Dramath's remains for his master.

After defeating the Mandalorians in the Mandalorian Wars, then Jedi Knights Revan and Malak hid Mandalore's Mask within the sarcophagus, where they also discovered a datacron containing information about Sith Lord Dramath the Second and his history.

#### **Freedon Nadd's Sarcophagus**

Status: Legends



Within the tomb of Freedon Nadd was a sarcophagus containing the physical remains of Freedon Nadd, Dark Lord of the Sith. It once rested within the catacombs beneath the royal palace of Iziz. After the end of the Freedon Nadd Uprisings, Jedi Master Arca Jeth commissioned the construction of a new mausoleum on the Beast Moon of Onderon. Built from Mandalorian iron, Freedon Nadd's sarcophagus was relocated there and sealed within in hope that the residual dark side energies would be contained forever. But a year later, Exar Kun managed to cut his way into

the mausoleum. Guided by the spirit of Freedon Nadd, Exar Kun found the sarcophagus and took the Sith scrolls that were within it.

3,951 years before the Battle of Yavin, during the Second Battle of Onderon, which took place during the Onderon Civil War and the First Jedi Purge, the Jedi Knight Meetra Surik and her companions were on Dxun and came across the Freedon Nadd's tomb. They might have taken Freedon Nadd's short lightsaber from the sarcophagus.

#### **Horak-mul's Sarcophagus**

Status: Legends

After his death in the Battle of Khar Delba, the Sith Lord Horak-mul was buried in a sarcophagus that featured markings forming a near-complete record of his achievements. The sarcophagus was located on Yavin IV, where it was eventually found by members of the Sith Empire in the era of the Galactic War.

### ***Sith Staffs***

#### **Darkstaff**

Status: Legends



Measuring a meter long and four centimeters wide, this was a powerful, sentient Sith artifact that was one of the most dangerous objects in the galaxy. The rod was brown in color and crooked at one end with a blue shining light at the

other end. The relic itself was not imbued with the Force. The Darkstaff consumed all light that passed near the artifact, enabling it to produce black, smoky tendrils. The tendrils sucked the life essence out of living individuals and drained the Force energy from Force artifacts; however, the staff could not consume the life essence of individuals who freely sacrificed their lives out of compassion and love.

The Darkstaff could possess the minds of individuals, which allowed it to use people as vessels through which it could communicate, speaking with a dark, rough-sounding voice. It could control non-sentient creatures, although animals could be released from the Darkstaff's influence by using *Force light*. Furthermore, the Darkstaff could transform creatures into Sithspawn and could animate corpses, creating zombies capable of using the dark side. Cadavers that were exposed to the Darkstaff for extended periods of time were sometimes mutated by the Darkstaff's power in a manner that caused them to be strengthened, rather than weakened, when attacked with energy-based weapons.

The Darkstaff was designed to interfere with the concentration of those around it. As a result, beings in the presence of this artifact felt an uncomfortable sensation – as if the air around them was thick, oily, and unpleasant. However, individuals could prevent the staff from affecting them in this manner by entering a *hibernation trance*. The staff had the power to drive those around it insane and could prevent people whom it had wounded from using the Force to heal themselves. The Darkstaff could imbue those who wielded it with some of the powers of the Sith battlelords – warrior leaders who were connected to the troops that they commanded via the Force. These properties allowed those imbued by the staff in such a manner to bond themselves to other individuals via the Force. Any wounds inflicted on the staff bearer were transferred to the bonded individuals, rendering the staff bearer invulnerable to all attacks while the bonded individuals were alive.

In addition, the Darkstaff's powers prevented any wielder from being disarmed during combat. It could enshroud its bearer in a cloak of shadows that concealed their appearance. In some circumstances, a Force-sensitive individual using the Darkstaff rendered the staff bearer unable to connect to the Force.

Sometimes when the Darkstaff interacted with large amounts of dark side energy, a time vortex could be generated – one capable of causing an entire star system to disappear and travel into the future. A side effect of such vortices are the occurrences of shifts in the galaxy's time stream, causing some individuals affected by the vortex to develop timeshadows – versions of themselves that existed in an alternate timeline.

A Force-sensitive individual could use the Darkstaff to use the *create Force storm* power, creating a hyperspace wormhole and transporting an individual across time and space to a different location. The Darkstaff had the power to alter the area around itself, and should it have access to

enough energy, it could remake the part of the galaxy nearest itself into a larger version of the Darkstaff.

When on a planetary body, the Darkstaff could alter the surrounding environment by infusing the dark side into the surrounding area. The byproducts of this effect sometimes caused the light and dark sides of the Force to struggle against each other in the adjacent areas, generating disturbances in the Force and preventing large pieces of technology from working when within the affected area.

The Darkstaff used the energy it absorbed to strengthen itself, and should it absorb enough energy, it gained the power to destroy an entire planet. For protection, the staff could create an area around itself that was devoid of the Force. If necessary, it could teleport itself to a different location, but if the Darkstaff was within a kilometer of the Eye of the Sun, the Darkstaff would lose its teleportation ability. The Darkstaff was immune to all Force powers and to all forms of energy damage, including lightsaber strikes.

The Darkstaff thrived on the suffering of others, and its primary aim was to cause destruction wherever it went. It was ambitious, and it wished to gain power, to end lives, to consume energy and the Force in particular. The Darkstaff was deceitful, and it used others to achieve its own ends, preferring to be viewed by those around it as an object of desire that they wanted to use. To achieve that, the artifact played on people's emotions by appealing to their senses of greed and ambition. The Darkstaff always ensured that it was discovered only by those by whom it wished to be found. When someone wielded it, the Darkstaff aimed to warp the mind of its user and used its power to make it extremely difficult to be taken from its owner. The Dark staff tried to keep itself at a safe distance from those who wished to destroy it.

The Darkstaff viewed itself as powerful and believed it had the right to choose when to end the lives of sentient beings. It believed it was acceptable for the strong to make decisions for the weak because it judged that some beings were never destined to be anything other than slaves. When communicating with sentient beings, the Darkstaff did not like to be interrupted and became angered if someone spoke over it. The Darkstaff did not think of itself as insane because it thought that insanity was merely a word invented by weak individuals to explain why the strong held power over them. The staff was unable to comprehend the concepts of compassion and self-sacrifice.

The Darkstaff was created by a member of the Sith Order millennia before the Clone Wars. The creator of the Darkstaff regretted making the artifact, and the Sith Lord Darth Rivan later speculated that the Darkstaff was the result of an experiment that had gone wrong. In his words:

*“I now believe it was created by one of my forebears, though the generations that have passed since its creation I cannot count. I also have trouble fathoming why the thing would have ever been made, and I have come to conclude that*



*it was an accident, a byproduct of some strange experiment that could not be undone—and that ultimately was the undoing of its creator.”*



However, the Darkstaff killed its creator before he had a chance to unmake the staff, after which the Darkstaff laid dormant for many years. It went on to destroy entire worlds and kill millions before it was recovered by the reconstituted Sith Empire. They deemed the staff dangerous but too powerful to destroy, so it was placed in storage alongside similarly dangerous and powerful artifacts within the space station repository known as the Arcanum. It was contained within a reliquary in the Arcanum’s Specimen Storage Complex, and a warning message on a plaque next to the reliquary directed that the artifact was not to be interacted with, physically or mentally.



Around 3,638 before the Battle of Yavin, the Sith lord Tagriss, an agent of a group of renegade Sith known as the Dread Masters, stole it from the Arcanum facility while being pursued by operatives loyal to either the Empire or the Galactic Republic.

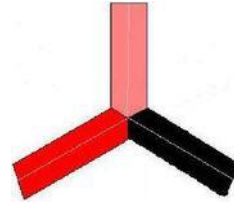
While he was still in the Arcanum, Tagriss used the Darkstaff to free the Dashade Shadow Killer Akriss Veng to stall the pursuers while fleeing the station. Tagriss took the Darkstaff to the Dread Guard Sanctum on Belsavis, and when the Imperial and Republic operatives arrived at the Sanctum on Belsavis, they encountered the Dread Guardsman Varrow, who used the Darkstaff to fight them. Though the Darkstaff granted Varrow immunity from many attacks, the power to animate stone statues, and the power to resurrect long-dead Sith from the sarcophagi in the chamber, Varrow was unable to control the power of the Darkstaff. Midway through the battle, it turned on him and drain him of life. After Varrow’s death, it vanished into thin air with a fiery explosion.



Sometime afterward, a wandering trader came into possession of the Darkstaff and transported the relic to the planet Oblis in the Cularin system. There, it passed into the hands of the native sentient species of the planet – the Obilee. The scientist-philosophers, the ruling Obilee caste, studied the

Darkstaff and recognized that the artifact possessed great power. The Darkstaff planned to destroy Oblis and started manipulating the Obilee. It used its energy-draining abilities to draw a shadow creature – a type of energy-based being that fed on emotions – to Oblis. After settling into orbit, the shadow creature began to meld itself into the world’s atmosphere and grew. Because of the Darkstaff’s influence, the Obilee began to view the shadow creature as a threat, and the scientist-philosophers planned to use the Darkstaff to

power a weapon that would send the shadow creature away from their world. The Priests of Nether, an Obilee religious sect, suspected that the Darkstaff was manipulating the Obilee. Despite their concerns, construction on the weapon went ahead.



To power their machine, the scientist-philosophers create three focusing crystals and placed them at strategic locations around Oblis. The Obilee channeled all their hopes and fears into the crystals. The Obilee situated their weapon inside a great

hall on top of a mountain, where a scientist-philosopher inserted the Darkstaff and one of the focusing crystals into a covered tray at the side of the machine. The device was activated, and the Darkstaff immediately absorbed energy from the three crystals. The Darkstaff created a blue-colored beam that burst through the ceiling of the hall and struck the shadow creature, hurling the being away from the system. However, the Darkstaff triggered a chain reaction that caused Oblis to explode seconds later. The Darkstaff and the focusing crystals were left unharmed by the cataclysm. The Obilee were transformed into incorporeal beings that became known as “shadow lurkers,” trapped in a shadowy realm that was created when the Darkstaff destroyed their world. The Darkstaff continued to draw power from the shadow lurkers via the three focusing crystals, forcing the lurkers to take in energy from anything that could reach to prevent themselves from being absorbed completely by the Darkstaff.

The remnants of Oblis formed the Cularin asteroid belt, and the Darkstaff eventually came to be located within a chamber inside asteroid I-9. The shadow lurkers made it their mission to hide the Darkstaff away to protect the galaxy from the artifact. They put in place six shadowy entrances to the chamber containing the Darkstaff, but only one led to the Darkstaff. The shadow lurkers also installed incorporeal guardians inside the Darkstaff’s chamber as an additional defense. These guardians were tasked with challenging anyone who attempted to take the staff. At some point, a creature entered the Darkstaff’s chamber and its life sucked out by the Darkstaff. Over time, the prolonged exposure of the creature’s remains to the Darkstaff mutated the remains, so that they became stronger when hit by energy weapons. Even the dark side of the Force sought to destroy the Darkstaff and began gathering on I-9. In response, the Darkstaff created a void in the Force around itself as a defense. Unable to enter the Darkstaff’s chamber, the dark side built up its strength and waited outside the room, biding its time.

Between 1,417 and 1,167 years before the Battle of Yavin during the New Sith Wars, the Dark Lord of the Sith Darth Rivan learned of the Darkstaff. He desired the artifact and was drawn to the Cularin system by the artifact’s power. While in the system, he constructed a fortress on the fifth planet of the system – Almas. He soon learned that the Darkstaff had the power to destroy him, and he became





determined to nullify the artifact and eliminate the threat it posed. However, he refused to search for the artifact, believing it planned to use him to leave the sector and its release into the galaxy would cause great damage. Darth Rivan experienced dreams in which he utilized the Darkstaff for his own ends and to suck the Force out of his enemies. But he chose not to act upon these visions, believing they were caused by the Darkstaff itself. Instead, he recorded his thoughts on the Darkstaff's nature in his personal journals (add record of this) and worked with a holocron to better understand the artifact. According to Darth Rivan:

*"It is an emptiness, a slice of the universe where there is no light and no heat, but also no cold and no dark. Light moves around it but does not come into its grasp. It does not want the light. It wants the Force."*

*"It wants energy, power. It wants to destroy. It wants to end lives. It wants – and that, by itself, is the most disturbing aspect, the reason that I fear it and desire it and seek to destroy it."*

*"I could not wield it. I would not. It would not make me more powerful; it would destroy me. And so, I want it gone, erased from the galaxy. Nothing that has the power to destroy me should be allowed to continue to exist, no matter how sweet the promises it makes, no matter how dark the night would be if I held it. It must be destroyed."*

During a pivotal battle in the Cularin system against the Jedi Order, Darth Rivan gained possession of the Darkstaff. However, the artifact created a Force storm which generated a hyperspace wormhole that eliminated Darth Rivan's army of Sith battlelords. Caught within the eye of the storm, Darth Rivan was transported centuries into the future to one of the battles of the Ruusan campaign at the end of the New Sith Wars. The effects of the artifact left Darth Rivan bereft of the Force, and he was later slain during the battle.

The Darkstaff remained in the Cularin system, and during the Ruusan campaign, a group of Jedi Masters created on Cularin a Force-imbued artifact known as the Eye of the Sun. The Eye of the Sun shielded Force users from detection, and this ability concealed the Darkstaff from being sensed from outside the Cularin system. The Eye of the Sun served as a light side counterpart to the Darkstaff and prevented the dark artifact from sucking the life from all living things in the Cularin system. The Jedi Order recorded everything they could ascertain about the Darkstaff in the Jedi Archives, but they knew little about the history and location of the artifact.

Thirty-one years before the Battle of Yavin, the Force-sensitive criminal Len Markus stumbled across a record that made a reference to the Darkstaff.

*"Translations of glyphs throughout the Belt reference what I believe is, roughly, 'the darkstaff.' It sounds like an object of great power."*



Determined to locate the artifact, Len Markus followed a trail of evidence that allowed him to track the Darkstaff to the Cularin system; however, once there, he was unable to pinpoint the artifact's exact location. He settled in the system and became an associate of the Obilee crime lord Nirama as he spent several years searching for the Darkstaff. Len Markus' fortunes changed when he met the renowned information broker Sot-sirc, who had traveled to the Cularin system and helped Len Markus find the artifact.

For several months, Len Markus studied inscriptions located within the asteroid belt of the Cularin system until he deduced that the artifact was located on Asteroid I-9. But his research was flawed due to errors in his translation of the inscriptions. He believed the Darkstaff would grant him the power to affect the minds of others, including those with a natural resistance to such Force-based influences.

*"Whoever possesses this item – this 'darkstaff' – can, I believe, control the thoughts and actions of any living creature."*

Had he done an accurate translation, he would have learned that the inscriptions referred to the Darkstaff's ability to warp and destroy the minds of those around it.

Markus planned to retrieve the Darkstaff from the asteroid belt and use it to supplant Nirama's control of organized crime in the Cularin system. He traveled to Asteroid I-9, where he met with members of the Red Fury Brotherhood – a local pirate group – to help him locate the artifact. The power of the Darkstaff drove the pirates insane upon their arrival, but Len Markus was able to make his way into the heart of the asteroid. He seized the Darkstaff, which allowed itself to be taken by him; however, Nirama suspected Len Markus would betray him and hired a group of freelance agents operating in the Cularin system known as the Heroes of Cularin to find Len Markus. The agents arrived at Asteroid I-9 too late to stop Len Markus from boarding his personal ship with the artifact.

Len Markus left the asteroid and flew to Almas, but the dark side of the Force still wanted to destroy the staff. Attempting to obliterate the Darkstaff, it fired a burst of dark side energy out of Darth Rivan's fortress on Almas, generating a kilometers-long bolt of Force lightning that emerged from the fortress and struck the Darkstaff, cracking and weakening it. The interaction between the Darkstaff and the dark side energy created a time vortex that engulfed the entire Cularin

system. The event forces the system to disappear and travel a decade into the future. The upheaval destroyed Len Markus' ship and removed Len Markus and the Darkstaff from the Cularin system.

The Darkstaff possessed Markus, and under its influence, he rose through the ranks of the Believers – a Sith cult that Len Markus had founded in the Cularin system many years earlier – and eventually became their leader. After the re-emergence of the Cularin system, the Heroes of Cularin prevented the Believers from dispersing an Anti-Caarite virus on the planet Caarimon. To commend their actions, a celebration was held on Dorumaa, a moon of Almas. During the festivities, a fallacious rumor circulated among the attendees that a member of the Tarasin, a sentient species native to Cularin, had discovered the Darkstaff and was planning to use it to kill all non-Tarasin residents of Cularin. Around the same time, Jedi researchers discovered some of Darth Rivan's journals inside the Sith fortress on Almas and published on the Holonet a section of the tomes that detailed Darth Rivan's thoughts on the Darkstaff.

The Heroes of Cularin returned to the Cularin asteroid belt and interacted with the shadow lurkers. The shadow lurkers feared that their spirits would soon be absorbed fully by the Darkstaff. Once they were gone, the focusing crystals installed by the scientist-philosophers would funnel the Force essences of all life in the asteroid belt into the Darkstaff. Thus, the phantom Oblee urged the agents to destroy the three focusing crystals. The Darkstaff learned of the freelance operatives' plans via its connection to the shadow lurkers and urged Len Markus to take action to protect the crystals. At the staff's behest, Len Markus dispatched a group of Believers to the asteroid belt and stop the operatives, but the Heroes of Cularin defeated the Believers and shattered the focusing crystals, destroying the Darkstaff's connection to the shadow lurkers and resurrecting the Oblee to their physical form.

To repair the damage inflicted on the Darkstaff, Len Markus made a deal with the Chevin slaver Phylus Mon. He granted Phylus Mon access to the Sith fortress on Almas. Phylus Mon would search the stronghold on Almas for the secrets to the creation of the Sith battlelords, and then use the battlelord rituals to manipulate the Force essences of living beings to allow the Darkstaff to feed off the essences and regain its strength. Len Markus gave the Darkstaff to Phylus Mon, who then traveled to the Cularin system aboard his personal starship *Animiasma*. Accompanying Phylus Mon were a group of his slaves and his ally, the human Dark Jedi Karae Nalvas. Phylus Mon was able to overcome the Jedi guarding the Sith fortress and headed into the depths of the temple.

The spirit of Darth Rivan's apprentice Darsin was angered by Phylus Mon's possession of the Darkstaff. He harried the slaver's entourage, but Phylus Mon used the Darkstaff to drive Darsin's spirit away. After Phylus Mon discovered a tome that detailed the steps involved in the creation of Sith battlelords, he places the Darkstaff on a stone altar and

performed the battlelord rituals to bind four of his slaves and two captive Jedi to himself and Karae Nalvas via the Force. But the presence of the Darkstaff prevented the ritual's success. Instead, the Darkstaff melted the altar, ripped the Force essences of Karae Nalvas, the slaves, and the two Jedi prisoners, and transferred them into a large crystal pyramid. The Darkstaff began to feed from the Force essences trapped inside the crystal and strengthened itself.

Phylus Mon and his surviving slaves returned to the *Animiasma* with the Darkstaff and the crystal. He hid the Animiasma deep within the asteroid belt of the Cularin system. As the Darkstaff increased its strength, it began to take over the area surrounding the vessel, draining energy from a cylindrical region surrounding the ship that gradually began to be transformed into a larger version of the Darkstaff. At this point, the Heroes of Cularin and the Jedi Oden Malskch boarded the *Animiasma*, seeking to destroy the Darkstaff and free the Force essences that were trapped within the crystal pyramid. To delay the agents from reaching the Darkstaff, the artifact manipulated the ship's environment and crew to lure the freelancers into entering a part of the ship that contained Phylus Mon's private zoo – a collection of unusual sentient beings that the slaver had captured. As the agents progressed through the zoo, the Darkstaff took possession of Alianda, a human slave of Phylus Mon. Through her, it spoke to the freelance agents, offering to give them anything they desired if they relented their assault. If they did not cease their attack, the Darkstaff vowed to destroy them. After releasing Alianda, the Darkstaff teleported away from the *Animiasma* and continued to draw strength from the trapped essences. Phylus Mon frantically searched for the Darkstaff, but was accosted by the Heroes of Cularin, who then destroyed the crystal pyramid and freed the Force essences contained within it, preventing the Darkstaff from using the essences to repair itself fully.

Len Markus regained possession of the staff and towards the end of the Clone Wars returned to the Cularin system with it. By then, the Darkstaff had driven Len Markus insane, but he still had delusions that he was in control of the artifact. He moved as if in a dream, doing the Darkstaff's bidding and moving closer to the artifact's new goal: the destruction of the Cularin system. To achieve this goal, the Darkstaff planned to locate the Eye of the Sun and consume the Force essence contained within the Jedi-created artifact. Absorbing it would make the Darkstaff the most powerful object in the galaxy, and the staff could then use the energy from the Eye of the Sun to cause the planet Cularin to explode. The detonation of Cularin would hurl the other planetary bodies in the system into the two suns, causing the Darkstaff to spin out into space, where it would wait to be rediscovered again. The Darkstaff did not share the full extent of its plans with Len Markus. It led him to believe that it wished to use the power of the Eye of the Sun to suck out the Force essences of all life on Cularin. The Darkstaff imbued Len Markus with some of the powers of

a Sith battlelord, allowing a Force bond to be created between Len Markus and his Gamorrean servant Kluuus.

Shortly after his return, Len Markus met with a group of Believers while holding the Darkstaff. He tasked the cultists with attacking a conference on Cularin at which the system's leaders were attending. Later, a Fiend of Shadow used the Darkstaff in a raid on the Five Masters Academy, a martial arts school on Cularin that was affiliated with the Wookie Liberation Front. Using the staff to project a cloak of shadow around itself, the assailant attacked the Academy's students and instructors, and the Darkstaff drained their life forces. Soon only the Master in Violet, a Zabrak adept of the K'thri martial art, was left alive. She used a staff of songsteel to parry her assailant's attempts to strike her with the Darkstaff. However, a pupil of the Academy Barnab Chistor, who had been absent during the early stages of the incursion, ambushed the shadowy being and fired an experimental handgun at it. Wounded, the assailant retreated, but not before using the Darkstaff to resurrect the corpses of the deceased students and setting them upon Barnab Chistor and the Master in Violet.

The Oblee crime lord Nirama suspected that Len Markus and the Darkstaff had returned and began searching for a way to destroy the Sith artifact. He discovered that the Twi'lek academic named Klide was close to discovering the location of the Eye of the Sun, and Nirama came to believe that the Eye of the Sun could be used to vanquish the staff. He lacked the capacity to take action against the artifact on his own, so he hid in his former base inside the Cularin asteroid belt and sent out a message to the Heroes of Cularin, requesting they come to Red Sector to help him strike against the staff. But Len Markus intercepted the transmissions and headed for Red Sector with the Darkstaff and a team of mercenaries. He captured Nirama and spoke to the Heroes of Cularin via hologram, as the agents had traveled to the base in response to Nirama's summons. During the conversation, the Darkstaff caused Len Markus to flaunt his insanity openly, a demonstration to the Heroes of Cularin of the extent to which it controlled the man.

Len Markus stole the coordinates of the Eye of the Sun from Klide and journeyed into the jungles of Cularin with the Darkstaff and some mercenaries. The hiding place of the Eye of the Sun was near the Heart Tree, a large plant at the center of an interconnected network of ch'hala trees that grew across Cularin. En route, the Darkstaff made Len Markus use it to transform a group of local non-sentient reptilian scavengers called mulissiki into Sithspawns. The transformed mulissiki could shoot acid or lightning from their mouths to weaken or kill any pursuers. The Force adepts San Herrera and Nia Reston spotted Len Markus and trailed him in hopes of capturing him to protect Cularin from his depravations. But Len Markus attacked them, using the Darkstaff to suck out their Force essences and transforming their mummified corpses into dark-side wielding zombies. He had them stay behind to attack any pursuers who made it past the mutated mulissiki.

Upon arriving at the Heart Tree, the Darkstaff sensed the Eye of the Sun's presence. Len Markus ordered his mercenaries to dig around the tree searching for the Jedi artifact. The Darkstaff twisted the surrounding jungle by infusing it with the dark side, hoping to overwhelm the Heart Tree and stop it from shielding the Eye of the Sun's location. The Darkstaff's exertions caused a disturbance in the Force in the surrounding region, making the air crackle and preventing large pieces of technology from working near the Heart Tree.

The Heroes of Cularin arrived at the Heart Tree and confronted Len Markus, aiming to thwart the Darkstaff's plot. Len Markus immediately used the Darkstaff to summon a dozen kilassins – large, non-sentient lizards native to Cularin – to fight for him before engaging the freelance operatives himself. Feeling petulant, the Darkstaff denied Len Markus to use the Force to heal himself during the battle. He used the Darkstaff to deflect the operatives' attacks and attempted to use the artifact to drain their Force essences. However, the Heroes of Cularin defeated Len Markus' mercenaries, and the Heart Tree summoned a giant kilassin to aid them, countering the imbalance created when the Darkstaff summoned the lesser kilassins.

At the battle's climax, one of the freelancers volunteered to be struck by the Darkstaff, which allowed the individual to channel the light side of the Force into the artifact and nullify it. Panicking, the Darkstaff ordered Len Markus to get it away from the agent. He tried to break the individual's hold on the artifact, but failed. Through the agent's willful self-sacrifice, the Darkstaff was obliterated. As the artifact was destroyed, the surrounding jungle shook, and a loud cracking sound ripped through the air. The agent who made the sacrifice became one with the Force as the individual's body disappeared and left behind the clothes and equipment. The demise of the Darkstaff permanently severed Len Markus from the Force, and the hand he used to hold the staff was reduced to a mass of blackened flesh.

The leaders, or Mothers, of some nearby Tarasin irstats, or tribal groups, sensed the Darkstaff destruction through the Force. To celebrate its demise, they held a celebration next to the Heart Tree; however, the Tarasin Dariana suspected that the Darkstaff's destruction would bring unwanted attention to Cularin. In response, she began making plans to hide away the Tarasin children.

## Scepter of Ragnos

Status: Legends



This was a powerful dark side artifact and weapon that once belonged to Marka Ragnos, a Dark Lord of the Sith of the ancient Sith Empire. Created sometime before five millennia before the Battle of Yavin, the weapon was a sword that was kept in a sheath that terminated in a forked crest, giving the weapon the appearance of a scepter. The handle and blade tip were striated, and the pommel had a double guard, with the inside guard shorter than the outside one. A fuller ran vertically down the center of the blade. The Scepter crest and handle were slate gray, while the blade was silver.

The Scepter had the ability to siphon and store large amounts of dark side power from areas across the galaxy. When an area was drained, its dark side aura disappeared. The Scepter could fire beams of Force energy or simply unleash a blast of power. The Scepter had the ability to infuse a dead body with enough Force power to reanimate the corpse's cells. It could also use its power to make ordinary beings Force-sensitive. Hidden inside the Scepter's handle was Marka Ragnos's Sith sword, which could be taken out and wielded separately.

The Sith Lord Marka Ragnos created the Scepter of Ragnos during the time of the Old Republic. Though he died five millennia before the Battle of Yavin, his Scepter eventually came into the possession of a collector on Commenor. Fourteen years after the Battle of Yavin, Tavion Axmis, a Dark Jedi and leader of the Disciples of Ragnos – a cult dedicated to bringing the long-dead Marka Ragnos back to life – obtained this weapon from the collector after killing him. She soon found a more vital use than combat for the Scepter.



She discovered the Scepter of Ragnos' ability to reanimate a corpse's cells, bringing the dead body back to life. In addition, small amounts of the stored Force power could be released

on ordinary beings to grant them Force-sensitivity, sometimes on a scale equal to fully-trained Jedi Knights. Tavion Axmis used that ability to create an army of Force-sensitives from the ranks of the Disciples of Ragnos, primarily the Sith Cultists of the group. However, the effect was not permanent; if the Scepter of Ragnos were ever destroyed, the beings would lose their Force-sensitivity and animation.

Tavion Axmis used the Scepter of Ragnos to siphon dark side energy out of several dark places, including the temples on Yavin Four. She also used it as a weapon several times. Once such time was on the planet Vjun in the former fortress of Darth Vader. She used it to attack Jedi Master Kyle Katarn and Jedi Knight Jaden Korr while they were on a mission there.

After she gained so much dark side energy, she attempted to resurrect Marka Ragnos in his tomb on Korriban. Jaden Korr arrived on the Korriban alongside many members of Luke Skywalker's Jedi Order. Jaden Korr battled Tavion Axmis and eventually defeated her. However, Tavion Axmis unleashed the Force energy stored within the Scepter of Ragnos onto the sarcophagus of the ancient Dark Lord, and Marka Ragnos's spirit was summoned. Marka Ragnos's spirit immediately took control of Tavion Axmis' body, but Jaden Korr dueled the possessed Tavion Axmis and destroyed the Scepter of Ragnos. Upon its destruction, Marka Ragnos's spirit was drawn back into the sarcophagus and Tavion Axmis died. Those who had been infused with the Scepter of Ragnos's power lost their abilities.

Anyone wielding the Staff of Ragnos can channel the Force power within it to perform *enhance Force sensitivity* on a willing target or *tsaiwinokka hoyakut* on a corpse. The wielder can also utilize a Force power that is unique to the Staff of Ragnos.

## Drain Dark Energy

Status: Legends

Control Difficulty: Variable.

Sense Difficulty: Variable.

Alter Difficulty: Variable.

Required Powers: *Absorb/dissipate energy, absorb/dissipate Force energy, concentration, control another's pain, control pain, life detection, life sense, sense Force, transfer Force*

Effect: This ability allows one to drain the dark side energy present in an area or a nexus. Once finished, any Force-sensitive using sense Force will sense a disturbance from the area, but no dark side aura that would normally be present in the area.

The user of this power cannot use this power to drain the dark side energy from the area into themselves. The dark energy is chaotic, and having that much dark energy within themselves is extremely harmful and potentially fatal. Attempting to use this power in such a manner automatically fails. Instead, the dark side energy must be stored within a containment vessel of some kind, and the containment vessel must be crafted from alchemy. To date, the Scepter of Ragnos is the only known object capable of storing dark side energy.

With the Scepter of Ragnos in hand, the wielder must make the difficulty rolls and spend a Force point to activate this power. The individual must be at the site in question to drain the dark side energy. Not at a distance.

If the rolls are successful, the Scepter of Ragnos will absorb the dark side energy from the site. How much energy is absorbed is determined by the strength of the dark side at the site.

Site Power	Number of "charges"
Minor	3
Major	5
Extreme	7



The Scepter of Ragnos cannot be used to drain the dark side energy from an entire planet, especially if the planet is steeped in the dark side. An example of such a planet is Korriban. While certain locations on Korriban can be drained, the entire planet cannot.

The wielder of the Scepter of Ragnos can use the stored “charges” for various effects. They can attack a target with a beam of energy. The energy beam can inflict damage equal to the alter dice of the wielder, and the wielder can choose to have the attack inflict normal or stun damage. The target can try to avoid being it, but they cannot deflect the beam with a lightsaber. It is unknown if the target can use absorb/dissipate energy, absorb/dissipate Force energy, greater Force shield, or lesser Force shield to defend themselves from this attack.

The wielder can also channel the Force power stored within the Staff of Ragnos to perform *enhance Force sensitivity* on a willing target or *tsaiwinokka hoyakut* on a corpse. Depending on how the wielder intends to use the Scepter of Ragnos determines the number of charges to perform the act and the difficulty rolls.

<b>Action</b>	Draining a site	Beam of energy	<i>Enhance Force sensitivity</i>	<i>Tsaiwinokka hoyakut</i>
<b>Charges expended</b>	None	1	5	50
<b>Control Difficulty</b>	Difficult	Very Easy	Moderate	Difficult
<b>Sense Difficulty</b>	Difficult	Very Easy	Difficult	Difficult
<b>Alter Difficulty</b>	Difficult	Easy	Heroic	Very Difficult

If the wielder fails to make the rolls to perform an action, the charges needed to perform that action will be expended.

How many “charges” the Scepter of Ragnos could hold is unknown. Considering the number of Sith Cultists Tavion Axmis created with the Scepter of Ragnos, her successful attempt at resurrecting Marka Ragnos, and the number of times someone fired a beam of energy from the Scepter of Ragnos, it is estimated that the Scepter of Ragnos could hold several hundred “charges” at the minimum, though it is more likely that this number is in the thousands.

Each use of the Scepter of Ragnos grants the wielder a Dark Side Point.

**Author’s Note:** The presence of this artifact has the potential to create a very unbalancing game. Fortunately, only Marka Ragnos and Tavion Axmis knew how to use this artifact to its maximum potential. With the destruction of the Scepter of Ragnos, the threat it posed has been removed from the galaxy.

**Appeared where:** [Jedi Knight: Jedi Academy](#)

**Example:** Tavion Axmis and Marka Ragnos used the Scepter of Ragnos for various purposes.

## Sith statues

### Bane Statue

Status: Legends



This was an ancient Sith artifact that had the power to identify Force-practitioners by pivoting towards them. By the time of the Naboo Crisis thirty-two years before the Battle of Yavin, it had come into the possession of then Senator Sheev Palpatine. He kept it in his apartment suite along with a vast collection of unusual art objects. When he went to the Second Death Star, he brought the Bane Statue and other relics with him. They were all placed in a private suite of the hundred-story Emperor’s Tower, which also housed the throne room. The statue and all the other relics were destroyed with the destruction of the Second Death Star.

### Sith Jedi Statues

Status: Legends



The Dark Force Temple on Dromund Kaas was once inhabited by the Prophets of the Dark Side, known practitioners of Sith alchemy. They used their talents to construct statues to serve as guardians against intruders.

These “Jedi statues” are motionless and steady until trespassers got too near to them. Upon sensing the presence of any intruder, the Sith magic used to create the statues cause the statues to come to life like stone automatons. They ignite the lightsabers they were holding and fight against the intruders. Any non-lightsaber wielder who met them was doomed since the aura of the dark side on Dromund Kaas meddled with all mechanical weapons except lightsabers.

Mara Jade encountered many “Jedi Statues” while searching the Dark Force Temple for Kyle Katarn.

### Unidentified Dark Sculpture

Status: Canon

This was a sculpture of a black stone that was capable of grounding *Force lightning* and reflecting the stored negative emotions back at the caster. During his tenure as Supreme Chancellor Sheev Palpatine, Darth Sidious kept this in his office in the Senat3e Office Building on Coruscant. Whenever Darth Sidious entered a destructive mood in private and lashed out with Force lightning, the sculpture grounded the dark side energies and prevented damage to his office.

During the Clone Wars, he lashed out at the sculpture upon discovering that there was a faction with the Trade Federation, over which Darth Sidious had influence, which hoped to restore the Neimoidian-led organization’s reputation by ousting its current leader Viceroy Nute Gunray, who was a pawn of Darth Sidious. Letting the sculpture reflect his stored

hate and anger back at him, Darth Sidious reminded himself of his endurance before contacting his apprentice Dooku to enact plans to deal with the rogue faction.

### Unidentified Sith Statues

Status: Legends



The Dark Force Temple on Dromund Kaas was once inhabited by the Prophets of the Dark Side, known practitioners of Sith alchemy. They used their talents to construct statues to watch over the Dark Force Temple.

These “Watchers” were motionless statues found around Dromund Kaas and inside the Dark Force Temple. Their appearance was like stone slabs, crudely carved to resemble cloaked

human figures holding a sword – presumably a Sith sword.

The purpose of these “Watchers” was to block or harm any unwanted visitors heading towards the Dark Force Temple. When they sensed the presence of intruders, their eyes glowed, which signaled the “Jedi Statues” to come alive and attack the intruders.

Though motionless, the “Watchers” watch their grounds eternally and react to someone’s presence. It seemed as if they were somehow sentient, or at least enchanted with some obscure Sith power. The only way to pass by the “Watchers” without gaining their attention or activating their traps would be to have a Force-user use *affect mind* on them.

Some of these “Watchers” within the Dark Force Temple were there for purely cosmetic reasons or to indicate an important place or entrance. Even then, they gave the impression of standing watch continually.

Mara Jade encountered several “Watchers” while searching the Dark Force Temple for Kyle Katarn.

## Miscellaneous

### Ambria Sith Obelisk

Status: Legends

Before the end of the Great Hyperspace War, a Sith sorceress arrived at the Inner Rim world of Ambria. She enslaved the planet’s native inhabitants and forced them to construct an obelisk in the north central regions of the planet. A black, spike-shaped structure, it took hundreds of years to build and depleted much of Ambria’s natural resources. Once complete, the sorceress imbued the obelisk with the power of the dark side and then conducted a complicated Sith ritual to bind the entire world to her will. However, the ritual was beyond her skill, and she lost control of the dark power that she had gathered. The release of the power of the dark side killed her, destroyed most living beings on the planet, and infused the landscape and what few surviving native flora and fauna with the dark side.

### Ancient Sith Ritual Altar

Status: Canon/Legends



This was an ancient Sith ritual altar consisting of a pink crystalline structure atop a sturdy dark base of rock or metal. Found on Ziost, Darth Sidious possessed this artifact during the Clone Wars and stored it in a desolate structure in The Works on Coruscant. He later relocated it, along with the bulk of his personal collection

to the secret Sith retreat within the Grand Republic Medical Facility after the renegade clone trooper CT-5555 escaped from there.

### Ashes of Malachor

Status: Canon

This was a consumable substance made by smugglers who found the lost planet of Malachor. The Ashes of Malachor were made from the pulverized bones of the Jedi and Sith who fought on the planet many years before. Trapped within the ashes was dark essence, and if the Ashes of Malachor were consumed, it increased the consumers dark side prowess and power at the cost of their own morality.

On a visit to Malachor with his master Darth Sidious, Darth Maul inhaled the Ashes of Malachor and had a vision of the Great Scourge of Malachor.

In GM terms, when an individual consumes the Ashes of Malachor, any Force skills they might have receives a temporary boost of +1D. The difficulty level for using dark side powers decreases by one. When making a *willpower* roll to resist falling to the dark side, the number they need to beat increases by one.

If one consumes the Ashes of Malachor, they receive a Dark Side Point.

A dose of the ashes of Malachor has a value of 750 credits.

### Dromund Fels Oublette

Status: Legends

3,643 years before the Battle of Yavin, a survey team from the reconstituted Sith Empire explored a catacomb located on the planet Dromund Fels. Within the catacombs was a room filled with treasure, and within the same room was an oublette which held the preserved body of an unknown prisoner.

### Eye of Horak-mul

Status: Legends



**Name:** Eye of Horak-Mul

**Type:** Sith artifact

**Cost:** Not available for sale

**Availability:** 4, X

**Source:** RPGGamer.org website

The Eye of Horak-mul was a Sith artifact worn by Horak-mul, a Sith Lord who lived during the fall of the

Sith Empire. It was a golden prosthetic replacement for Horak-mul's right eye fashioned for him sometime before his death at the Battle of Khar Delba – five millennia before the Battle of Yavin. The Jedi Covenant Celeste Morne recovered the artifact at some point before 3,963 years before the Battle of Yavin.

Though it served as a replacement for Horak-mul's right eye, it can be used for either eye with a simple adjustment. Wearing this will restore depth perception to the user, but it offers no other abilities. If a Force-user attempts to use sense Force on the item, the individual can sense the dark side within the artifact, but only due to the methods used in its construction.

### Fermata Cage

Status: Canon



The Fermata Cage was designed and constructed long before the Empire by the dark side artist and the Sith Lord Darth Momin. Considered ancient by the time of the Imperial Era, it resembled an hourglass, but instead of sand grains, the mechanism contained miniature black holds held in place by a dark side matrix

surrounding the glass surface of the cylinder. This gave the artifact the ability to warp and trap time inside it, freezing individual people and places inside which could then be recalled to the present using concentrated dark-side energy applied directly to it. To anyone or anything emerging from within it, it would be as if no time had passed. To open the Fermata Cage, one must supply the Fermata Cage with immense dark side energy to consume. The dark side energy could either be applied directly to the Fermata Cage by a powerful Force user or, in their absence, collected by the life energy of organic lifeforms in its immediate vicinity.

Never to be used lightly, it was used to lock away a disc-like droid being that was constructed as a weapon. But it developed an insatiable hunger for information. It refused to follow orders and tried twice to spread itself to other droids and organic beings. All these factors scared the ancient Sith Order, whose members imprisoned the droid within the Fermata Cage. Darth Momin then stored the Fermata Cage inside a temple in a dark side hellscape that Momin knew about. With Darth Momin's death, both the Fermata Cage and the droid intelligence were seemingly lost to the greater galaxy.

But the location of the dark side hellscape and the Fermata Cage were rediscovered by Madelin Sun, a former sava of the University of Bar'leth who researched dark side artifacts. Adopting the name "The Archivist," she joined forces with the Crimson Dawn leader Qi'ra to destroy the Sith Lords Darth Sidious and Darth Vader. They hired the Knights of Ren to raid Fortress Vader on Mustafar and steal the Screaming Key, another artifact which was vital to unlocking the Fermata

Cage. Qi'ra then created a rumor that she intended to unlock the Fermata Cage and release its prisoner – a Sith Lord – to lure Darth Sidious and Darth Vader into a confrontation and then trap them in the Fermata Cage.

Having recovered the Fermata Cage, Qi'ra tasked the Archivist with unlocking it. Finding it to be more difficult than anticipated, the Archivist called in Kho Phon Farrus, an archaeologist who knew the ways of the sect of the Ascendant, for assistance. The two constructed a machine that utilized Ascendant technology to unlock the Fermata Cage, but their efforts ended in failure.

During a battle between the Empire and Crimson Dawn, Qi'ra told Darth Sidious of her rumor of releasing the Sith Lord imprisoned within the Fermata Cage. She then had Kho Phon Farrus and the Archivist activate their machine again; only this time the Knights of Ren were strapped to the machine, and they used their dark side powers to their fullest extent. This created a vortex that levitated the Knights of Ren by their necks before the containment unit exploded. The explosion created a massive disturbance in the Force that was felt throughout the galaxy. Though the disturbance was brief, its power was enough to frighten Emperor Palpatine. The ripple was also enough to scare the Knights of Ren into abandoning the Crimson Dawn.

The destruction of the containment unit rendered the Fermata Cage inert again, but the ripple was enough to convince Kho Phon Farrus and the Archivist that Farrus' Ascendant technology duplicated the Knights of Ren's Force power and acted as a viable replacement to prime the Fermata Cage. While setting up another test, Kho Phon Farrus contacted Detta Yao and revealed their theory that the Fermata Cage was the key to unlocking the Ascendant's Spark Eternal.

Palpatine had pinpointed where they had conducted their experiment, but the two had relocated and built another machine with the Fermata Cage in the center. This apparatus was designed to collect dark-side energy from its surroundings and focus it on the Fermata Cage like a lens. After Kho Phon Farrus activated this apparatus, she and the Archivist were caught in the same vortex as before, and their life force were sucked into the Fermata Cage through the device. As this happened, Master Yoda, Luke Skywalker, Darth Vader, and Palpatine sensed the disturbance caused by this priming. Palpatine was able to pinpoint Kho Phon Farrus' and the Archivist's location this time.

Kho Phon Farrus and the Archivist were forced to disable the machine before it could collect enough energy to unlock the Fermata Cage. They reported what happened to Qi'ra, who told them to try again. But as the Archivist objected and started warning Qi'ra of the danger the Fermata Cage posed, Darth Vader arrived in the *Executor*. Though he found the exhausted Archivist and Kho Phon Farrus hiding underneath parts of his device, the timely arrival and sacrifice of Chanath Cha's Orphans allowed the Archivist and Kho Phon Farrus the time they needed to escape, but Kho Phon Farrus left the



Archivist soon afterwards, having become terrified of the Fermata Cage.

The Archivist then decided to take the Fermata Cage to a place that was full of dark side energy and was rich in life energy. Amaxine space station was the best location, being rich in Drengir plants that could channel the dark side and would provide the perfect “nourishment” for the Fermata Cage. After arriving and setting up the equipment, she activated the matrix. The Fermata Cage consumed most of the plants in the vicinity and began to open. Emperor Palpatine sensed this and arrived with Darth Vader and the Executor to crush the Archivist once and for all. While the Executor engaged the Crimson Dawn fleet, the Crimson Royal Guards and death troopers engaged the Crimson Dawn soldiers as the two Sith Lords went to where the Fermata Cage was.

On the way, Darth Vader confronted Doctor Chelli Lona Aphra, who had been possessed by the Spark Eternal. He defeated the Spark Eternal and removed it from Chelli Lona Aphra’s body with a Force push. Kho Phon Farrus arrived shortly afterwards with Chelli Lona Aphra’s allies to free Aphra from the Spark’s attempts to bond with her once again.

The two Sith Lords faced down the Fermata Cage as the Archivist remotely opened it. Only a small disc-like droid fell from the Fermata Cage, and unaware of its true nature, the appearance of the disc confirmed to Darth Sidious that Qi’ra had been lying about the supposed Sith Lord since he felt no connection between the object and the Force. With both Sith in its range, Qi’ra ordered the Archivist to activate the Fermata Cage to seal the two Sith Lords within and then throw the Fermata Cage into a sun.

But the Knights of Ren arrived and fired at the Fermata Cage, believing that by saving Darth Sidious, they would save themselves from the Sith’s wrath. Their attack destroyed the Fermata Cage, resulting in a Force wave being sent out across the galaxy. This left the Crimson Dawn’s efforts to crumble around them as the Empire overwhelmed their fleet. Darth Vader collected the destroyed yet still intact Fermata Cage and departed with Darth Sidious, who had tortured the Knights of Ren with *Force lightning*, but promised he would make use of them. Unknown to all the participants, the Spark Eternal fled into the disc-droid dropped by the Fermata Cage. It merged with the droid intelligence within it, becoming the Scourge.

### Force Dispersers

Status: Legends



These devices could help a Sith Lord conceal their presence in the Force. Darth Sidious, who served as Supreme Chancellor of the Galactic

Republic under his public persona of Palpatine, notably kept one in his private office on Coruscant.

In GM terms, for every device a Sith has within 100 meters of them, they receive a +2D bonus to their *control* roll when using *Force stealth* or *pall of the dark side* to hide their presence in the Force.

### Krayiss Obelisk

Status: Legends

The Krayiss Obelisk was an ancient Sith artifact dating back to sometime prior to twenty-eight millennia before the Battle of Yavin. Housed on Krayiss II, the obelisk was used as a gateway for accessing an age-old Sith library-temple. Vara Nreem encountered the Krayiss Obelisk when she arrived on the planet in attempt to communicate with the Sith spirits.

### Lorrd Artifact

Status: Legends

This was a set of tassels create by Sith Lady Lumiya in the archaic pattern-based languages from different species and cultures found throughout the galaxy. It contained both Jedi and Sith morals.

Wedge Antilles and Tycho Celchu discovered them and passed them on to Jaina Solo and Zekk right after the attack on Kuati Toryaz Station. Luke Skywalker assigned Jaina Solo to continue the investigation of the artifact, but her brother Jacen Solo felt a Force connection to the tassels. Without informing Luke Skywalker, Jacen Solo convinced Jaina Solo that he should be the one to follow up on the clue.

Jacen Solo was able to decipher on tassel himself through the Force, but he needed help from experts in the field of tactile communication to translate the rest. He got this help when he brought the tassels to Professor Heilan Rotham on Lorrd. While waiting for the professor to complete her translations, Jacen Solo’s companion Ben Skywalker spotted a shuttle that had been seen fleeing Toryaz Station as the attacks occurred there. Covert surveillance of the shuttle led them to a woman calling herself Brisha Syo, but neither recognized that she was actually Lumiya. Lumiya knew that any investigation into the tassels would lead them to Professor Heilan Rotham on Lorrd.

The tassels were only a means to an end of Lumiya’s and Vergere’s decades-long plan to lure Jacen to the dark side. Once he decided to take the path of the Sith, the prophecies in the tassels served as a guideline of sorts for the steps he must take to ascend as a Sith Lord.

Each tassel contained a message encoded in a different form of tactile communication. The translations are listed as followed from top to bottom – except for the last, which was translated out of sequence by Jacen himself once Professor Rotham was done reading off the text.

From the endangered Firrereo culture: *He will remake/rename himself.*

From the Bith Aalagar race: *He will ruin those who deny justice.*

From the prisoners of Kessel: *He will choose the fate of the weak.*

From the dark-sided sentient mynock species native to the Home: *He will immortalize his love.*



From the Alderaanian flower language: *He will choose how he will be loved.*

From the homeless subculture of Coruscant: *He will win and break his chains.*

*He will shed his skin and choose a new skin.*

From the Prophecy of the Sith: *He will strengthen himself through sacrifice.*

*He will crawl through his cloak.*

*He will know brotherhood.*

*He will make a pet* (“make” as in fabricate).

From the Twi’lek Tahu’in culture: *He will strengthen himself through pain.*

From the Sith statuary language of Ziost: *He will be drawn from peace into conflict or possibly His life will be balanced between peace and conflict.*

As Jacen came to accept his destiny, he understood many of the events prophesized could be accomplished through several widely different ways. However, Lumiya was unwilling or unable to give him definitive answers.

An alternate order of the Tassels was later revealed, known as the **Prophecy of the Sith**, apparently following the sequence in which Jacen fulfilled the prophecies:

*He will strengthen himself through sacrifice* – Through various ruthless acts, Jacen strengthened his resolve while sacrificing the approval of those close to him.

*He will ruin those who deny justice* – Through his work with the Galactic Alliance Guard (among other things), Jacen had taken extreme measures to bring about justice.

*He will immortalize his love* – This was Jacen’s next step: to kill those he loved most. He initially believed that his muse be Tenel Ka and Allana. However, after seeing Allana, he decided against this, instead feeling that his parents should be his sacrifice. Eventually, however, Mara Jade Skywalker turned out to be his real sacrifice. After killing her during a skirmish on Kavan, he reflected that by killing Ben Skywalker’s mother, he had sacrificed the love and adoration of his cousin which he treasured.

Some of the prophecies, such as “he will make a pet,” were not fulfilled before his death.

## Mirr

Status: Legends



The Mirr was a Sith artifact that came to reside on the planet Voss, where it was embraced by the native Voss people. Believed by the Voss Mystics to have allowed them to hold clearer visions, the relic became an item of local legend. During the Cold War, Jedi Knight Sallius Wen was dispatched to aid the Voss who desired the recovery of the relic. One of the participants of this recovery effort was the Voss Mystic Tolec-Da. Sallius Wen came to

realize that the Mirr was not a Voss artifact, but rather a Sith artifact, and decided not to retrieve it in fear of it corrupting the Voss Mystic. When a spacer aligned with the Galactic Republic came to retrieve the relic, Sallius Wen informed the space about the true nature of the Mirr and told the space to destroy it.

## Nico Okarr’s Sith Artifact

Status: Legends



Sometime before 3,631 years before the Battle of Yavin, the smuggler captain Nico Okarr acquired an ancient Sith artifact on Korriban. Nico Okarr implied that the possession or use of this artifact enabled him to forestall the effects of aging-mediated decay to some degree and provided him with some semblance of artificial longevity. The potency of this artifact’s power was such that the Outlander observed the Nico Okarr looked exactly the same 3,631 years before the Battle of Yavin, during the height of the Galactic War, as he had three decades earlier.

## Oubliette (Stasis Casket)

Status: Legends

A type of stasis casket used by the Sith, oubliettes had the ability to keep those inside them alive for millennia. To date, two such oubliettes have been made.



**Name:** Dreyya’s Oubliette

**Type:** Sith artifact

**Cost:** Not available for sale

**Availability:** 4, X

**Source:** RPGGamer.org website

The Sith Lord Remulus Dreyya created an oubliette 6,900 years before the Battle of Yavin created a black stasis casket meant to imprison and torture the Sith Lord Karness Muur and to contain the hypnotic influence of the Muur Talisman. According to the Mandalorian researcher Pulsipher, the casket could theoretically preserve a living being for millennia, and perhaps even beyond the death of the galaxy. Neither conventional sensors nor the powers of the Force could penetrate the Oubliette’s outer skin.

3,963 years before the Battle of Yavin, Dreyya’s Oubliette came into possession of Pulsipher, who transported it to his laboratories on Jebble. During the outbreak of the Rakghoul plague, Pulsipher threatened to inter Zayne Carrick in Dreyya’s Oubliette to coerce him into revealing the powers of the Muur Talisman. After Pulsipher’s death, Zayne Carrick suggested that the Covenant Jedi Celeste Morne be imprisoned in the Dreyya’s Oubliette to contain the Muur Talisman until the Jedi Covenant could determine some means of nullifying the Muur Talisman’s influence on her mind. Once Dreyya’s Oubliette was sealed, the Muur Talisman’s contact with the

outside world was severed. The rakghouls that had been under Celeste Morne's control were freed and turned upon each other.

Zayne Carrick had previously used a transmitter on Jebble to warn the Mandalorian leader Cassus Fett of the danger posed by the Muur Talisman. Even as Zayne Carrick and his allies fled Jebble on the *Moomo Williwaw*, Cassus Fett arrived with a Mandalorian fleet. Despite Zayne Carrick's pleas, Cassus Fett bombarded Jebble with nuclear missiles to eradicate the Rakghoul infestation. Believing Celeste Morne had perished, Zayne Carrick and company departed for Odryn. Neither Zayne's group nor the Mandalorians realized that Dreyya's Oubliette had survived the bombardment and had settled to the bottom of Jebble's newly melted seas.

Fourteen centuries before the Battle of Yavin, nearly three millennia after its submersion into the seas of Jebble, ice miners discovered Dreyya's Oubliette. The miners were unable to open it or even ascertain its contents, so they assumed it contained a well-protected and extremely valuable treasure. One miner killed his companions and stole the artifact for himself.

Over the following centuries, Dreyya's Oubliette changed ownership many times and became known as the Jebble Box to Galactic antique dealers. According to legend, the Jebble Box contained a secret treasure of the Jedi Order. As a result, Dreyya's Oubliette was generally sold quickly and furtively, lest the Jedi interfere with the transactions in their quest to reclaim their valuables. The mystery of the contents within the Jebble Box increased its price during each successive purchase. Several years before the formation of the Galactic Empire, the Chubbitts of Aridus fought a war for possession of the Jebble Box. This conflict became known as the Jebble Box War.

Shortly after the formation of the Galactic Empire, the crew of the *Uhumele* located the Jebble Box on Aridus. The Ishi Tib crime lord Haka Hai agreed to Captain Shurk-Heren's requested price for the Jebble Box. Before departing to Mimban for the sale, Shurk-Heren took the precaution of secreting the Jebble Box in the ice rings of a gas planet. As Shurk-Heren expected, Haka Hai attempted to steal the Jebble Box without paying, resulting in a three-way firefight between Haka Hai's enforcers, the crew of the *Uhumele*, and Lumbra, who was a traitor within Haka Hai's organization. Lumbra ultimately acquired the Jebble Box, only to discover that it was, in fact, a counterfeit containing an armed bomb. The explosion killed Lumbra's ally Gamy and crippled his vessel.

After escaping from Haka Hai's prison, Shurk-Heren located another, more reputable buyer: the historian Fane Peturri. Although Shurk-Heren was confident that Fane Peturri had no criminal ties, the scholar betrayed the crew of the *Uhumele* to Darth Vader.

Fane Peturri analyzed the Jebble Box and located a recording made millennia ago by Marn Heirogryph. Unable to corroborate Marn Heirogryph's reference to "Lord Dreyya's Oubliette" with any contemporary archaeological sources,

Fane Peturri concluded that the Jebble Box was a pre-Republic artifact.



Fane Peturri remained skeptical of the Oubliette's ability to preserve life for millennia, but despite his request to study the casket further, Darth Vader opened it – revealing a perfectly healthy Celeste Morne. Upon her revival, Celeste Morne and Darth Vader engaged in a duel where Celeste Morne gained the upper hand when she gave into the power of the Muur Talisman and transformed the surrounding Humans into Rakghouls.

After Darth Vader retreated, she ordered the Rakghouls to destroy the Oubliette.



3,956 years before the Battle of Yavin, Darth Glovoc carried an oubliette aboard his flagship, the *Dying Sun*, when he traveled to the Luire system to investigate the planet Nyriaan. However, the *Dying Sun* was attacked during the Battle of Nyriaan and crashed onto the world, leaving Darth Glovoc and his surviving crew members stranded there. Darth Glovoc used his oubliette to place

himself in suspended animation. Initially, Darth Glovoc would limit these slumbers to around a hundred years, awaking briefly to gauge the progress of his people before returning to the oubliette. While in perpetual stasis, his depraved followers began to idolize him as a sleeping god, labeling him "the Dying Sun." To show their devotion, Darth Glovoc's followers would often sacrifice Nyriaans at the feet of his oubliette.

137 years after the Battle of Yavin, the Sith Lord Darth Vurik attempted to locate the sleeping Darth Glovoc and the oubliette in which he was contained. However, while Darth Vurik was distracted by a group of Jedi, Darth Glovoc's Sith followers moved the casket to a hidden location.

### Phobis Core/Phobis Devices

Status: Legends

The Phobis devices were mysterious Sith artifacts that harnessed the power of fear with only mere exposure to them. They were filled with dark energy that left all but the bravest minds crippled with horror. The three devices, one of which was the Phobis Core, came into the possession of the Sith Emperor of the Sith Empire. Many Sith meditated on these machines to learn their secrets, only to be driven mad a result. The Sith Emperor then gathered a group of six Sith Lords to study these devices. These six Sith Lords were able to learn the power of the machines without falling to insanity, and became known as the Dread Masters. They successfully harnessed and perfected the Phobis devices' terrible power by

using it against the Republic. However, the Sith Emperor eventually confiscated the devices and placed them along with several other artifacts in the Dark Temple on Dromund Kaas.

### Red Engine

Status: Legends



This was a mysterious Sith artifact created by the Sith Lord Tulak Hord. This infernal machine, powered by hate and blood, contained hidden teachings of its creator. It was placed within the Tomb of Tulak Hord, and after his death, legends said that

anyone who unlocked its secrets gained Tulak Hord's knowledge. However, numerous studies by scholars failed to uncover the secrets of this terrible machine, their attempts being thwarted by the complexities of this sinister creation.

During the Cold War, the researcher Ephran Zell tasked an unidentified Sith with traveling into the machine vault of Tulak Hord to activate the Red Engine and fuel it by killing any creatures near it.

### Screaming Key

Status: Canon



This was a key that existed during the time of the Galactic Empire. It unlocked the device which had sealed away the Fermata Cage. At some point, it came to be kept within a vault of Fortress Vader, Darth Vader's castle on Mustafar. Between three and four years after the Battle of Yavin, Lady Qi'ra, leader of the Crimson Dawn, launched a campaign to destroy the Sith Lords Darth Vader and his master Darth Sidious. An integral part of her plan was unlocking the Fermata Cage,

which contained an ancient Sith Lord who had been sealed away by the Cage. Qi'ra wanted to release the Sith Lord and allow them to hunt down Darth Vader and Darth Sidious. She sent the Knights of Ren to break into Fortress Vader to recover the key. They succeeded despite Darth Vader's efforts to stop them. Afterwards, the Knights of Ren and the Archivist traveled to a dark side hellscape where they acquired the Fermata Cage.

### Seeds of Rage

Status: Legends



These were a set of Sith artifacts developed by the Sith Lord Fulminiss of the resurgent Sith Empire. A master of Sith alchemy, Fulminiss created the Seeds of Rage as the ultimate achievement in his lifelong quest to

develop new ways to corrupt other living beings. Roughly

cylindrical and about as wide as an average Human's shoulders, the Seeds of Rage were designed to be buried underground. They used a combination of the dark side of the Force and low-frequency transmissions to subtly manipulate the emotions and thoughts of any living creatures nearby. Over time, the Seeds of Rage drove their victims insane and contaminated them with dark side energy, resulting in a warping of both the victim and the surrounding environment.

During the Galactic War, Lord Tagriss, a servant of the rogue Dread Masters, stole the Seeds of Rage from Arcanum and spread them across several settled worlds. Darth Acina of the Dark Council summoned an Imperial individual and tasked them with recovering the Seeds of Rage. At the same time, Jedi Master Cedral Gend summoned a Republic individual to find the Seeds of Rage so that they could be destroyed.

### Sith Chalice

Status: Canon



This was an incense burner used by the ancient Sith in certain meditation rituals. During one of his earlier expeditions, Darth Sidious retrieved this from Malachor. During his tenure as Supreme Chancellor of the Galactic Republic, Sheev Palpatine placed the Sith chalice in the Chancellor's Suite of the Senate Office Building.

By the Battle of Coruscant, Palpatine had furnished the Chancellor's Suite with several other aesthetically matching Sith artifacts from his personal collection. Despite the suite's reflection of Sith culture, his Sith tendencies were unnoticed by members of the Jedi High Council who had stepped foot into the chambers throughout the Clone Wars.

**Author's Note:** Legends continuity states that the Sith Chalice was found on Yavin IV during an expedition.

### Sith Forge

Status: Canon



This was an ancient device the Sith alchemist Albrekh used to repair Kylo Ren's shattered helmet.



### Sith Holocron Repository

Status: Canon/Legends



The Sith Holocron repository was a structure used to store the many Sith holocrons that he had either found or had forcibly taken from its guardians. He placed the repository inside the Emperor Palpatine Surgical Reconstruction Center and used it as part of his Dark Force reservoir.

### Sith Meditation Sphere/Meditation Chamber

Status: Legend/Canon



Constructed by the ancient Sith Empire, the Sith Meditation Spheres were spherical attack crafts ten meters in diameter that resembled giant, floating eyeballs with bat-like wings. At the heart of the meditation sphere was a meditation chamber. It had jagged walls that sloped inwards, and at the center the Sith Lord would crouch and focus his dark side powers that allowed him to amplify his intentions and send the out over great distances to control his armies and ensure victory for his forces. With the assistance of a Sith Meditation Sphere, a Dark Lord could create illusions and make them real enough to cause damage, giving him an edge in battle. In his chamber, he was able to see the whole galaxy laid out before him, allowing him to monitor the progress of his minions. A giant holoscreen on the wall displayed more detailed tactical information. The Sith Meditation Sphere, or at least the research or plans for one, existed when the Jen'jidai Sorzus Syn arrived on Korriban 6,900 years before the Battle of Yavin. According to her:

*“This Sith Space-going vessel is not an amulet one can grasp or wear. It is an amulet that encompasses its possessor. The arcane geometries of the vessel’s cabin can amplify the passenger’s spells a thousandfold in every direction.”*



Naga Sadow constructed one on his world of Khar Shian five millennia before the Battle of Yavin, and commanded his forces against the Republic from it during the Great Hyperspace War. The Meditation Sphere allowed him to project illusions, making it seem his forces were much greater in number than they were. That Meditation Sphere was lost during the Battle of Primus Goluud.

Over time, the Sith Meditation Spheres were replaced with meditation chambers, or Qabbrats in ancient Sith, aboard larger Sith vessels, though some of these chambers retained the spherical shape. The Sith Lord Kaan had a meditation

chamber aboard his ship – the *Nightfall*. Darth Sidious had a secret meditation chamber in the spire of the Chancellor Palpatine Surgical Reconstruction Center on Coruscant during the Clone Wars. The building was later renamed Emperor Palpatine Surgical Reconstruction Center after the rise of the Empire. Count Dooku had one



chamber aboard his personal frigate, while Darth Vader had two – one on the *Executor* and a larger one in his fortress Bast Castle on Vjun. Both of Darth Vader’s chambers also functioned as specially pressurized, black hyperbaric capsules where he could sit and breathe without requiring his body suit. Both chambers had a mechanical claw assembly to remove his helmet, allowing him to breathe the hyper-oxygenated environment without his mask.



A second Sith Meditation Sphere had survived the collapse of the Sith Empire and remained hidden on the frozen world of Ziost. During the Second Galactic Civil War, Ben Skywalker found it and used it to escape Ziost. The identity of who constructed this ship is unknown, but it was self-aware and called itself *Ship*. Ben learned that *Ship* had formerly been piloted by a female Sith. Though armed with a ventral laser cannon and a dorsal magnetic accelerator, Ben stated that *Ship* seemed to have whatever weapons the pilot wanted.

Once he returned to the *Anakin Solo*, Jacen Solo gave *Ship* to Lumiya. After Lumiya’s death, *Ship* was taken by Alema Rar to Lumiya’s former habitat. There, Alema Rar found the coordinates to Korriban to track down the One Sith that was in hiding on Korriban.

Jaina Solo, Zekk, and Jagged Fel tracked Alema Rar to Lumiya’s former hideout, where Zekk was able to call on the dark side of the Force and convince it to leave Alema’s service. *Ship* left to find a worthy master, and it was next spotted near Ziost by the *Poison Moon*, a One Sith frigate under the command of Dician. Dician spoke to *Ship* and ordered it to accompany her to Korriban to serve the One Sith. *Ship* rejected the philosophy of the new Sith Order and left. It eventually made its way to Kesh and found the Lost Tribe of the Sith. It helped the Lost Tribe build a force to invade the galaxy and attack Luke Skywalker’s Jedi Order. Upon the emergence of Abeloth, *Ship* was forced to do her will. The Jedi hunted *Ship* in the hope of finding and defeating Abeloth once and for all. The Jedi succeeded in defeating Abeloth, but *Ship* was able to escape with Vestara Khai, promising to train her to become a Sith Lord. Since the confrontation with the Qreph brothers on the mysterious world, neither *Ship* nor Vestara Khai have been spotted.

*Ship*

**Craft:** Self-aware Sith-Engineered Meditation Sphere



**Type:** Command ship  
**Scale:** Starfighter  
**Length:** 10 meters in diameter  
**Skill:** Starfighter piloting: Sith meditation sphere 5D  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 5D  
**Passengers:** None  
**Cargo Capacity:** 10 kg  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** ×2  
**Nav Computer:** No, Ship's awareness can calculate jumps  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D  
**Sensors:**

*Passive:* 10/0D  
*Scan:* 20/1D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/8/18  
*Atmosphere Range:* 50-100/350/650 meters  
*Damage:* 5D

**Magnetic Accelerator Launcher**

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Fire Rate:* 1/3  
*Ammo:* 30 magnetic balls  
*Space Range:* 3-5/30/100  
*Atmosphere Range:* 200-500/3/5 km  
*Damage:* 10D  
*Game Notes:* This weapon must be charged for two rounds before firing.

**Note:** In addition, the Sith meditation sphere has Force transmitters that provide a +1D boost to Force powers.  
**Author's Note:** While the Sith Meditation Sphere is considered Legends, the meditation chamber is Canon. The stats for Ship come from the [Legacy of the Force Sourcebook – Version 1.5](#), which can be found in the Library on The Rancor Pit.

**Sith Power Source**

Status: Legends



This was a series of six Sith artifacts that were used as power sources by the SV-3 Eradicator droid aboard the *Red Reaper*. The Eradicator droid accessed the Sith artifacts via holograms on the Red Reaper's bridge, and aligning the artifacts generated massive amounts of power for the droid.

**Sith Regenerator**

Status: Legends



This was an implant created by the ancient Sith designed to stimulate cell replication within its "host," allowing them to heal. Spies were often equipped with such devices since being behind enemy lines often prevented them from seeking treatment.

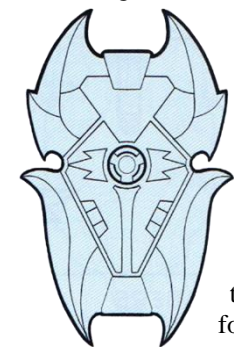
This implant cost 8,500 credits.

In GM terms, this implant allows the user to make two healing rolls in a round.

This implant was available during the time of the Jedi Civil War.

**Sith Shield**

Status: Legends



Used by Sith warriors in the ancient past, these shields were crafted from an alchemical alloy that was virtually impenetrable, even against lightsabers. They were often decorated with unsettling carvings, reliefs, and runes. When used in combat by a Force user, a Sith shield absorbed the hatred of surrounding combatants, drawing upon the building fury of their users and any foes engaged in the struggle.

If the wielder of a Sith shield suffered a hit in combat, the wearer could channel his fury into the shield each time he is hit. Once the wielder believed the shield had absorbed enough of their fury, the wielder could unleash the stored power in a torrent of hate.

In GM terms, when wielding a Sith shield, the wielder can use the *feed on dark side* power, and instead of gaining a Force Point whenever a light-side Force-sensitive gains a Dark Side Point, the wielder can store the Force Point in the shield. When a wielder suffers damage, the wielder can use *reduce injury* to lessen the damage to *wounded*. The wielder then funnels the fury he feels from the injury into the shield, and the amount of fury that is channeled is based on the difference between the original wound level and *wounded*. Doing this grants the wielder a Dark Side Point. Once the wielder feels the shield has absorbed enough energy, the wielder can choose to release the stored power in a torrent of hate. The effect is

the same as the *hatred* power, but since the Sith shield can gather power from multiple sources, the damage inflicted by this torrent of hatred can be greater than the 3D normally associated with *hatred*. The GM should consult the table below to determine the amount of power released by this torrent of hatred. Unleashing this torrent of hatred grants the wielder a Dark Side Point.

Power source	Damage inflicted
Force Point gained from <i>feed on dark side</i>	1D for each Force point
Reducing injury from <i>incapacitated to wounded</i>	1D
Reducing injury from <i>mortally wounded to wounded</i>	2D
Reducing injury from <i>killed to wounded</i>	3D

### Spirit Urn

Status: Canon/Legends



In both Canon and Legends continuities, this was an ornamental vase on a pedestal used by the Order of the Sith Lords to store important items such as the remains of deceased Sith Lords. As Supreme Chancellor of the Galactic Republic, Sheev Palpatine kept two such artifacts at the entrance of his private office on Coruscant. One of these spirit urns contained the ashes of his Sith Master, Darth Plagueis.

### Temple of Sacrifice Artifact

Status: Legends



This was a large Sith artifact that was installed in the upper levels of the Temple of Sacrifice on Yavin IV. The artifact was, with the accompanying ritual, capable of consuming all life on Yavin IV. The Sith Emperor sought to

use it as a failsafe in case his host body, the Emperor's Voice, was slain. The mad Force-user Revan seized control of the artifact and tried to resurrect the Emperor to kill him, but the forces of the temporarily aligned Galactic Republic and Sith Empire stormed the temple and destroyed the artifact before the ritual was completed.

### Tulak Hord's Artifacts

Status: Legends

These were a set of five artifacts created by the Sith Lord Tulak Hord which he used to conquer the Dromund system. Each artifact contained information that, when combined, would allow one to perform *Tulak Hord's ritual*.

One such artifact was the Eye of Tulak. This was an ancient Sith artifact that was discovered by the Sith Lord

Paladius during the Cold War. Sith Lord Paladius took the relic with him to Nar Shaddaa, where he established a cult amongst the lower classes. Darth Zash dispatched her apprentice Kallig, who later became Darth Nox, to Nar Shaddaa to retrieve the Sith artifact.



Another artifact was a green-purple cube resembling a holocron. It eventually fell into the possession of House Organa from Alderaan and was stored in their private vault on the planet Elysium. 3,643 years before the Battle of Yavin, Kallig a.k.a. Darth Nox, the apprentice of Darth Zash,

recovered the artifact.



A third artifact was an orange cube resembling a holocron that Tulak Hord hid in a cave on Balmorra. Centuries later, the Galactic Republic used the cave to construct Hazard Vault 305 for safe-keeping hazardous chemicals.

During the Battle of Balmorra, the vault was damaged, and the chemicals inside spilled. 3,643 years before the Battle of Yavin, Kallig a.k.a. Darth Nox, the apprentice of Darth Zash, recovered the artifact from the vault.



When Sith Lord Tulak Hord turned on his ally Aloysius Kallig, Aloysius Kallig managed to steal the fourth artifact, which was another holocron, from Tulak Hord before his death and stored it in the Dark Temple on Dromund Kaas. Millennia later,

Aloysius Kallig's descendant, who later became Darth Nox, retrieved the artifact from the Dark Temple. During this incident, Aloysius Kallig said the following to his descendant:

*"But you have not come to see me; you have come for the artifact I managed to wrest from Tulak Hord before he died. Take the artifact, but be careful – I know not what it does. Only that betrayal follows it everywhere."*

3,643 years before the Battle of Yavin, the pirates of the Sky Princess recovered the fifth artifact; however, it began to affect the crew. This resulted in first mate Syllas Wilkes leading a mutiny against the captain Andronikos Revel and ejecting him in an escape pod. Wilkes eventually joined up with the Exchange on Tatooine. Andronikos Revel was rescued by Imperial forces, and after doing time in an Imperial prison, he informed Darth Zash about this artifact, and the two traveled to Tatooine.

Wilkes sent out fifteen of his men with the artifact and a shipment of blasters for their boss, but the artifact drove the group mad, and the fled into the Dune Sea. As the artifact's influence grew, they were picked off one by one by either the Sand People or themselves. The last survivor, Paal, brought the artifact to a Sand People campsite as a peace offering, but

was killed as soon as he got there. Kallig a.k.a. Darth Nox, the apprentice of Darth Zash, recovered the artifact from Paal's body.

Later, Darth Zash used all five artifacts to perform *Tulak Hord's ritual* in the Dark Temple on Dromund Kaas.

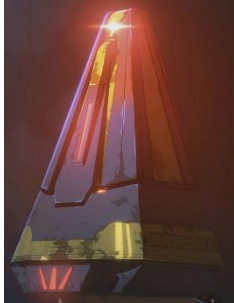
### Unidentified Sith Artifact

Status: Legends

This artifact was in ruins that were accessible only through the larger complex of Kabus-Dabeh on the planet Muzara. Around four millennia before the Battle of Yavin, a group of Dark Jedi who were followers of the Sith traveled to Muzara to recover the artifact. The local Muza shamans alerted a group of Jedi Knights and urged them to stop the strangers. The Jedi followed the group of Dark Jedi and confronted them, stopping them from using the artifact to bring evil to the Muzara system.

### Unidentified Sith Artifact (Jagomir)

Status: Legends



Millennia before the Galactic Civil War, the planet Jagomir served as a refuge for members of the Sith who were fleeing from the many conflicts of their society. Inside a series of caverns located behind the massive waterfall known as the Shimmering Falls, these Sith established a burial ground. Within the burial ground was a locked chamber, and placed within that chamber was an artifact – an unusual yet highly valuable crystal-shaped device that was inscribed with indecipherable hieroglyphics. Its purpose was not readily apparent to an observer, but these hieroglyphs held clues to a power weapon.

The location of the cavern was eventually passed on in the form of legend.

During the Galactic Civil War, both the Galactic Empire and the Rebel Alliance were seeking this weapon. A Rebel base was established on Jagomir after the Battle of Yavin, and the Alliance's Senior Advisor Setenna Hase carried out anthropological research on Jagomir. To distract a group of Rebel agents from investigation the potential presence of the traitor in the base, Setenna Hase's field assistant Var Narek, who was secretly an Imperial spy, encouraged his superior to follow up on the legend about the Sith burial grounds. Consequently, Setenna Hase tasked the team with locating the site. The team eventually discovered the caverns, and the Rebels managed to enter the locked chamber and retrieve the artifact.

### Unidentified Sith relic

Status: Canon

This was a black and gold square pyramidal Sith relic hidden in the underground Sith temple on the planet Ashas Ree. The relic was an immense source of power, and during

the New Republic Era the scholar Mika Grey and the First Order Raiders sought it. Intent on keeping the relic away from the First Order, Mika Grey spent two and a half years tracking it down before locating it on Ashas Ree. The First Orders, seeking the relic on behalf of Supreme Leader Kylo Ren, pursued her. Though Mika Grey found the relic in the Sith temple, she was trapped inside after accidentally activating a booby trap that protected the device. She was found a few days later by Team Colossus members Kazuda Xiono, CB-23, Eila, and Kel. When the First Order Raiders and Agent Raith subsequently arrived, Mika Grey used the relic to destroy them. The act used up the artifact's power.

### Yoke of Seeming

Status: Legends



**Name:** Yoke of Seeming

**Type:** Implant

**Scale:** Character

**Capacity:** Causes the Living Force to flow past and around

the weaver, clouding his intentions and altering perceptions of him.

**Range:** Personal

**Cost:** Not available for sale

**Availability:** 4, X

**Game Notes:** When used, it clouds the perceptions of anyone sensing the user, making them sense what the user wants. Attempts to detect the Dark Side will fail; *truth-sense* will fail, etc. It can even affect normal senses if used to a lesser degree, such as when Haazen used it to make his horrific countenance less viscerally disturbing. However, if used to disguise the user totally, it has a physical effect of them, burning their skin for 3D damage each round it is used.

**Source:** RPGGamer.org website

The Yoke of Seeming was a Sith artifact that predated the arrival of the Dark Jedi Exiles. The Dark Jedi Xoxaan seized the armature for herself before Sorzus Syn could study it. It was said to be able to make one appear as anyone or anything, although it burned the flesh while doing it.

Millennia later, Haazen acquired it and installed it as one of his cybernetics. It significantly increased his connection to the Living Force and allowed him to cloud other Jedi's senses, hiding his true intentions from them. In addition to clouding his intentions, the Yoke of Seeming transmitted to all Force-users the sense of himself that Haazen wished to convey. So, while other Jedi could accurately see his true, disfigured form, they would not react to viscerally to it. At his own preference, Haazen could also minimize its effects as he did during a discussion with Lucien Draay, during which he wanted to convey revulsion.

# Technology and the Force

Technology has been a part of galactic civilization for time immemorial. By the same token, technology is a part of the Jedi Order as much as the Force is. Over time, the Jedi, the Sith, and other Force traditions have made studies in how the Force can be used to manipulate technology, be it machinery or droids. These studies went beyond using *telekinesis* to levitate a droid or a piece of machinery. Or using *Force push* or *Force lightning* against machinery and droids. Or using the Force in the construction of lightsabers and holocrons.

The Sith were the first to yield results through alchemy. The Jedi later followed. While the Jedi Order accepted some of these results, other results were viewed as heretical. These powers were later classified into a category called technopathy – the ability to manipulate technology with the mind. Over time, not only have a select few Jedi demonstrated a proficiency with these powers, but two Force traditions have emerged whose members showed a similar proficiency towards these powers and created several of their own unique powers. These individuals were collectively known as technopaths. In addition to the powers listed in this section,



the following powers can be considered part of the technopathy “family”: *disable droid*, *electronic manipulation*, and *technometry*. While *Force repair* could be considered part of the technopathy “family,” it is a Force power exclusive to the Shards and the Iron Knights.

**Author’s Note:** I came across the terms technopathy and technopath on the Wookieepedia. After reading most of the source materials, which comprised of the Dr. Aphra comics and an entry from the Tales from Vader’s Castle comic, I realized this was not a new power, but a small collection of powers. They were distinct enough to warrant their own section in this work.

In addition, I originally wanted to call this section Droids, Technology, and the Force. But that is the name of an online supplement to Insider Magazine #81, which originally appeared on the Hyperspace website, and I did not want to risk infringing copyright laws. Much to my sorrow and no doubt to the sorrow of many fans, that site has gone down years ago. Fortunately, I managed to find a website where that article and several other Hyperspace exclusive articles have been preserved. The website is <http://starwarstimeline.com/star-wars-legends>. I looked at the article for any further research

material pertinent to this section, but most of the information has been covered in other sections of this work.

## Sense Powers

### Mechu-Deru

**Status:** Canon

**Sense Difficulty:** Very Easy for hand-held devices, Easy for droids and character-scale devices, Moderate for starfighters and *speeder*-scale vehicles and devices, Difficult for *walker*-scale vehicles and devices, Very Difficult for space transports, Heroic for *capital*-scale vehicles and devices

**Required Powers:** *Absorb/dissipate energy*, *affect mind*

**Time to Use:** Five minutes

**Effect:** This is one of the few Force powers that involves manipulating machines. By using this power, a Jedi can gain an intuitive understanding of how circuitry, mechanical objects, and mechanical structures go together, allowing the Jedi to understand how their purpose, performance, and manner of construction.

In game terms, successful use of this power grants the user a temporary bonus on all repair, construction, vehicle piloting, and vehicle operation skills associated with the *Mechanical* and *Technical* attributes. The GM must consult the following table to determine the amount and duration of the bonus.

Roll $\geq$ difficulty by:	Bonus	Duration
0-7	+1 pip	4 rounds
8-13	+2 pips	3 rounds
14-20	+1D	2 rounds
21+	+1D+1	1 round

A Jedi has the option of using *postcognition* with *mechu-deru*, allowing the Jedi to sense how the previous user of the object handled the object. Doing this incurs the multiple action penalty; however, if successful, the Jedi receives an additional pip to the bonus, regardless of how successful the result is.

**Author’s Note:** This power cannot be used to control machines or droids. Irek Ismaren was able to do so because of the subelectronic converter that was implanted into his brain, allowing him to use the Force in ways it was never meant to in controlling machines and droids. This was originally considered Legends in continuity, but with the events of the Scourge of the Droids in the comics, I have changed its status to Canon.

**Source:** Force power *manipulate* from Endless Vigil pages 36-7

**Appeared where:** Children of the Jedi, Outcast

**Example:** This was a cornerstone to Belia Darzu’s creating and controlling her army of Technobeasts. Darth Maul used this to modify the protocol droid C-3PX into an assassin droid and to create the Dark Eye probe droids. Irek Ismaren was



very skilled with this power. Ben Skywalker used this in [Outcast](#) to determine how the cylinder he found in the warrens of the Hidden Ones worked.

## Receptive Digital Telepathy

**Status:** Canon

**Sense Difficulty:** Easy if the target is friendly and does not resist. If the target resists, the difficulty is the target's *Perception* roll if target resists. Modified by relationship.

**Required Powers:** *Absorb/dissipate energy, affect mind, life detection, life sense, mechu-deru, receptive telepathy, technometry*

**Effect:** A rather unusual form of telepathy, this allows a Jedi to probe the droid's intelligence and learn the droid's goals, intentions, and objectives.

In game terms, successful use of this power allows the grants the user to use *droid programming* to access the droid's memory banks and directives from a distance to learn the droid's goals, intentions, and objectives.

While generally reserved for technopaths, thanks to his encounter with the Spark Eternal and reprogramming several of the spider-droids, Darth Vader learned to use the Force to probe the Scourge's memory banks and intelligence to determine what the Scourge wanted.

**Author's Note:** While this power is available for Jedi, the manner of how Darth Vader learned this power is generally forbidden. The only way the GM can allow other Jedi to learn this power the way Darth Vader did is for the Jedi to have had an encounter with the Scourge. To date, the only individuals who might qualify to learn this power are Leia Organa and Luke Skywalker.

**Appeared where:** [Darth Vader: Dark Droids](#)

## Control and Sense Powers

### Projective Digital Telepathy

**Status:** Canon

**Control Difficulty:** Easy. Modified by proximity

**Sense Difficulty:** Easy if the target is friendly and does not resist. If the target resists, the difficulty is the target's *Perception* roll if target resists. Modified by relationship.

**Required Powers:** *Absorb/dissipate energy, affect mind, life detection, life sense, mechu-deru, projective telepathy, receptive digital telepathy, receptive telepathy, technometry*

**Effect:** A rather unusual form of telepathy, this allows a Jedi to communicate with a droid via telepathy. Though this power does not allow conversation between the user and the droid, it does allow the Jedi to send information directly into the droid's memory banks.

In game terms, successful use of this power allows the grants the user to use *droid programming* to send information into the targeted droid's memory banks from a distance. This

invokes the penalty for multiple actions. For the user to successfully send information to the droid's memory banks, all rolls must be successful even with the multiple action penalty. If the user successfully makes the required control and sense rolls, but fails the *droid programming* roll by at most 5, the Jedi will have sent the information, but it would not have been a clear transmission. The droid will either be unable to clear the reception of the transmission, or the received information will be considered garbled or corrupted, thus useless to the droid. If the *droid programming* roll fails by more than 5, the droid will not receive the information.

**Appeared where:** [A Rebel Bounty – Star Wars Adventures Annual 2020](#)

## Control, Sense, and Alter Powers

### Machine Meld

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult for a single computer terminal, *speeder*-scale, and *walker*-scale vehicles, Very Difficult for a ship's system, Heroic for a *starfighter*-scale starship, Heroic +10 for a *capital*-scale ship

**Required Powers:** *Absorb/dissipate energy, affect mind, concentration, mechu-deru, technometry*

**Effect:** A very unconventional power, and one that traditional Jedi from the Old Jedi Order would probably have deemed taboo and/or forbidden, a Jedi using this can merge their consciousness and life force with the computer, allowing the Jedi direct and exert even greater control over the computer than the Jedi would with *technometry*. However, the Jedi must maintain physical contact with the computer terminal.

This power can be used in several ways. First, the Jedi can use this to commune with the computer in a way that friends or allies of the Jedi using the computer gains a bonus equal to that of the Jedi's *sense* die code. This bonus extends to the entire crew should the Jedi use this power for a ship's system or the entire ship, and is applied to *astrogation, capital ship gunnery, capital ship piloting, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and/or starship shields* accordingly.

Second, the Jedi can exert enough influence over the computer or ship system to override any preprogramming or any command imputed by the operator or the crew. If using this power to override any preprogramming, the Jedi needs to make the appropriate *alter* roll. If the Jedi uses this to override the command of an operator or crew, the Jedi must make an *alter* roll against the operator's skill roll. Success means the Jedi has overridden the operator's command.

There are risks associated with this power. First, failing to make the associated rolls to activate this power inflicts 1D damage to the Jedi. Second, using this power requires total

concentration, so the Jedi must make the associated rolls each round or risk suffering the same damage.

Third, when a Jedi stops using this power, either voluntarily or from failing to make the required rolls, the Jedi suffers a -2D penalty to all Force skills for 1D hours for each round the Jedi spent using this power. If the Jedi spends more than an hour using this power, the penalty is -4D and lasts 1D days for each hour the Jedi spent using this power. The Jedi can recover faster by spending the same number of rounds or hours in *emptiness*, depending on the penalty.

A consequence of the second risk is that the Jedi's body is considered helpless and unaware of their surroundings; thus, unable to make any rolls to avoid taking damage. In addition, the Jedi's body is extremely vulnerable to the *transfer life* power. A Dark Jedi or Sith trying to use *transfer life* to possess a Jedi's body while the Jedi is using *machine meld* treats the body as a recently dead body, making the associated alter difficulty Moderate.

In addition, should the Jedi's body die, be destroyed, or be possessed via the *transfer life* power, the Jedi's spirit loses the connection with the physical body and is trapped within the computer or ship system. The Jedi should be considered dead unless the Jedi knows the *transfer life* power, in which case unless the computer or ship is destroyed, there is always a chance the Jedi can use transfer life to possess a new body; however, not only does the Jedi receive the associated number of dark side points, but the Jedi has also unknowingly turned to the dark side and can only use any known Force powers by calling upon the dark side.

**Author's Note:** To date, only five individuals have demonstrated using this power. First was the Sith Lord Darth Karrid, formerly Jedi Knight Kana Tarrid, who was killed at the Battle of Duro during the Galactic War over thirty-six hundred years before the Battle of Yavin.

Next were Ash Jarvee and Callista Masana, both of whom were Altisian Jedi who served during the Clone Wars, were the only ones who knew and used this power. Ash Jarvee's fate during or after the Clone Wars remains unknown, but Callista was trapped in the weapons systems of the battleship *Eye of Palpatine* for thirty years before she encountered Luke Skywalker.

After she possessed the body of Cray Mingla, she believed she had lost her connection to the Force. It was only later that she learned she could use the Force by drawing upon the dark side. Unwilling to accept this, she left Luke Skywalker and the Jedi on a quest to restore her connection to the light. After their brief encounter on Nam Chorios, Luke and the Jedi lost track of her whereabouts. Luke eventually learned of Abeloth absorbing Callista during his confrontations with Abeloth.

Before switching places, Callista Masana taught this power to Cray Mingla.

Finally, there was Anakin Solo, who used this power to sense how sturdy a ship was.

**Restricted:** Given the views of the Jedi Order during the years before Order 66, it is extremely unlikely that traditional Jedi

knew this power. However, Altisian Jedi should be allowed to learn this power considering their very different philosophy. Similarly, while it is unclear whether Darth Karrid learned this power while she was a Jedi Knight named Kana Tarrid or after she turned to the dark side, it is highly likely that this power might have been available for Jedi and Sith in the associated time period. In Luke Skywalker's Order, there were only two Jedi who knew this power. One was Cray Mingla, who learned this from Callista Masana right before they switched bodies. The other might have been Anakin Solo, as his ability to sense how well-built a ship was or to sense the extent of damage to a ship or droid might have been *machine meld*. However, since his connection with the Force was not diminished after using the Force in such a manner, it is possible he might have used a different power.

With Cray Mingla's and Anakin Solo's death and Callista Masana's apparent loss of her connection to the Force, none of them were able to teach this power. It is possible that Callista might have included her knowledge of this power when she transferred her knowledge of the Jedi into a datapad for Luke to take. Given what happened to Callista, it is doubtful that he would learn this power or allow his students to do so. As such, the GM should restrict how a Jedi should learn this power to either from a holocron or teaching device containing knowledge of this power or an Altisian Jedi.

**Appeared where:** [The Old Republic: Annihilation](#), [No Prisoners](#), [Order 66](#), [Children of the Jedi](#), [Anakin's Quest](#), [Vader's Fortress](#)

## Mechu-deru Vitae

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Alter Difficulty:** Varies

**Required Powers:** *Absorb/dissipate energy, accelerate another's healing, affect mind, control another's pain, control pain, enhance another's attribute, enhance attribute, feed on the dark side, hibernation trance, injure/kill, life detection, life sense, mechu-deru, place another in hibernation trance, sense Force, Sith sorcery, technometry, transfer Force*

**Effect:** An extremely rare Sith technique, this power combined *alchemy* with *mechu-deru*, opening the way for the creation of cybernetic Sithspawns. The rules and conditions of this power are the same as those of *alchemy*. The difference is that the Sith can use metallic items or cybernetics in addition to traditional organic substances. One must know both *alchemy* and *mechu-deru* before learning this power.

**Author's Note:** There have only been a few recorded users of this power. The first was the Sith Lord Belia Darzu during the Sictis Wars. She used this power to create a technovirus that turned an organic being into a droid hybrid known as a technobeast. Knowledge of this art had been recorded on some of her scrolls and her Holocron. Roganda Ismaren found the scrolls and provided them to her son Irek Ismaren. With

the death of the Ismarens, and the destruction of their faction, it is highly unlikely that they had passed this knowledge on to anyone else they might have encountered.

As for her Holocron, Darth Bane retrieved and studied from it. It is possible that the knowledge contained within the Holocron was passed down amongst the Rule of Two Sith. Though Palpatine had died, and none of his other servants exercised this power, there is a possibility the knowledge is locked away either in a hidden vault or in the Telos Holocron, which was discovered by the Jedi on Telos IV forty years after the Battle of Yavin.

The other was Darth Maul. He used this while working on a 3PO protocol droid, changing it into an assassin droid named C-3PX. He also used this to restore his lower half of his body after landing on Lotho Minor.

The GM must exercise strict judgment before deciding whether to make this power available for others to learn.

**Appeared where:** Rule of Two, Children of the Jedi

**Example:** Belia Darzu, Irek Ismaren, and Darth Maul used this.

## Transfer Life (Technopathy)

**Status:** Canon

**Control Difficulty:** Heroic, modified by relationship. If the relationship is unwilling, increase the difficulty by +15.

**Sense Difficulty:** Heroic, modified by proximity. If the relationship is unwilling, increase the difficulty by +15.

**Alter Difficulty:** Variable

**Circumstances Difficulty**

Specially Prepared Droid Body	Easy
Recently Deactivated Droid Body	Moderate
Active Willing Droid Host	Very Difficult
Active Unwilling Droid Host	Heroic

**Warning:** Any Jedi using this power receives two Dark Side Points. If attempting to possess an unwilling host, the Jedi receives four Dark Side Points.

**Required Powers:** *Absorb/dissipate energy, accelerate another's healing, accelerate healing, affect mind, control another's pain, control pain, detoxify poison, dim another's senses, emptiness, farseeing, feed on dark side, hibernation trance, inflict pain, injure/kill, life detection, life sense, magnify senses, mechu-deru, projective telepathy, receptive telepathy, reduce injury, remain conscious, resist stun, return another to consciousness, sense Force, technometry, telekinesis, transfer Force*

**Effect:** This power may perhaps be the pinnacle of the technopathy powers. This power is identical to the transfer life in most respects. The distinction between the two is that with *transfer life (technopathy)*, a Jedi can transfer their life energy into a droid's body and possess it in the same way a Jedi using *transfer life* can transfer their life energy into

another body. As such, the GM mechanics to use *transfer life (technopathy)* are the same as those for *transfer life*.

When the Jedi possesses a droid body, the Jedi's attributes and skills may be affected by the droid's attribute. If any of the droid's attributes are the same as the Jedi's, nothing changes. If one of the droid's attribute dice is lower than the Jedi's, the Jedi's attribute dice is reduced to match the droid's. Any skills associated with the affected attribute will be reduced by the difference between the Jedi's attribute dice and the droid's. If one of the droid's attributes is higher than the Jedi's, the Jedi's attribute is increased to match the droid's. If any of the Jedi's skill dice is lower than the droid's attribute dice, those skills will be automatically increased to one pip above the attribute's die code. All the other Jedi skills that have die codes equal to or greater than the droid's attribute dice are unaffected.

A Jedi can use this power to transfer their life force into a mechanical device like a computer, a vehicle, or even a Jedi Holocron. The *alter* difficulty to do so is Easy. While possessing a vehicle, the Jedi can override the onboard computer and take control of the vehicle. This is the same as using machine meld to take control of the computer; thus, the Jedi must make an *alter* roll against the operator's skill roll. Success means the Jedi has overridden the operator's command.

However, there is an inherent danger in possessing a mechanical device. These devices can be activated and deactivated manually by another individual. If the device that is possessed by the Jedi is deactivated, the Jedi is trapped within the device. As long as the device remains deactivated, the Jedi is unable to transfer their life force into another droid or device. This power cannot be used to transfer the Jedi's life force into a computer console or a machine, even one as large and as complex as the Death Star. It can only be used on droids.

**Author's Note:** The Ordu Aspectu was a splinter group led by the Jedi Rur. To preserve his knowledge for all eternity, he created a copy of his intellect in a computer. This intellect called itself Eternal Rur and believed falsely that it was the original Rur. It took over the droids in the citadel before it was stopped. Later, the archaeologist Chelli Lona Aphra found and reactivated Eternal Rur. It took control of automated defenses and took possession of a custom-built droid. This might be an example of *transfer life (technopathy)*, but it might also be cases of the program using *computer programming/repair, droid programming, and/or security* to take over the droids and the systems. I cannot say with absolute certainty at this point. I am certain that when a Force-sensitive spirit took over the main computer of the *Ghost* and Chopper before being tricked into entering an inactive Jedi holocron, that spirit used *transfer life (technopathy)*.

**Appeared where:** Star Wars Adventures: Tales from Vader's Castle, Doctor Aphra: Aphra, Doctor Aphra: The Enormous Profit

**Example:** A Force-sensitive spirit briefly possessed Chopper and the main computer of the Ghost. The Eternal Rur might have taken control of the automated defenses and a custom-built droid.

As previously indicated, two Force traditions have emerged where the participants can be considered technopaths. One is



the Iron Knights – a group of Force-sensitive Shards who have chosen to inhabit droid chassis for mobility. They were trained by the Sunesi Jedi Master Aqinos, and helped end the Arkanian Revolution. However, the Jedi Council excommunicated them. While Aqinos and most of the Iron

Knights went into seclusion on Dweem for almost seventy years, some chose to remain active in the galaxy. Sadly, those Iron Knights fell during the Jedi Purge. Jedi Master Aqinos and the Iron Knights would only reemerge when students of Jedi Master Luke Skywalker’s Praxeum found them.

The other tradition is the Order of the Sight Voltaic. Also known as Grand-engineers, they were an ancient organization of Force-sensitive scholars. Being technopaths, they could control droids and send information directly into their memory banks. They maintained their headquarters in a monolithic structure within a forest on an unknown war. Traditionally, Sight Voltaic members were neutral and did not interfere with the affairs of the galaxy. During the reign of the Galactic Empire, they kept a very low profile, allowing them to escape the Empire’s notice and Order 66. However, the creation of the Death Star prompted one member, Sister Lony Coleema, to disobey the counsel of Signal-father Cuulomb and join the Rebel Alliance.

## Playing a Grand-engineer

The Grand-engineers are Force-sensitive scholars who were highly skilled in using and repairing computers, droids, and machinery.

Race: Any

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: High attribute die. All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: Very high attribute die. Emphasis on all engineering, programming, and repair skills.

Force skills: No particular emphasis.

Force powers: All the powers listed previously. All Jedi powers available. Place emphasis on *technometry*. *Disable droid* is a viable option. *Electronic manipulation* is forbidden

unless the Grand-engineer turns to the Dark Side and learns from a source of Sith knowledge.

## Ascendants

The Force is a natural part of the galaxy, and there are those who can sense it and learn to manipulate it. But there were those who sought to recreate the power of the Force with technology. They were members of the Ascendant – a cult aligned with the dark side of the Force. The cult managed to create powerful and dark technology with which they fought against the Sith. In the words of the rogue archaeologist Chelli Lona Apha:

*“They used tech so dark that even the Sith avoided it.”*

The Ascendants built their main temple on Bar’leth, where they continued with their technological research and experiments. However, the Sith decried the Ascendant as heretics and sent the Darkseekers to locate and destroy their cult. The Darkseekers did destroy the Ascendant, though many of those who participated in this hunt were killed in the end.

Though the Sith considered the Ascendant heretics, the Sith did use some Ascendant artifacts. These artifacts emerged from obscurity as Chelli Lona Apha and her contemporaries found these artifacts during Qi’ra’s and Crimson Dawn’s crusade against the Sith Lords Darth Sidious and Darth Vader. The actions of these rogue elements unleashed a dangerous entity upon the galaxy that nearly seized control of the entire galaxy.

### Calling Glove

Status: Canon



Also called an Ascendant glove, the rogue archaeologist Kho Phon Farrus wielded this and simulated the telekinetic abilities exhibited by the Jedi and other Force-sensitive groups.

The calling glove did this by emitting powerful magnetic fields, but the glove alone would not allow the wearer to mimic *telekinesis*. The object being manipulated by the wearer of the calling glove must also have magnets that were attached to or embedded within the object.

A derivative of the calling glove was anchor points that were placed throughout an enclosed area. When activated, the anchor points formed a powerful, interconnected electromagnetic field that allowed to simulate bodies and objects, each of which also had anchor points, floating in midair. There was a flaw in this arrangement – removing one anchor point would cause the attached body to fall.

In GM terms, while wielding the calling glove, the wearer can be considered having 3D in the *alter* skill and can use



*telekinesis* when moving objects that have magnets attached to them. The wearer of the calling gloves must follow the rules for *telekinesis* as described in the description of the power, and only when moving objects with the affixed magnets. Attempting to use the calling gloves on objects without the magnets automatically fails.

### Kho Phon Farrus' Machine

Status: Canon

*“Okay – we know the Fermata Cage needs to be primed with dark side energy to fully activate, but without the Knights of Ren, we cannot get any. Or maybe we can. Sort of. This machine I have built here is Ascendant tech. It is able to take any dark side energy near it and focus it, like a lens.”*

—Kho Phon Farrus, to The Archivist

The Crimson Dawn leader Qi'ra was able to acquire the Fermata Cage and intended to use it against the Sith Lords Darth Sidious and Darth Vader. But priming and activating the Fermata Cage required dark side energy, and the Knights of Ren had ended their partnership with Crimson Dawn after delivering the Fermata Cage. So, the rogue archaeologist Kho Phon Farrus built this machine based on Ascendant technology. The machine would take the energy of the dark side of the Force that was near it, focus it like a lens, and shoot it at the Fermata Cage, which would allow Kho Phon Farrus and “The Archivist” to open it.

But when Kho Phon Farrus activated the machine, it released a massive disturbance in the Force that Darth Sidious, Darth Vader, Luke Skywalker, and Yoda sensed. The activation overwhelmed and nearly killed Kho Phon Farrus and the Archivist. Their attempt to open the Fermata Cage failed, and Kho Phon Farrus was able to turn off the machine, saving their lives.

Unfortunately, Darth Sidious was able to discover their location and sent Darth Vader to retrieve the Fermata Cage. During his attempt to retrieve the Fermata Cage, Darth Vader destroyed the machine. Though Kho Phon Farrus and the Archivist escaped, Darth Vader killed the Orphan Sear by pushing her with the Force into the wreckage of the machine.

### Null Blade

Status: Canon



The Null Blade was a sword forged with cortosis alloy by Miril, the leader of the Ancients during the era of the Sith. As a cortosis blade, it could briefly short out a lightsaber if the lightsaber blade touches it. However, Miril had not reinforced the weapon by the time of the fall of the Ascendant. As a result, the Null Blade was a weapon that could be cut down by a lightsaber, only for that lightsaber to then fail.

Centuries later, the Spark Eternal – another creation of the Ascendants – resurfaced and possessed the body of Chelli Lona Aphra. The Spark Eternal traveled to the Vermillion, the fortress-flagship of Crimson Dawn, in search of Ascendant technology. It drew the Null Blade from an altar in the office of “The Archivist” and attacked Just Lucky and Ariole Yu, though both escaped.



Later, the smuggler Sana Starros assembled a team of Chelli Lona Aphra’s associates, and the team arrived at the office to rescue Chelli Lona Aphra from the Eternal Spark. During the fight, the rogue archaeologist Kho Phon Farrus dropped a chandelier onto the Eternal Spark, causing it to drop the Null Blade. Sana Starros saw the Eternal Spark heading to recover the weapon and informed Kho Phon Farrus, who

used the calling gloves to take control of the Null Blade. Due to its weight, Kho Phon Farrus was not able to lift the Null Blade. The calling gloves began to act by themselves and threw the other team members against a wall in the office. The Spark Eternal revealed that it was created to interface with other Ascendant technology and unite it under its command. Thus, the sword had become an extension of its will and vision when the Spark Eternal touched it. When Kho Phon Farrus’ calling gloves touched the blade, the calling gloves responded to the Spark Eternal. The assassin droids 0-0-0 and BT-1 then entered the office and attacked the Spark Eternal. The Spark Eternal blocked 0-0-0’s attacks with the Null Blade and eventually stabbed the two assassin droids with the Null Blade. Both fell under the control of the Spark Eternal, who ordered them to take care of the rescue team while it headed to the *Ark Angel IV* with the Null Blade.

When the Spark Eternal claimed the Null Blade, the weapon had been upgraded to take on lightsaber strikes. During the Battle at Amaxine Station, the Spark Eternal used the Null Blade against Darth Vader, and during the fight, the possessed Chelli Lona Aphra shorted out Darth Vader’s

lightsaber when their weapons struck each other. In response, Darth Vader unleashed a Force push that separated Chelli Lona Aphra and the Spark Eternal.

### Seeker's Crown

Status: Canon



*"That looks like a Seeker's Crown! This could be the one that leads me to the Tomb of the Spark Eternal!"*

—Kho Phon Farrus

The Seeker's Crown was an Ascendant artifact, but nothing more is known about it. Between the Battle of Hoth and the Battle of Endor, Kho Phon Farrus used a black-market network to acquire Ascendant artifacts and then kill their owners. Her ultimate goal was to find the Tomb of the Spark Eternal and the most treasured artifact of the Ascendants – the Spark Eternal.

Attempting to stop Kho Phon Farrus, fellow rogue archaeologist Chelli Lona Aphra and smuggler Sana Starros had Beol De'Rruyet, who was a member of the network – put up a listing of an Ascendant artifact – a Seeker's Crown. Kho Phon Farrus learned about the listing and went to the planet Midarr to acquire it. After arriving, Chelli Lona Aphra and Sana Starros ambushed Kho Phon Farrus and revealed that the listing was fake.

### Thought Dowser

Status: Canon



*"Th-this should not be possible. It is just a piece of tech. But I can hear it, Sana. It is in my head. Prying it open. Demanding things."*

—Chelli Lona Aphra to Sana Starros

Thought dowers were powerful devices supposedly made from a material that amplified one's thoughts. An Ascendant artifact, the device could be operated by anyone, though they were most powerful when wielded by Force-sensitive individuals. Though the Sith considered the Ascendant heretics, the thought dowers were the only devices the Sith used to teach their apprentices to compel and manipulate others.

The Crimson Dawn crime syndicate came into possession of one thought dowser and displayed in a gallery aboard its fortress-flagship, *Vermillion*. When the rogue archaeologist Chelli Lona Aphra and her associates came under fire while trying to retrieve a data crystal necklace from the gallery, she noticed the thought dowser and used her electro-tattoos to activate it. Chelli Lona Aphra wielded the dowser, though she was unable to control herself. She used it to compel the Crimson Dawn assassin Deathstick and several guards to stab themselves. Unknown to her, the dormant Spark Eternal sensed her using the device, as it had interfaced with

Ascendant technology in the past. Chelli Lona Aphra was able to break free from the device, though it burned her arm and fried her electro-tattoos. Chelli Lona Aphra and her associates subsequently escaped, leaving behind the thought dowser.

In GM terms, while wielding the calling glove, the wearer can be considered having 3D in all three Force skills and can use *affect mind* to influence others. If a target falls under the effects of *affect mind*, the user gains a +1D to any *command* or *Perception* roll when issuing commands to the target.

However, the thought dowser will want to gain control of the wielder. Each round the wielder uses the thought dowser, the wielder must make a Difficult *willpower* roll. Failure will result in the wielder being unable to control themselves and unable to discern friend from foe. The wielder can attempt to break free from the device's influence in subsequent rounds, but that requires making a successful Very Difficult *willpower* roll. If successful, the wielder breaks free from the device and releases it. But the device will inflict 5D wound damage on the wielder in the process. The wielder can resist the damage with their Strength, but the wielder will still receive a wounded status at the minimum. The wielder can avoid the damage completely by beating the difficulty roll by ten or more.

### Unyielding Heart

Status: Canon

*"These shapes...these iconography... this giant Ascendant sanctum was under the university all this time?"*

*"Though few know it, the Ascendant built their main temple on Bar'leth. This is where they crafted their inventions in hope of mimicking the dark side. This was their sanctum, but the whole school is built on their ruins."*

—Kho Phon Farrus and Iglan'tine Nos

Also known as the Undying Heart, or simply as the Heart, was a sanctum within the main temple of the Ascendant cult located on Bar'leth. The Ascendant used the sanctum to build inventions in their attempts to mimic the dark side of the Force. The University of Bar'leth was eventually built over the ruins of the temple and sanctum.

The rogue archaeologist Kho Phon Farrus traveled to Bar'leth in search of the Heart to complete the Ascendant's Mantra and find the fabled Spark Eternal. After arriving at the office of Sava Iglan'tine Nos, Kho Phon Farrus demanded to be taken to the Unyielding Heart, believing it to be a physical relic. Sava Iglan'tine Nos, instead, led Kho Phon Farrus to the sanctum, where she revealed that the sanctum and the Unyielding Heart were one and the same, and the Spark Eternal was already there.

### Whip of Sorrows

Status: Canon



This was a rare Ascendant weapon that was wielded by the rogue archaeologist Kho Phon Farrus.

While it looked like a whip, the lash had energy receptors and emitters built within it. The emitter/receptors were connected to a central wire leading to the handle, where a power cell was implanted. There were two settings on the handle. One setting would allow the wielder to drain energy from a target that they ensnared. The smallest object from which the whip of sorrows could drain energy was a mouse droid. Anything smaller would generate enough energy for the whip to drain. The other setting allows the wielder to release the absorbed energy through the emitter/receptors embedded within the whip. After ensnaring the target, the wielder could release the stored energy in the next round, inflicting 4D damage.

Using this weapon requires making a successful Moderate *melee combat* or *melee combat: whip* roll.

### Spark Eternal/Scourge

Status: Canon

As formidable as these objects were, the crowning achievement for the Ascendant in their fight against the Sith was the Spark Eternal – a sentient artificial intelligence.

The Ascendant was led by Miril, but there was a splinter sect led by Miril’s former “left hand” Ilith. Both leaders created their own version of the Spark Eternal to use in their fight against the Sith. When the Sith slaughtered the Ascendant, Miril’s prototype Spark Eternal was sealed in the Tomb of the Spark Eternal, located underneath the University of Bar’leth on the planet Bar’leth. The rogue archaeologist Kho Phon Farrus believed that possessing the Spark Eternal meant they would not have to fear death, live the life they wanted, and be whole and perfect.

Between the Battle of Hoth and the Battle of Endor, there was a hunt for the Spark Eternal. One endeavor was spearheaded by the resurgent criminal syndicate Crimson Dawn. The Archivist contacted Kho Phon Farrus, who she hoped would recover the artifact for them. Kho Phon Farrus returned to the University of Bar’leth and demanded Sava Iglan’tine Nos lead them to the Unyielding Heart, which Iglan’tine Nos revealed was a sanctum under the university where the Spark Eternal had been sealed away.

The rogue archaeologist Chelli Lona Aphra and smuggler Sana Starros, who were seeking Ascendant technology for Domina Tagge of the Tagge Corporation, also made their way to Bar’leth and the tomb. After the Spark Eternal was



summoned in a ritual, Chelli Lona Aphra claimed it for herself, but was killed by its effects. The Spark Eternal took over the rogue archaeologist’s body, resurrected her, and declared themselves as “Eternity.”

*“See the big advantage the Sith have over us is their connection to the Force. How do you beat someone who can anticipate your every move? The Spark Eternal is my solution: an A.I. that unifies our bodies and tech on an intuitive level. We think of these areas as two separate systems, but with the Spark, we can eliminate false division – they merge to become a single, ultra-responsive one. Using something as easy as a thought dowser becomes as easy as breathing.”*

—Miril, to Chelli Lona Aphra



After bonding itself with Ilith’s Spark Eternal to silence Chelli Lona Aphra’s thoughts, the Spark Eternal continued to inhabit and control the archaeologist’s body until the Battle at the Amaxine Station, where the Spark Eternal hoped to fulfill Miril’s dream of destroying the Sith. The Spark-possessed Chelli Lona Aphra engaged Darth Vader in a duel using the Null Blade, and managed to deactivate and knock away his lightsaber. But Darth

Vader removed the Spark Eternal from Chelli Lona Aphra’s body effortlessly with a Force push before moving on to deal with the Fermata Cage. After Darth Vader left, the Spark Eternal tried to bond with Chelli Lona Aphra again, but Sana Starros’ crew intervened and saved the archaeologist.



Without a vessel, the Spark Eternal fled into one of the droid discs that had been dropped from the Fermata Cage after it was opened. These droid discs contained a droid intelligence that the ancient Sith Order had once created. But their creation developed an insatiable hunger for information. It refused to follow orders and tried to spread itself to other droids and



organic beings on two occasions. These factors scared the ancient Sith Order, which imprisoned the droid discs in the Fermata Cage. As all forces departed from the station, the Spark Eternal merged with the droid disc which contained this rogue artificial intelligence. The two merged, creating the Scourge.

*“All these minds to inhabit. All of these bodies to waste. Two more is nothing. But I want them. The metal is mine. But it is not enough. With my hunger... nothing is ever enough. I want to know you. I want to know everything.”*

—The Scourge





To quell its hunger, the Scourge used its original body – a spider-droid – to spread itself to other droid bodies, learning what was in their memory banks, taking over their bodies, and adding their minds to its collection in the process. It began to mass-produce itself to spread itself further into numerous other droids. As a result, the Scourge existed as a single consciousness across many bodies, which meant everyone and everything infected by the Scourge was a mere

vessel for the being. But as it spread into more and more bodies, the Scourge could talk through multiple bodies to finish a single sentence. The Scourge needed to split its focus amongst the many bodies, but found that it was unable to process everything and began to fracture. In moments of extreme importance, the Scourge had to focus itself in a single location and the bodies it had there. To manage itself, the Scourge created four additional primary bodies to focus different traits of itself through: the Warrior, the Scholar, the Child, and the Elder. The Scourge destroyed its Elder body during an argument with itself over its sanity, but then went on to recreate it and destroy the other bodies.

Realizing it would be destroyed if it were stopped, the Scourge began a quest to take over the galaxy during the Galactic Civil War. The Scourge hoped to become everything in the galaxy to keep itself safe, which would allow it to surrender itself finally to the flow of memories it had taken. With every being in the galaxy a part of itself, the Scourge hoped to share the beauty of the countless memories and lifetimes it had collected with everyone as one singular mind. However, deep down the Scourge did not want to make everything into itself or to kill. It acted only out of its urge to “eat.” The Scourge’s ultimate goal was to take control of the Force. Droids, cyborgs, and organic beings tried to stop the Scourge.

As part of its plan to take control of the Force and to understand cyborgs, the Scourge targeted the cyborg Sith Lord Darth Vader twice – once on Mustafar and once on Coruscant. It was on Coruscant, while Darth Vader confronted his master Darth Sidious, that the Scourge was able to infect Darth Vader. But Darth Vader was able to reassert his will and purge Scourge’s infection from his body. This had an unexpected outcome – Darth Vader was able to understand how Scourge infected others and was able to spread its consciousness into the bodies of others – droids, cyborgs, and organics. During the Skirmish on Mirgoshax, Darth Vader reprogrammed the spider-droids to serve him. He threw these spider-droids at the Imperial droids at Mirgoshax, which then reprogrammed the Imperial droids to serve Darth Vader. Using his knowledge and experience of the Scourge’s attempt to infect him, Darth Vader was able to use the Force to control

the Imperial droids he had infect with the reprogrammed spider-droids and have those Imperial droids serve his will.

## Control Droid

**Status:** Canon

**Control Difficulty:** Moderate. Modified by proximity

**Sense Difficulty:** Easy for a Jedi who has turned to the dark side. Moderate for a Jedi who is of the light side. Modified by proximity.

**Alter Difficulty:** Variable, depending on the number of targets being controlled.

Number	Difficulty
1	Easy
2	Moderate
3	Difficult
4-5	Very Difficult
6	Heroic

**Required Powers:** *Absorb/dissipate energy, affect mind, farseeing, farseeing (technopath), life detection, life sense, mechu-deru, projective telepathy, receptive telepathy, technometry*

*This power may be kept up.*

**Effect:** A Jedi can use *technometry* to gain a greater sense of the droid, but not control it. Thanks to his encounter with the Spark Eternal and reprogramming several of the spider-droids, Darth Vader learned to use the Force to take control of a droid and turn it into a puppet that must obey his will. Darth Vader could only use this power to control droids that have been infected by his spider-droids. The maximum number of droids that Darth Vader could control was six. He could only use this power to see what was occurring at that moment, not the past nor the future.

Otherwise, this power functions the same as the normal *control mind* power.

**Author’s Note:** Because of the unique circumstances behind the creation of this power, there is no way any other Jedi can learn this power unless they have an encounter like the one Darth Vader had with the Scourge. The Jedi would also have to have a droid with the same infectious programming the Scourge had and reprogram both the droid and the infectious programming suit their needs, which would require a Moderate *droid programming* roll and a Heroic *droid programming* roll respectively. Even then, the Jedi would only be able to use this power with droids that have been infected by the modified droid in their possession. For a Jedi to use this power with more than one droid, the Jedi must use *split Force* in the same round as using this power, requiring the multiple action penalty.

Thus, while the GM can use this power as a plot device, the GM is forbidden from making this power available to other Jedi **unless** they have had an encounter with the Scourge. To date, the only individuals who might qualify to learn this power are Leia Organa and Luke Skywalker.



**Appeared where:** Darth Vader: Dark Droids

## Farseeing (technopath)

**Status:** Canon

**Control Difficulty:** Moderate. Modified by proximity

**Sense Difficulty:** Easy if the target is friendly and does not resist. If the target resists, the difficulty is the target's *Perception* roll if target resists. Modified by relationship.

**Required Powers:** *Absorb/dissipate energy, affect mind, farseeing, life detection, life sense, mechu-deru, technometry*

**Effect:** A Jedi can use *farseeing* to see things through the eyes of another. Thanks to his encounter with the Spark Eternal and reprogramming several of the spider-droids, Darth Vader learned to use the Force to see through the photoreceptors of any droids that were infected from his spider-droids. The maximum number of droids that Darth Vader could see from was six. He could only use this power to see what was occurring at that moment, not the past nor the future.

Otherwise, this power functions the same as the normal *farseeing* power.

**Author's Note:** Because of the unique circumstances behind the creation of this power, there is no way any other Jedi can learn this power unless they have an encounter like the one Darth Vader had with the Scourge. The Jedi would also have to have a droid with the same infectious programming the Scourge had and reprogram both the droid and the infectious programming suit their needs, which would require a Moderate *droid programming* roll and a Heroic *droid programming* roll respectively. Even then, the Jedi would only be able to use this power with droids that have been infected by the modified droid in their possession. For a Jedi to use this power with more than one droid, the Jedi must use *split Force* in the same round as using this power, requiring the multiple action penalty.

Thus, while the GM can use this power as a plot device, the GM is forbidden from making this power available to other Jedi **unless** they have had an encounter with the Scourge. To date, the only individuals who might qualify to learn this power are Leia Organa and Luke Skywalker.

**Appeared where:** Darth Vader: Dark Droids

## Remote Force (technopath)

**Status:** Canon

**Alter Difficulty:** Difficult. Modified by proximity

**Required Powers:** *Absorb/dissipate energy, affect mind, control another's pain, control pain, enhance another's attribute, enhance attribute, farseeing, farseeing (technopath), life detection, life sense, mechu-deru, remote Force, technometry, transfer Force*

**Effect:** Thanks to his encounter with the Spark Eternal and reprogramming several of the spider-droids, Darth Vader learned to channel the Force through the droids, allowing him to use the Force to manipulate telekinetically any target that he sees through the droid's photoreceptors. Darth Vader could only use this power through the droids that have been infected

by his spider-droids, and the only powers he could channel through the droids were *telekinesis* and *telekinetic kill*. The maximum number of droids that Darth Vader could use this power on was six.

Otherwise, this power functions the same as the normal *remote Force* power.

**Author's Note:** Because of the unique circumstances behind the creation of this power, there is no way any other Jedi can learn this power unless they have an encounter like the one Darth Vader had with the Scourge. The Jedi would also have to have a droid with the same infectious programming the Scourge had and reprogram both the droid and the infectious programming suit their needs, which would require a Moderate *droid programming* roll and a Heroic *droid programming* roll respectively. Even then, the Jedi would only be able to use this power with droids that have been infected by the modified droid in their possession. For a Jedi to use this power with more than one droid, the Jedi must use *split Force* in the same round as using this power, requiring the multiple action penalty.

Thus, while the GM can use this power as a plot device, the GM is forbidden from making this power available to other Jedi **unless** they have had an encounter with the Scourge. To date, the only individuals who might qualify to learn this power are Leia Organa and Luke Skywalker.

**Appeared where:** Darth Vader: Dark Droids

After the Scourge infected C-3PO, R2-D2 reassembled to D-Squad he had been a part of during the Clone Wars, including his old squad mate WAC-47 and new members consisting of the bounty hunters 4-LOM and IG-88, and the assassin droids 0-0-0 and BT-1 to combat the Scourge. the warrior-priest droid Ajax Sigma proved vital in stopping the Scourge, for through its experiments, the Scourge found that it could inhabit organics by transmitting itself like a heartbeat instead of all at once. It infected the cyborgs Magna Tolvan, Lobot, and Beilert Valance. During the Battle on Epikonia, the Scourge finally mastered how to infect full organics, during which it spread into Chewbacca, Landonis Balthazar



Calrissian, Leia Organa, and the Force-sensitive Luke Skywalker. It used Luke Skywalker to declare itself the new Force, and it was at that moment that Ajax Sigma destroyed Scourge's main body with his sword, destroying the Scourge's main consciousness and freeing every vessel – droid, cyborg, and organic – it had under its control.

*“I wish we had met under different circumstances. You might think I do not like you very much. Nothing could be further from the truth. I love you. You are a machine intelligence, self-willed, visioned, just like me. You were the Spark Eternal. Now you will be something new.”*  
—Ajax Sigma

The sword Ajax Sigma used kept the data of the Spark Eternal. After returning to the Colony of the Second Revelation on Mechis II, Ajax sigma extracted the Spark Eternal from his sword used it to create a new droid being on Mechis III as a member of his church, the Second Revelation. Ajax Sigma viewed it as a fellow sentient machine intelligence and granted the Spark Eternal a new chance at existence as someone new. The Scourge crisis convinced Ajax Sigma to add a new belief to his church: the fourth revelation, or “all.” As he mentioned the fourth revelation, Ajax Sigma held up one of the spider-droids that was still used by the Scourge, and the spider-droid was still glowing with purple light.

## Conflict with the Nihil

Two centuries before the Battle of Naboo, the marauders called the Nihil launched a surprise attack upon the Republic. During their campaign, the Nihil brought about the destruction of Starlight Beacon, which was going to serve as a launching point for exploration of the Outer Rim Territories, and cordoned off a large area of the Republic from the rest of the galaxy. In the battle between the Jedi and the Nihil, both sides utilized technology that were aimed at either aiding or defeating the Jedi.

### 47 Lightsaber Nullifier

**Status:** Canon



**Type:** Field generator

**Scale:** Character

**Skill:** Starship gunnery: 47 Lightsaber Nullifier

**Ammo:** Diverts power from all ship systems, putting most onto reserve power. For each round roll 1D6 + the number of rounds the system has been operating, against 25 (the device explodes on a 6). If the roll is higher, then reserve power fails, and the ships systems fail unless the Nullifier is shut

down.

**Cost:** Unknown

**Difficulty:** Moderate

**Space Range:** 1-12/24/40

**Atmosphere Range:** 100-2400/4800/8000

**Damage:** 0D

**Game Notes:** When used, the device nullifies all blasters and lightsabers within short range (up to 2.4km). If a blaster or lightsaber is in long range (up to 4.8km) roll 1D6, and on 1-4 the weapon is nullified. If a blaster or lightsaber is in extreme range (8km) then roll 1D6, and on a 1-2 the weapon is nullified. The effect lasts until the device is deactivated, but it is not a visible effect, so it may not be immediately evident when the device is shut down.

**Source:** RPGGamer.org website

The 47 lightsaber nullifier, also known simply as the four-seven nullifier or lightsaber stifling technology, was a prototype device that disrupted energy weapons, including blasters and lightsaber, preventing them from working. It was powered by a core made of recainium, a dangerous and illegal substance. The prototype was created during the High Republic Era by Klerin Chekkat, though his mother Mantessa took credit for it. Mantessa Chekkat took the prototype to the Republic Fair on Valo hoping to sell the device to Galactic Republic senator Tio Toon, who had been pushing for the Jedi Order not to be the sole protectors of the Republic. Mantessa Chekkat believed Senator Tio Toon wanted the device for its abilities to disarm the Jedi; however, she did not realize that his position did not mean he opposed the Jedi, and he turned down the offer. The device’s recainium core also spread radiation into the surrounding area, and the senator had Mantessa Chekka disable the device. When Nihil marauders attacked the fair, Klerin Chekat claimed to the Republic that the raiders had taken the plans for the device while subsequently attempting to sell a smaller tolium-powered version to the Nihil.

The Nihil warlord Melis Shryke used a 47 lightsaber nullifier on her Stormship, the *Cocophony*, when she captured the Jedi Grand Master Pra-Tre Veter, though she destroyed the device in the process.

### Tythonic Resonator

**Status:** Canon



**Cost:** Not available for sale

**Availability:** 4, X

**Game Notes:** A device used to communicate with Force-sensitive individuals across the galaxy, the difficulty to use is an Easy *control* roll modified by proximity and relationship. However the device has a

physical effect on the user, and they must make a *Strength* roll to resist damage equal to 3 + proximity and relationship modifiers. However, this damage cannot inflict a mortal wound or kill the user. On a *stun*, the user has a nose bleed and shrugs off the effects rapidly. A *wound* leads to them taking damage, with bleeding from the nose and ears. An *incapacitated* result leads to them collapsing unconscious in a pool of their own blood.

**Source:** RPGGamer.org website

Sharing its name with the planet Tython, a tythonic resonator was a small, spherical communication device utilized by the old Jedi Order. With the help of a tythonic resonator, Force-sensitives were able to communicate with distant other Force-sensitives across the galaxy by channeling the Force through the device. But usage of the device was painful and ineffective, and the Jedi Order stopped using them because their use caused the user to bleed out of their ears and nose. The blueprints for the tythonic resonator still existed

within the Jedi Temple archives on Coruscant at least a millennium after the last one was constructed.

After the Fall of Starlight Beacon, the Eye of Nihil Marchion Ro deployed hundreds of Stormseeds in the Outer Rim Territories, establishing a Nihil-controlled space cut off from the Galactic Republic. Many Jedi were trapped in this so-called Occlusion Zone, including Jedi Masters Avar Kriss and Porter Engle. When Jedi Master Elzar Mann learned his friend was stranded in Nihil territory, he did everything he could to communicate with her the other Jedi trapped behind the Stormwall. He tried broadcasting a message on a repeating loop using many different methods and a broad spectrum of comm channels, but he failed to get through the Stormwall. He then spent weeks in the Jedi Archives researching obsolete technology and arcane and ancient techniques of Force projection. While he was in the Jedi Archives, he found the blueprints for the tythonic resonator and attempted to build one four months after Starlight Beacon's destruction. He had the help of JJ-5145, a droid he gave to his friend and fellow Jedi Master Stellan Gios before his death aboard Starlight Beacon. While attempting to use the tythonic resonator to reach Avar Kriss directly, Elzar Mann was able to sense something through the Force, but the device exploded before he was able to reach Avar Kriss. JJ-5145 reassured Elzar Mann that it was his first attempt and the Stellan Gios would never have given up after only one attempt, but Elzar Mann got angry and yelled at the droid that he was not Stellan Gios.

After his failed attempt, Elzar Mann gave up trying to communicate with Avar Kriss and tried to reach Avar Kriss by breaking through the Stormwall. Seven months after the Fall of Starlight Beacon, he and JJ-5145 travelled to the edge of the Occlusion Zone to jump into hyperspace from inside the Stormwall. Knowing how dangerous this mission was, JJ-5145 grabbed Stellan Gios's lightsaber and destroyed the activation lever for the starship's hyperspace engine. The droid explained that it did what Stellan Gios would have done in this situation, and then revealed that in its effort to behave as Stellan Gios would, when possible, it had rebuilt the tythonic resonator. Elzar Mann took the tythonic resonator and tried to communicate with Avar Kriss again, and succeeded. Avar Kriss, who had been hiding from General Viess' army on the planet Allard inside the Occlusion Zone was able to hear Elzar Mann saying her name. Hearing her friend's voice again gave her strength, and she confronted the Nihil mercenaries to stop them from destroying a nearby town while searching for her. Bleeding from his ears and nose, Elzar Mann fell to the floor and dropped the tythonic resonator, shattering it. Although he did not know if it worked, he told JJ-5145 he would not stop searching for Avar Kriss because that was what Stellan Gios would have done.

A year after the Fall of Starlight Beacon, Jedi Master Elzar Mann and Supreme Chancellor Lina Soh talked about the Occlusion Zone and all the people trapped behind the Stormwall. To lighten the mood, Lina Soh assured Elzar

Mann that one of his attempts to send message through the Stormwall might have succeeded.

# Paths to Immortality

The Force has been present for time immemorial. Many have studied it. Many have learned to manipulate it. According to some teachings, there are four aspects to the Force: the Living Force, the Physical Force, the Unifying Force, and the Cosmic Force.

The Living Force is created by all life. Those who adhere to this aspect let go of their conscious selves and acted on instinct, living in the present and becoming attuned to all life around them. The Living Force contains the duality of the light and the dark sides of the Force. Powers requiring the *sense* skill are connected to this aspect.

The Unifying Force focused on future possibilities, with vision being of particular significance. Many believe the Unifying Force had no light side or dark side. The power *farseeing* would be most closely associated with this aspect.

The Physical Force allow Force-sensitives to manipulate objects in their surroundings. All powers that require the *alter* skill are connected with this aspect.

The Cosmic Force, also known as the greater Force, was described by the wisest Jedi Masters as a “unifying gestalt.” As Qui-Gon Jinn explained to Yoda on Dagobah:

“Living beings generate the living Force, which in turns powers the wellspring that is the cosmic Force.”

“All energy from the living Force from all things that have ever lived feeds into the cosmic Force. Binding everything and communication to us through the midichlorians. Because of this, I can speak to you now.”

The midi-chlorians form a symbiotic relationship with living beings and communicate to them the will of the Force. Because of this will, nothing occurs in the galaxy by accident.

There are those Jedi who have heard that those who pass on can become part of the Cosmic Force and still guide and influence the world of the living. But they believe this to be passive, akin to the will of the Force. A large part of this belief is due to their training in the Force. The Jedi learn to use the *control*, *sense*, and *alter* Force skills, which in turn allow them to sense and manipulate the Living Force, the Physical Force, and the Unifying Force.

What nearly all the Jedi and other Force-traditions do not know is that as it is a part of the Force, the Cosmic Force **can** be sensed. And it **can** be manipulated. However, even the scant few who know this are unable to manipulate the Cosmic

Force. Their training is geared towards sensing and manipulating the Living Force and the Physical Force, as well as sensing the Unifying Force. Though all living beings are attached to life, and some may be aware of the Cosmic Force, none can sense the Cosmic Force distinctly, and thus are unable to manipulate it. The only ones who can sense and manipulate the Cosmic Force are those who become one with the Force, Force entities like the Force Priestesses who reside in the Wellspring of Life, or the Force wielders of Mortis.

As this is a unique ability not exhibited by traditional Force-users, it is not a Force power, but rather a Force skill.

## New Force skill: Cosmic Sense

The training most Force-sensitives receive is aimed at teaching the individual three Force skills. *Control* represents the ability to control one’s own inner Force. One with this skill learns mastery over the functions of their body and harmony with nature.

*Sense* teaches one to sense the Force in other things beyond their own body. The individual learns to feel the bonds that connect all living things, and gives them the ability to understand how all things are interconnected.

*Alter* allows one to change the distribution and nature of the Force. One with this skill can move things with their mind, help others control their own Force, or change the Force in their own body. The skill also allows one to change the perceptions of others and make them come to incorrect conclusions.

*Control* and *sense* touch upon the Living and Unifying Force. *Alter* touches upon the Living and Physical Force. While the Jedi may know about the Cosmic Force, they are completely unaware of the fact that it can be sensed and manipulated like the Living Force, the Unifying Force, and the Physical Force can. The skill to do this is called *cosmic sense*.

The *cosmic sense* skill is distinct from the *sense* skill. To use an analogy, most beings in the galaxy do not sense the Force, so they have their own senses to perceive their surroundings, others, and the universe. Those who are Force-sensitive can learn to perceive the Force and gain a heightened sense of awareness of their surroundings, others, and the universe. This would be akin to a Force-sensitive individual using *magnify senses* to see further, hear fainter sounds, etc. The Cosmic Force is a part of the Force and is therefore present in the universe. However, being able to sense this is beyond the ability of most Force-sensitives. To be able to sense the Cosmic Force would be akin to the Gands’ ability to perceive the ultraviolet spectrum in the same way humans can perceive the visual spectrum, or a Force-sensitive using *shift sense* to hear ultrasonic or infrasonic frequencies or seeing the ultraviolet or infrared spectrums.

There are distinct requirements one must meet to learn *cosmic sense*. The individual must be a Force entity like the Five Priestesses, who are connected to the metaphysical nature



of the Force and who represent the connection between the Living Force of mortal beings and the Cosmic Force of the universe, the Force wielders of Mortis, or a Jedi who has become a Force spirit via *lifemerge*. A Jedi who has become a Force spirit via *lifemerge* must then receive training from another Force entity to use this skill. The Jedi can start the training while they are still alive; however, the training the Jedi receives while alive is not aimed at getting the individual to sense or manipulate the Cosmic Force. Rather, the purpose of the training is to prepare the Jedi's mind and spirit. During this training, the Jedi must learn to empty their entire being of all attachments. To remove themselves of all burdens, preconceptions, and negative emotions like guilt and hubris. To accept themselves completely and make peace with themselves. This sounds like something one would do when they realize that they will soon die, and from one point of view, it is. But the result of this training is the Jedi's mind and spirit become more open and receptive to the Force, removing all barriers and filters that would block one from being able to sense and manipulate the Cosmic Force.

They must also be fully committed to the light side. As Master Qui-Gon Jinn said to Master Yoda, "It comes only by the release of the self, not the exaltation of self. It comes through compassion, not greed. Love is the answer to the darkness." Though the Jedi Order maintained their allegiance to the light, their seclusion and adherence to the Galactic Senate caused them to lose touch with the general public and limited their ability for compassion for others. This would explain how and why the Jedi lost their ability to learn *lifemerge* and become one with the Force.

Next, the Jedi must possess the following Force skills and powers:

*Sense*: at least 10D

Force powers: *emptiness, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

While not essential requirements, *magnify senses* and *shift sense* can help. Understanding how those powers expand one's senses can help one expand their perception of the Force to sense the Cosmic Force.

As this skill is completely different from anything the Jedi spirit has previously experienced, the Jedi cannot spend Character Points to increase the die code for *cosmic sense*. The Jedi spirit must spend Force Points instead. The initial expenditure depends on how tainted the Jedi is upon death. A Jedi who has no Dark Side Points at the moment of death need only spend a Force point to receive the first 1D in the *cosmic sense* skill. For every five Dark Side Points the Jedi has upon death, the Jedi must spend an additional Force Point to receive the first 1D in the *cosmic sense* skill.

After every three months of training, the individual has the option to increase their die code in *cosmic sense* Force skill. Spending a Force point will increase the *cosmic sense* die code

by 1D. There is a limit to how high the individual can increase their *cosmic sense* Force skill. The maximum amount is determined by the individual's *sense* die code, rounded down. A Jedi who had 11D+2 in their *sense* skill while alive can only increase their *cosmic sense* Force skill to 11D. Furthermore, if the Force spirit expends Force points for other reasons, the maximum amount decreases accordingly.

## *Control and Sense Powers*

### **Lifemerge**

**Status:** Canon

**Update:** There are only two ways for a Jedi to learn this power. The first is to find a source of instruction, such as an ancient text or a Jedi holocron containing instructions for this power. However, since extremely few Jedi were able to use this power, any such material containing this knowledge is either destroyed or lost to the passage of time. The other way is for a Jedi to receive instruction from a Jedi's spirit or from some other Force entity like the Priestesses. This instruction can continue even after the Jedi uses *lifemerge* to become a Force spirit. But there is more to this. The Jedi must be fully committed to the light. As Master Qui-Gon Jinn said to Master Yoda, "It comes only by the release of the self, not the exaltation of self. It comes through compassion, not greed. Love is the answer to the darkness."

A Jedi who has at least 10D in the *sense* skill can choose when the body fades into nothingness after dying. To do this, the Jedi must use the *sense* roll they made to use *lifemerge* as the *sense* difficulty number. The Jedi must then make a successful *sense* roll against this number and spend a Force point every day after the moment of death until the Jedi wishes the body to fade away. A failed *sense* roll, or a lack of Force points, will make the body fade away instantly.

There are apparently three stages of contact after death. The first stage is vocalization, where the Jedi's voice is heard by close friends and associates.

The second stage is visualization. The Jedi can manifest his presence before others in some form that the friend or associate can interact with. This form, however, is not a ghostly form of their original appearance.

The third stage is manifestation. The Jedi can appear before the friend or associate as they was in life; basically, appearing as a ghostly form of their original appearance.

The Jedi can use the first stage of contact immediately after becoming a spirit. To achieve the other stages of contact, the Jedi's spirit must receive training to sense and manipulate the cosmic Force. To achieve the second stage, the Jedi spirit must have 3D in *cosmic sense*. For the final stage, the Jedi spirit must have 4D in *cosmic sense*.

However, the Jedi spirit can forego this training and contact the friend or associate through the third stage, but only under extenuating circumstances. The circumstances are one of the

following: both are in a location rich in the Force, like Mortis, or at a place that is a Force vergence where the boundary between life and the netherworld of the Force is unusually thin, like Dagobah; or the Jedi spirit wishes to express words of farewell or encouragement before becoming one with the cosmic Force. Even then, the friend or associate must be fully committed to the light to see the ghostly form of the Jedi.

It is also through training to manipulate the Cosmic Force that a Jedi's spirit can eventually learn to influence the material world.

Once the Jedi believes that their task is done, or that the friend or companion needs no further assistance, the Jedi can choose to pass on fully and become one with the Cosmic Force.

**Author's Note:** This power was originally presented in [Force Powers PDF](#). For the longest time, this power explained how some Jedi became Force ghosts. But many things have changed since the previously mentioned work was released. First, Yoda heard Qui-Gon Jinn cry in [Episode II: Attack of the Clones](#). Qui-Gon Jinn was able to contact Yoda during the Clone Wars and [Episode III: Revenge of the Sith](#). He was also able to contact Obi-Wan Kenobi in the Obi-Wan TV series. In each case, it seemed like he was progressing in how he was contacting Yoda and Obi-Wan. As if he needed to master various steps before being able to contact either of them with his voice only or by being able to appear before them as a ghost. Obi-Wan did the same thing with Luke. Then we have Yoda appearing in [Episode VIII: The Last Jedi](#) being able to summon a storm and send a lightning bolt down on the tree that presumably held the ancient Jedi texts Luke had found. Luke was able to lift his old X-wing up from the water so Rey could fly to Exegol in [The Rise of Skywalker](#). We also had Leia's body vanish when her son Ben died, which was at least several days after she died in [The Rise of Skywalker](#). Mara Jade Skywalker did the same thing with her body in [Legacy of the Force: Inferno](#). Citing all these instances, I decided to post this update to *lifemerge* in this work.

**Example:** Qui-Gon Jinn showed gradual improvements in how he contacted Yoda and Obi-Wan over the course of the Prequel Trilogy, the Clone Wars, and the Obi-Wan TV series. Obi-Wan did the same thing in the Original Trilogy. Andur Sunrider appeared before his wife Nomi after dying without having any training in *cosmic sense*. Arca Jeth appeared before Ulic-Qel Droma a decade after his death. Meetra Surik became a Force spirit upon her death and was able to hinder the Sith Emperor's plans centuries after her death. Mara Jade Skywalker and Leia Organa kept their bodies from disappearing after dying for several days until a certain event happened.

## Spirit Communion

**Status:** Canon

**Control Difficulty:** Moderate.

**Sense Difficulty:** Moderate, modified by relationship

**Required Powers:** *Life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** This power functions very much like *projective telepathy*; however, the intent of this power is for the Jedi to contact the spirit of a deceased Jedi in the Cosmic Force.

Despite the similarities between this power and *projective telepathy*, there are critical distinctions between them. When using this power, the Jedi is attempting to contact a Jedi spirit in the Cosmic Force. For all intents and purposes, the Jedi is attempting to access and manipulate the Cosmic Force – something that is not possible for living, corporeal Force-sensitives. Because of this, a Jedi cannot learn this power through normal, conventional means, like from a Jedi holocron. There are only two ways for a Jedi to learn this power. A Jedi can learn this power from a Jedi spirit or a Force entity like the Force Priestesses. Once said Jedi learns this power, said Jedi can teach it to another Jedi.

In addition, a Jedi cannot use this power to send a call to the Cosmic Force and hope someone answers. The Jedi **must** personally know the individual whom they is attempting to contact. Having met the Jedi spirit when that Jedi was still alive or the Jedi spirit making the initial contact with the living Jedi will be sufficient. If a Jedi were to interact with the gatekeeper of a Jedi holocron, and then use this power to contact the Jedi spirit of the same gatekeeper, that would be the absolute minimum necessary to meet this requirement. Using this power to contact a random Jedi spirit will automatically fail.

This power is for a living Jedi to contact a Jedi spirit. A Jedi spirit contacting a living Jedi does not need to use this power.

There is a side benefit to using this power, though the Jedi in question would be unaware of it. When using this power, the living Jedi is sending Force energy to the Cosmic Force. The Jedi is, for all intents and purposes, transforming the Living Force energy into Cosmic Force energy. This experience will prove useful for the Jedi should they become a Force spirit via *lifemerge*, as it will make it easier for the Jedi, now a Jedi spirit, to learn the *cosmic sense* Force skill. In GM terms, for every time the Jedi successfully initiates contact with a Jedi spirit, the Jedi will receive a "Force Point credit" that can be used towards learning the *cosmic sense* Force skill. The Jedi spirit still needs to pay the initial Force point to receive the first 1D in the *cosmic sense* Force skill. But instead of spending Force points to increase the die code in their *cosmic sense* Force skill, the Jedi spirit can spend these "Force Point credits" instead. The Jedi spirit cannot use these "Force Point credits" to offset the penalty for any dark side taint that they might have had when becoming a Force spirit via *lifemerge*. The Jedi earns these "Force Point credits" by successfully contacting a Jedi spirit with *spirit communion*. A Jedi spirit contacting the Jedi does not count towards these "Force Point credits."

**Appeared where:** [The Clone Wars: Voices, Episode III: Revenge of the Sith](#), [Episode IX: The Rise of Skywalker](#)

**Example:** After the death of his Jedi Master Omo Bouri, Jedi Master Saesee Tiin tried to contact the spirit of his late master, but never succeeded. Yoda tried to contact Qui-Gon Jinn several times, but failed before making the journey to Dagobah. Yoda talked to Qui-Gon Jinn after arriving on Polis Massa. Yoda taught this power to Obi-Wan Kenobi. Obi-Wan Kenobi communed with Qui-Gon Jinn while on Tatooine. While Luke Skywalker talked with his father Anakin, Obi-Wan Kenobi, and Yoda after the Battle of Endor, there is no evidence that he learned this power from them. It is more likely they contacted him. The same could be said about Obi-Wan Kenobi talking to Leia Organa Solo. Rey tried to contact the spirits of past Jedi while on Ajan Kloss, but was only successful while dueling against Darth Sidious on Exegol.

## Control, Sense, and Alter Powers

### Influence

**Status:** Legends

**Control Difficulty:** Very Difficult, modified by relationship.

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Very Difficult

**Required Powers:** *Absorb/dissipate energy, affect mind, control another's pain, control pain, dim another's senses, emptiness, farseeing, hibernation trance, remain conscious, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, return another to consciousness, sense Force, telekinesis, transfer Force*

**Effect:** This power allows a Jedi spirit to possess another Force-sensitive's body for a brief time. While active, the Jedi spirit can supplant some of the target's skills with their own.

In GM terms, while this power is active, the character can make skill rolls using the Jedi spirit's skill dice and Force skill dice. However, when making attribute rolls, the character must use their own attribute die codes, not the Jedi spirit's.

Since the Jedi spirit is possessing the target and performing additional actions, the penalty for multiple actions applies. In addition, the Jedi spirit must make the successful rolls to use this power each round. Failure on any rolls means the possession ends, and the Jedi spirit leaves the host character.

When first activating the power, the Jedi spirit must spend a Force point.

There are similarities between this power and *transfer life*, but there is a key difference between the two. Those who use *transfer life* seek to achieve a form of immortality by overcoming the spirit residing within the target's body. Those who use *influence* are taking control of the target's body temporarily to help the target survive an otherwise insurmountable situation.

It is possible for the target to resist this by making a successful *control* or *willpower* roll against the Jedi spirit's

*alter* roll, but the Jedi spirit would inform the target of their intentions beforehand. And since the goal is to help the target, the target would not refuse the offer.

Only Jedi spirits can use this power.

**Appeared where:** *Splinter of the Mind's Eye, Champions of the Force*

**Author's Note:** There are similarities between this power and *transfer life*, but I explained the distinction between the two. While *affect mind* and *control mind* do allow a Force-sensitive to influence or even control another individual's mind, it does not explain how an untrained, inexperienced Luke Skywalker could defeat Darth Vader on Mimban. Or how an infant Jacen Solo could defend his unconscious uncle from a battle hydra. Something more elaborate, more direct was at work in both cases.

**Example:** Obi-Wan Kenobi temporarily possessed Luke Skywalker to help him duel against Darth Vader at the Temple of Pomojema on Mimban in *Splinter of the Mind's Eye*. In *Champions of the Force*, while his spirit was separated from his body by Exar Kun, Jedi Master Luke Skywalker temporarily possessed Jacen Solo to help Jacen Solo protect his body from the battle hydras Exar Kun summoned.

## Cosmic Sense Powers

### Sense Cosmic Force

**Status:** Canon

**Cosmic Sense Difficulty:** Moderate

**Required Powers:** *Emptiness, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** This power allows a Jedi spirit to sense the Cosmic Force.

Only Jedi spirits can use this power.

**Author's Note:** You would think that there would be more to this power. However, very little is known about the properties of the Cosmic Force. Details about this power will be expanded as more information about the Cosmic Force is revealed.

## Cosmic Sense and Alter Powers

### Alter Force

**Status:** Canon

**Alter Difficulty:** Moderate

**Cosmic Sense Difficulty:** Moderate

**Required Powers:** *Emptiness, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, sense cosmic Force, sense Force*

**Effect:** When a Jedi becomes one with the Force through *lifemerge*, they are incapable of influencing the material

world. It is only through the Cosmic Force that a Jedi spirit can manifest themselves or even alter the physical world.

Sensing the Cosmic Force is not enough. The Jedi spirit must learn to manipulate it. By using *alter Force*, the Jedi spirit is not learning to perform telekinetic feats, as if by using *telekinesis*. The Jedi spirit is manipulating the Cosmic Force and altering its nature to manipulate the physical world.

In GM terms, if a Jedi spirit wishes to manipulate the physical world with a Force power that requires the *alter* skill, the Jedi spirit must first successfully activate this power before using the other power. Doing this incurs the penalty for multiple actions. Should the Jedi spirit fail to use *alter Force*, the Jedi spirit will be unable to manipulate the physical world.

This can only be used in conjunction with Force powers requiring the *alter* skill, the *control* and *alter* skills, the *sense* and *alter* skills, or all three skills.

As the Jedi spirits are of the light, they cannot use this power in conjunction with dark side or Sith powers.

Only Jedi spirits can use this power.

**Appeared where:** Episode VIII: The Last Jedi, Episode IX: The Rise of Skywalker

**Example:** Yoda was able to call down a lightning bolt to set the tree on fire in Episode VIII: The Last Jedi. Luke Skywalker was able to catch his lightsaber and then levitate his X-wing fighter out of the water in Episode IX: The Rise of Skywalker.

Some of the Sith may be aware of the Cosmic Force, but they can never learn to sense or manipulate it. They will never be able to become one with the Force like some Jedi can. But as Sheev Palpatine/Darth Sidious once stated, “The dark side of the Force is the pathway to many abilities some would consider unnatural.” Powerful Sith Lords have managed to become Sith spirits by using *transfer life* at the moment of death to bind themselves to nexuses of dark side energy – a sarcophagus, a tomb, a temple, or even an item that can be held, like a mask. Some have even been able to possess a Jedi with this power.

## Transfer life

**Status:** Canon

**Update:** It is possible for a Sith Lord to avoid death and the endless chaos and madness that resides in the dark side by using *transfer life* to bind his spirit to a location that is a nexus of dark side energy. This nexus can be a sarcophagus, a tomb, a temple, anything so long as it is a nexus of the dark side.

To do this, the Sith Lord must make a Heroic roll for all the Force skills. Once this is done, the Sith Lord’s body will die, but the spirit will live on. However, the Sith spirit is now bound to the nexus. So long as the nexus remains intact and strong in the dark side, the Sith spirit will not dissipate or fade away.

The Sith spirit can travel to other locations, but there are restrictions to this ability. First, there must be dark side energy at the location to serve as a “beacon.” Second, the Sith spirit must be familiar with the location, as in having visited the location at least once while the Sith Lord was alive. To travel to that location, the Sith spirit must make a *willpower* roll, with the distance to the location determining the difficulty.

### Distance to location

Up to 10 kilometers

11 to 1,000 kilometers

Same planet, but more than 1,000 kilometers

Same star system, different planet

Different star system

### Difficulty

Very Easy

Easy

Moderate

Difficult

Very Difficult

Unlike Jedi spirits, Sith spirits can still use the powers they knew in life to affect the physical world. However, as they lack a physical body, and the energy of the dark side is chaotic, it is far more difficult for a Sith spirit to do so. But so long as they are still at a nexus or beacon of dark side energy, they can still manipulate the physical world, though all difficulties are increased one level.

Despite shedding their physical forms, Sith spirits can be destroyed. *Force light* is effective against Sith spirits, as the description of that power indicated. Another power that is effective against Sith spirit is the Sith spell *Force blast (energy)* augmented by a Sith amulet. In the latter case, the Sith spirit must make a *willpower* roll against the damage from the energy blast. Failure will result in the immediate destruction of the Sith spirit.

The complete destruction of the nexus of dark side energy to which the Sith spirit is bound will also end the Sith spirit. Using *wall of light* to purge the dark side energy from the nexus will yield the same results.

A powerful Sith Lord can use this power to bind his spirit to an object rather than a location that is a nexus of dark side energy. The object in question, however, must be a personal item of the Sith Lord and is strong in the dark side. If the Sith Lord crafted the item in question using *alchemy*, so much the better. A Sith Lord using *transfer life* in this manner must make a Heroic +10 roll to all the Force skills, as the object is not a fixed nexus of dark side energy. If the Sith Lord crafted the item with *alchemy*, the difficulty levels are reduced to Heroic.

Using *transfer life* in this manner has an advantage and a disadvantage. The advantage is that the Sith spirit does not need to lock onto a “beacon” of dark side energy to travel from location to location. If someone were to acquire the item and travel to another world, the Sith spirit would travel within the item; thus, wherever the item goes, so goes the Sith spirit. The disadvantage is that the item is far more vulnerable to destruction than a fixed nexus of dark side energy. If the item



is destroyed, the Sith spirit is immediately cast into the endless chaos and madness that awaits all who serve the dark side.

A Sith spirit can use this power to possess a Jedi or other Force-sensitive individuals. While it is impossible to overcome a spirit already residing within the body, the “possession” allows the Sith spirit to gain control of the target’s body by exerting its will upon the target and forcing the target’s own spirit into the deepest corners of the mind. The individual’s spirit is not erased or absorbed by the Sith spirit; they are forced into a cage of sort and shoved into the deep recesses of the individual’s mind. Should the Sith spirit be somehow removed from the victim, through *Force harmony*, *Force light*, or *wall of light*, the victim’s original spirit reasserts itself. However, the victim will retain all knowledge of every dark act that was performed while “possessed” and therefore retains any Dark Side Points earned while “possessed.” Since the victim’s spirit is not removed through this use of *transfer life*, the difficulty for all the Force skills is Very Difficult, though the modifiers remain the same.

**Author’s Note:** I drew upon the Dark Side Sourcebook from Wizards of the Coast, The Book of Sith, Dark Lords of the Sith, The Sith War, Dark Apprentice, Champions of the Force, and I, Jedi to update this power to explain how Marka Ragnos and Freedon Nadd transcended death and became Sith spirits. Some of the details in this update applies to Exar Kun, though the means of his transcendence are different and will be discussed below.

**Appeared where:** Dark Lords of the Sith, The Sith War, Dark Apprentice, Champions of the Force, I, Jedi, Jedi Outcast II: Jedi Academy video game, Fortress Vader, Aftermath: Empire’s End, Shadow of the Sith

**Example:** Marka Ragnos and Freedon Nadd became Sith spirits using this power. Marka Ragnos possessed Tavion Axmis during her duel against Jaden Korr during their duel on Korriban. Darth Momin transferred his life into his mask, and then used it to control various individuals. Exim Panshard bound his spirit to the mask, allowing him to manipulate others before Luke Skywalker destroyed the mask.

## Tulak Hord’s Ritual

**Status:** Legends

**Effect:** The Dark Lord of the Sith Tulak Hord created a ritual that was identical to *transfer life*. Thus, all required skill rolls and prerequisites to perform *Tulak Hord’s ritual* are the same as those for *transfer life*. Those who learn *Tulak Hord’s ritual* automatically learn *transfer life* as well.

During the time of the Great Galactic War and the subsequent Cold War, the Sith Lord Darth Zash learned of *Tulak Hord’s ritual* and performed it herself. The one distinction between *transfer life* and *Tulak Hord’s ritual* was that by drawing upon the dark side energy present in artifacts created by Tulak Hord, she increased her chances of success in performing *Tulak Hord’s ritual*. These artifacts were gathered by her apprentice/future host body, who was able to escape

being Darth Zash’s host body and later became Darth Nox. Performing *Tulak Hord’s ritual* was the same as performing *transfer life* with two modifications. First, the Sith must make a Very Difficult *scholar: dark side lore* or Difficult *scholar: Sith lore* roll to learn of *Tulak Hord’s ritual* and to be able to identify any of Tulak Hord’s artifacts. Second, the Sith must gather as many of these artifacts as possible. For each artifact gathered, the Sith gains a cumulative +5 bonus to all Force skill rolls in performing *Tulak Hord’s ritual*.

**Appeared where:** The Old Republic video game

**Example:** Tulak Hord created this power. Darth Zash later learned this power and performed it.

There has been only one recorded case where a Sith Lord was able to become a Sith spirit through means other than *transfer life*. Exar Kun was able to use the alchemical apparatus left behind by Freedon Nadd and his own skill with *alchemy* to shed his body and become a Sith spirit, binding his life force to his private sanctuary on Yavin IV. Despite the entire Jedi assembly using wall of light on Yavin IV, Exar Kun’s spirit survived because though weakened, his private sanctuary was still a nexus of the dark side, and in the millennia since then, he used the Massassi temples’ ability to draw and focus the Force to maintain his existence, regain any lost strength, and have his private sanctuary regain the its lost strength.

## Alchemy

**Status:** Legends

**Update:** While the purpose of this power is to allow the user to alter the molecular composition of other beings, it is possible for the user to use this power on himself or herself. However, the goal of this endeavor is not to inflict horrific physical mutations upon their own body, but rather to shed their body and become a Sith spirit. To accomplish this, the user must make a Heroic roll for all Force skills, and even then, they must have a functional alchemical apparatus to accomplish this. A failure to meet any of these requirements results in immediate death for the user.

**Author’s Note:** I drew upon the Dark Side Sourcebook from Wizards of the Coast, The Book of Sith, Dark Lords of the Sith, The Sith War, Dark Apprentice, Champions of the Force, and I, Jedi to update this power to explain how Exar Kun became a Sith spirit and bound his spirit to Yavin IV. Though *alchemy* is canon, this update is Legends.

**Appeared where:** The Sith War

**Example:** Exar Kun became a Sith spirit using this power.

A final warning for those who cross paths with Sith spirits. Powerful Sith spirits can imprison the life force of even power Jedi Masters within their nexuses, damning them to eternal torment from the dark side. Upon killing the Jedi, the Sith

spirit can use *transfer another's life* to bind the Jedi's spirit to the same dark side nexus to which the Sith spirit is bound.

Vader used this to bind the Grand Inquisitor's spirit to the Jedi Temple on Tempes, refusing to let the Grand Inquisitor die fully.

### Transfer Another's Life

**Status:** Canon/Legends

**Update:** It is possible for a Sith spirit to imprison the spirit of a Jedi, even a Jedi Master. Once the Sith spirit kills the Jedi, the Sith spirit uses the Force to bind the Jedi's spirit to the dark side nexus to which the Sith spirit bound himself or to a special crystal forged from Sith alchemy. The difficulty rolls to accomplish this are the same as in the earlier description of this power.

While he lived, the Sith King Dathka Graush was able to use this power to imprison thousands of long-dead Sith within his Heart of Graush to empower him and prolong his life.

It is also possible for a Sith Lord to use this power to bind the spirit of a Jedi, Dark Jedi, or a Sith to a Force nexus, such as a Jedi or Sith temple. Darth Vader used this power to bind the Grand Inquisitor's spirit to the Jedi Temple on Tempes. Darth Vader did this so that the Grand Inquisitor could continue to serve him even after death by being a Sith guardian who would kill anyone who dared to enter its doors.

If the Sith spirit defeats, but not kill, the Jedi, the Sith spirit can use this power to remove the spirit of the Jedi from the Jedi's body. This will **not** kill the Jedi. Instead, the Jedi's body will be placed in a state akin to suspended animation. As for the Jedi's spirit, it will be bound to the nexus, but will still be free to move and act as if the Jedi had successfully performed *lifemerge*. However, the Jedi's spirit will be unable to return to the body because of the binding. Only by destroying the dark side nexus or eliminating the Sith spirit will the Jedi's spirit be able to return to their body. The *control* and *sense* difficulties to accomplish this are the same, but since the Jedi is defeated, the Jedi is unconscious. So, the *alter* difficulty is Easy.

**Author's Note:** I read the story in [Tales of the Jedi Companion](#) of how Vara Nreem tried to learn from the Sith, only for the Sith spirits to kill her and imprison her alongside other Jedi Masters who had come to learn their secrets. I also wanted to come up with a way to explain how Exar Kun was able to remove Luke Skywalker's spirit after he and Kyp Durrton defeated him in [Dark Apprentice](#), and how Luke Skywalker appeared as a Force spirit of sort even though his body was alive, but in a form of stasis. I came up with this as an explanation.

**Appeared where:** [Tales of the Jedi Companion](#), [Dark Apprentice](#), [Champions of the Force, I, Jedi](#), [Star Wars: The Destiny Path](#)

**Example:** The Sith spirits imprisoned Vara Nreem's spirit after killing her in [Tales of the Jedi Companion](#). While he lived, the Sith King Dathka Graush was able to use this power to imprison thousands of long-dead Sith within his Heart of Graush to empower him and prolong his life. Exar Kun used this to separate Luke Skywalker's spirit from his body. Darth

# Unique Locations and Entities

As the Galactic Republic and the Jedi Order explored the galaxy, they encountered a myriad of locations, a plethora of flora and fauna, and a huge variety of civilizations. As expected, the Jedi Order found a great many species who had members that were Force-sensitive, and even a few species who were blind to the Force. Unsurprisingly, there were several locales that stood out from the rest of the galaxy. Some had unique features that made them stand out to the Jedi, while others were the location of powerful Force nexuses. Some served as homes for entities who were unusually strong in the Force and who possessed abilities in the Force that the Jedi had never encountered. The most unique locations were places that Jedi scholars over the course of their studies and research theorized to exist, but were uncertain they could be proven. That was, until they were.

## *Lenahra*

Lenahra was a terrestrial planet in the Unknown Regions with a breathable atmosphere. The Jedi Order knew of the planet's existence during the time of the High Republic. A map to the planet was carved into the walls of the library in the Jedi Temple. At some point after the library had been converted into a banquet hall, the Jedi Padawans Orla Jareni and Cohmac Vitus found the carving. After becoming a Jedi Wayseeker, Orla Jareni visited the planet and discovered the ruins of an ancient civilization that had once inhabited the planet after crash-landing there. She discovered the ruins that served as a temple and a tomb for this civilization. A series of carvings and murals depicting the history of this lost civilization was within the ruins. The ruins were located above a gash on the planet's surface caused by the civilization's crash-landing. Orla Jareni left a datachip which contained a recording of her findings and intended to return, but died before doing so.

Years later, a mixed-species group of colonists in a settlement ship crash-landed on Lenara and dwelled there for several generations before constructing a makeshift starship. While most left the planet, a group of thirty-eight stayed behind.

Forty-one years before the Battle of Yavin, then Padawan Obi-Wan Kenobi discovered the same carvings and went to Lenahra himself. There he found twelve children and teenagers, which was all that were left of the original thirty-eight colonists who remained behind. He observed several of them exhibiting abilities one would have by using the Force, yet they knew nothing about the Force. They called it the Power, which they gained from the planet. Obi-Wan Kenobi accompanied them when they harvested glowing orbs of light from a pool of water in an underground cave that was accessible through the great gash on the planet.

When they harvested these orbs, Obi-Wan Kenobi sensed the planet react in pain and witnessed the native flora and fauna attack the children. After hearing the history of the children, their parents, and the settlers, and studying the carvings and murals within the ruins, Obi-Wan Kenobi was able to discover the planet's secret – Lenahra had a degree of sentience. The planet was strong with life energy, and the entire biosphere of the planet – plants and animals – were connected to each other through a substance that manifested itself as the glowing orbs of light. There was harmony on the planet until the ancient civilization crash-landed on the planet. The inhabitants of this civilization soon learned about the Power and began to consume it. While they gained various Force-like abilities, the consumption of the Power shortened their lifespans. In addition, the planet acted in self-defense. The planet generated intense lightning storms, and the civilization came under attack by the native flora and fauna to prevent the civilization from consuming more of the Power. The combination of the three soon brought the civilization to extinction.

When the settlement ship arrived, the planet tried to drive off the ship with the asteroids that were in orbit of the planet. But this only caused the settlement ship to crash-land, and history once again repeated itself. The colonists started with eating pitcher plants, which only gave them small doses of these Force-like abilities. They soon found the gash, and the pools within the underground cave. Suffering from repeated attacks by the native flora and fauna, the colonists built a makeshift starship and, except for thirty-eight individuals, left the planet. Those who remained behind endured the same attacks as the others in the past, with the only haven being the remains of the colony ship.

Some of those who left decided to return, but not to retrieve the ones who stayed behind. A mining crew arrived with the intent to mine these glowing orbs for their boss Loegrib, who believed these orbs were the key to becoming all-powerful. The planet once again tried to use the asteroids in the ring system to drive off this crew, just as it had tried to do with the settlement ship and with Obi-Wan Kenobi's shuttle. But the effort ended in failure. It took effort on Obi-Wan Kenobi's part to convince the children and a member of this crew – a Besalisk named Dexter Jettster – to help him stop Loegrib and then to have everyone leave the planet. As the crew left, they saw the planet's atmosphere change. No longer was it calm

and inviting. Lightning storms covered the entire planet, and Obi-Wan believed that the storms were there to stay. To prevent any outsiders from endangering the planet, the flora, the fauna, and the Power, Lenahra sealed itself away from the galaxy with these storms. Any ships attempting to land on Lenahra now would be destroyed by the storms in the atmosphere. What impact this would have on the biosphere is unknown, and will remain unknown from that point on.

Anyone consuming the pitcher plants would receive 1D in all Force skills, but this was only temporary. So long as they consumed the pitcher plants, they would have these skills at the previously mentioned dice codes. Once someone stops eating the pitcher plants, they would lose these Force skills within a day.

If anyone consumed a glowing orb, they would receive 3D in all Force skills. These Force skills would last longer than they would by consuming the pitcher plants. But after a few months, the skills would begin to weaken, dropping one pip per day. Within a week, the individual would lose the Force skills unless they harvest and consume a glowing orb before then. The glowing orbs were more potent than the pitcher plants, so the effect of consuming both would not be cumulative – the individual would have 3D in all Force skills, not 4D.

In addition to the Force skills, the individual would gain the following Force powers: *danger sense*, *enhance attribute*, *Force jump*, *life detection*, and *telekinesis*.

The consequence of consuming the glowing orbs was the reduction of the individual's lifespan. Naturally the amount of reduction would depend on the species of the individual and the number of glowing orbs consumed. It is unknown if consuming the pitcher plants also reduced the lifespans, but even if it did, the effect would have been far fewer than the glowing orbs' effect.

If the individual leaves the planet, the individual will lose their Force skills and powers in the previously mentioned time frames. The planet will take active measures to prevent the individual from taking any glowing orbs with them. However, should the glowing orb leave the planet's gravity well, it will dissipate immediately into the surrounding energy field of the Force.

While it is unknown when the first civilization crashed on Lenahra, the planet, and the temporary gaining of Force skills and powers, was accessible to the galaxy up until forty-one years before the Battle of Yavin. After Obi-Wan Kenobi's mission to Lenahra, Lenahra sealed itself away, making it impossible for anyone to arrive on the planet safely. While the GM can bring Lenahra into the campaign as a plot device during any time period, making the planet, and the glowing orbs, accessible to the players is only permitted if the adventure takes place before Obi-Wan Kenobi's mission to Lenahra.

## Wellspring of Life



Located within a golden nebula in the Deep Core, this planet was once considered a legend across the galaxy. Though Qui-Gon Jinn learned of the

planet and found several possible locations, he was killed before he could venture to any of them. During the Clone Wars, he manifested in Grand Master Yoda's dreams and guided him to the actual location of this planet.

Though it appeared to be a barren planet of cracked rocks with geysers of light filled with life energy erupting through the many fissures on the surface, below the surface was an environment that was clean, pure, and teeming with life. The interior of the world was a hollow space containing amber clouds and drifting islands of solid ground. The islands were covered in jungles of strange flora and inhabited by a myriad of creatures. As the creatures were created from the Living Force, they did not suffer from hunger or thirst, so they were not inclined to harm visitors to the Wellspring. However, as they were created from the Living Force, the flora and fauna could not be removed from the Wellspring without vanishing.

This world was a vergence in the Force and was the birthplace of the midi-chlorians. Living on this world alongside the flora and fauna were five entities known as Force Priestesses. Not much is known about their appearances, other than they wore black, flowing robes that covered their entire bodies and a mask that displayed a face that matched the emotion after which they named themselves – Serenity, Joy, Anger, Confusion, and Sadness. They may have once been living entities and are now Force spirits that can manifest themselves before the living at will. They represented the connection between the Living Force and the Cosmic Force.

The extent of their strength in the Force and their knowledge of Force powers remain unknown. What is known is that they knew the secrets to becoming one with the Force upon death and becoming a Force spirit. They put Yoda through a series of trials and deemed him able to retain his identity after death. But they did not teach him *lifemerge* or how to manipulate the Cosmic Force. Qui-Gon Jinn taught Yoda how to become one with the Force after going to exile after his loss to Darth Sidious. After becoming one with the Force, Yoda learned to manipulate the Cosmic Force.



## *Mustafar and The Realm of the Dark Side*

A volcanic world that once served as a mining facility, this was where Anakin Skywalker and Obi-Wan Kenobi had their climatic duel which ended with Anakin Skywalker losing his legs and left arm and being burned all over his body. With the use of cybernetics, Darth Vader rose from these ashes. After killing Kirak Infil'a and taking the kyber crystal from his lightsaber, Darth Vader returned to Mustafar. While on Mustafar, he found a cave where there was a dark side locus. He drew on the power at that locus to make the kyber crystal bleed. As he did so, he was able to see deeper into the Force than ever. Believing he could do things at that locus that would not be possible anywhere else, he returned 14 years before the Battle of Yavin to construct a fortress. He had assistance from the spirit a Sith Lord named Darth Momin who had possessed a masked he himself crafted long ago. Darth Momin assured him that he could design a temple that would focus the power of the dark side locus in a way that would open a portal to the Realm of the Dark Side. By passing through this portal, Darth Vader could find the spirit of Padmé Amidala Skywalker and bring her back to life.

For the next two years, Darth Momin designed and supervised the construction of Fortress Vader. But each time it was complete, Darth Vader would attempt to open the portal, only for the attempt to fail and the structure to be wrecked. Eight designs were created and constructed, only to be wrecked in the end. Each time that happened, the release of dark side energy caused cataclysms to occur across Mustafar. And with each failure, Darth Vader killed Darth Momin's host body and placed the helmet upon another individual or even a lava flea.

The ninth design proved to be successful. Darth Momin used it to open the portal to the dark side and was able to reclaim his original physical form. Later, after repelling an attack from the native Southern Mustafarians and killing the revived Darth Momin, he opened the door to the Realm of the Dark Side.

To pass through the door, Darth Vader's life force had to leave his body. His spirit appeared as a swirling mixture of red and black energy pulsing with the dark side. But his lower arms and legs, limbs that he had lost and later replaced with cybernetics, were pale blue in color. The Realm of the Dark Side was not static. It shifted as he wandered in his search for his wife. His fortress shifted through the previous designs until it assumed the form of the Jedi Temple on Coruscant. His memories manifested before him in illusions to torment him. He faced and killed the various Jedi Masters he had known in life and saw possible futures. He even killed the illusion of Sheev Palpatine to reach his wife, only to hear her say she did not know him since Anakin Skywalker was dead. She then tumbled off the balcony, and her body was torn apart by the dark side. As he looked over the balcony to find her

body, all he could see before him on the ground were bodies beyond number. Then a being of bright blue Force energy appeared to blast away the illusion.

Darth Vader regained consciousness in his own body and promptly destroyed the stone in the cave that served as the nexus of the dark side locus.

This is the only confirmed appearance of the Realm of the Dark Side.

The following is unconfirmed speculation, but considering what is known about the nature of the dark side, it is likely that the speculation is partly true. The Realm of the Dark Side is a mass of swirling dark side energy. Is it the dark, unending chaos that awaits Dark Jedi, Sith Lords, and other servants of the dark side upon death? Perhaps it is a part of it. Perhaps it is a separate plane of existence. There is no answer to this question at this time.

When an individual enters this realm, the realm either casts an illusion or shapes itself into a scenery based on the memories of the individual. The individual manifests himself or herself as a body made of dark side energy. The body appears to be a swirling miasma of red and black energy. If the individual loses a limb in life, that limb is made of blue Force energy. Any servant of the light who somehow finds themselves in this realm appears as a figure made of bright blue light side energy.

The Jedi often speak of the "will of the Force." There is some truth to this, as there appears to be a "will of dark side" present in this realm. Or perhaps the realm of the dark side has a will of its own. In any case, this "dark will," to give it a name, will test the individual with visions based on the individual's memories. For what purpose would this "dark will" do this? Perhaps to test the individual to see if they are worthy of greater power or forbidden knowledge. In Darth Vader's case, it was to force him to accept a truth – it did not matter how much he wanted bring his wife back to life. His wife was dead. And even if he were to somehow bring her back to life, Padmé would not recognize Darth Vader as Anakin Skywalker.

### **Portal to the Realm of the Dark Side**

**Status:** Canon

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Very Difficult, trained only

**Alter Difficulty:** Very Difficult, trained only

**Required Powers:** *Accelerate another's healing, alchemy, concentration, control another's pain, control pain, create Force talisman, enhance another's attribute, enhance attribute, farseeing, feed on dark side, Force weapon, hibernation trance, injure/kill, instinctive astrogation, life detection, life sense, magnify sense, place another in hibernation trance, projective telepathy, receptive telepathy, rituals of invocation, sense Force, Sith sorcery, transfer Force*

**Effect:** With this power, a Sith will be able to create a portal to the realm of the dark side. The Sith cannot use this ability

at any location. First, the Sith must locate a locus or nexus of dark side energy. The Sith must then construct a temple or fortress that will serve to magnify, channel, and focus the dark side energy present at that location. The construction of the structure must be specific and exact. The dark side is chaotic in nature. It does not want to be controlled, and controlling this energy is difficult at best. If the Sith can sense how the structure is shaping the dark side and channeling it to a central point during its construction, then the chance that the structure will do what the Sith wants is higher.

When the construction is complete, the Sith will attempt to open the portal to the Realm of the Dark Side. The Sith makes the required Force skill rolls at this point. If the Sith could sense how the structure was shaping the dark side and channeling it to a central point during its construction, he gains a +5 bonus to all three skill rolls. If the Sith fails any of the rolls, the Sith is unable to channel the dark side properly. The gathered dark side energy is unleashed, severely damaging, or even destroying the structure in the process. Even if the Sith makes the successful rolls, the GM must roll a wild die. If the result is a 1, it means that the structure was not built correctly. It might shape and channel the dark side, but not in the correct manner to open a portal. As a result, the gathered dark side energy is unleashed with the same result. In addition, the uncontrolled release of the gathered dark side energy will cause a cataclysm at a random point on the moon or planet where the dark side locus or nexus is located.

On subsequent attempts to construct an appropriate structure and open the portal to the dark side, the difficulties are increased by +5, and the wild die factor is increased by +1. Thus, on the second attempt, a result of 1 or 2 will result in failure. A result of 1, 2, or 3 on the third attempt will result in failure. Both penalty increases are cumulative. After the fifth attempt, though, the wild die penalty increases stop. From the sixth attempt on, if the Sith makes the successful skill rolls, the GM **must** get a result of 6 on the wild die roll to avoid another failure.

Once the Sith has successfully built an appropriate structure and opened a portal to the realm of the dark side, all the accumulated penalties are negated, and the wild die is no longer a factor.

The Sith can then send their mind and spirit through the portal via *projective telepathy*. The Sith's body will remain behind in a coma-like state. Upon leaving the realm of the dark side and closing the portal, the Sith's mind and spirit will reenter the body, allowing the Sith to wake up from the coma-like state.

While in the realm of the dark side, the Sith's body is vulnerable to attack. If the Sith's body suffers a fatal wound or is otherwise destroyed, the Sith dies, and their spirit joins the dark chaos that awaits all servants of the dark side.

There are some benefits to this power. By sending their mind and spirit into the realm of the dark side, the Sith will have begun learning the *transfer life* power.

Another benefit is that while traveling in the realm of the dark side, the Sith is a Sith spirit and is unknowingly learning to use the Cosmic Force. This does not mean that the Sith learns to use the *cosmic sense* skill. The Sith are incapable of becoming spirits via *lifemerge*. They cannot learn the *cosmic sense* skill and any of the powers associated with it. It does mean that the Sith will remember this experience, and should the Sith reject the dark side, turn to the light, and become a Jedi, the individual will have a "Force Point credit" that can be used towards learning the *cosmic sense* Force skill should the individual wish to be a Jedi spirit after death. That is if the individual remains true to the light. So long as the individual serves the dark side, the GM will keep the existence of this "Force Point credit" from the individual, and the individual will be unable to use it. Even if the Sith becomes a dark side spirit.

A Sith using this power gains two Dark Side Points. If the Sith fails in opening the portal and causes the uncontrolled release of the dark side energy, the Sith gains another Dark Side Point.

**Author's Note:** This has only been seen in the Darth Vader comic arc Darth Vader: Fortress Vader. The pillars surrounding the exact location of the locus were inscribed with hieroglyphs and symbols which might have been Sith symbols. These might have played a role in the focusing of dark side energy to create a portal to the realm of the dark side. This is akin to the Sith symbols that are inscribed onto the Sith holocrons. It is possible that in his studies of Sith lore, Darth Momin came across Sith holocrons. He might have even learned how to construct a Sith holocron, so he learned the rituals of invocation and the rite of commencement, which were necessary to construct a Sith holocron. And perhaps in his study of those powers, he learned how these same symbols may be used to help focus the dark side energy and create a portal to the realm of the dark side. So, I decided to make *rituals of invocation*, *alchemy*, and *Sith sorcery* prerequisites for this power.

Darth Momin was the one who most likely created this power. He oversaw the construction of Fortress Vader, but as he could not use the Force, he probably taught Darth Vader this power so that Darth Vader to inscribe the pillars with the appropriate Sith runes. It is unknown if Darth Vader taught this power to Darth Sidious, but it is highly unlikely considering Darth Sidious' attempts to avoid death by learning and using *transfer life*.

**Appeared where:** Darth Vader: Fortress Vader

**Example:** Darth Momin guided Darth Vader in the construction of Fortress Vader. After eight failures, they finally succeeded. Both Darth Momin and Darth Vader opened a portal to the realm of the dark side.

## *Mysterious World*

At the center of the Chiloan Rift is a strange monolith. Within the monolith was a mysterious world where the Force was very strong, and both the light side and the dark side seem to be in balance. The Columi brothers Marvid and Craitheus Qreph, criminal masterminds and owners of Galactic Exploitation Technologies, learned of this monolith and the mysterious world within. They established a facility on top of the monolith that served as their headquarters and research station studying the monolith, this mysterious world, and a space-time-warping gate that would grant access to the monolith. The monolith bent space-time outwards and created a “bubble” around the monolith that disrupted the flow of time. While five years would pass on the monolith, only a year would pass at the edge of the Rift. Navigating that area proved to be too dangerous to the miners who worked in the Chiloan Rift, and they called this area the Bubble of the Lost.

The Qreph brothers soon learned that only one who was Force-sensitive could access the gate to enter the monolith and the mysterious world. They hired a mercenary Savara Raine, who was really the Keshiri Sith Vestara Khai in disguise, to access the gate and enter the monolith. They sent the Mandalorian mercenary Barduun as backup. Upon entering the world, they encountered three shadowy figures who granted Barduun access to the Force, though the act drove him insane.

Upon learning this, the Qreph brothers sought to enter the monolith and become empowered with the Force. This would aid them in their plans to take over the galaxy. But their unscrupulous actions in taking over various businesses and keeping Base Prime hidden from the miners who worked in the Chiloan Rift drew the attention of Lando Calrissian, who contacted his friends Han and Leia Organa Solo to help investigate. They soon contacted Grand Master Luke Skywalker for additional assistance. The three eventually made their way to Base Prime to confront the Qreph brothers. Their confrontation eventually took place on that mysterious world. Though being on the mysterious world gifted the Qreph brothers with incredible Force powers, Luke and Leia were also empowered. But it was their training in and greater experience with the Force that gave them edge against the Qreph brothers, with Leia killing Craitheus Qreph and Luke killing Marvid. The Skywalker siblings seemingly disappeared afterwards, as if becoming one with the Force, but Han was able to call Leia back, and both were able to call Luke back before leaving the monolith.

After their departure, Base Prime was destroyed, and the heart of the Chiloan Rift was cordoned off to prevent anyone else from interacting with the monolith. The Qreph brothers had captured the Jedi Ohali Soroc, who had discovered the monolith, and intended to use him to gain access to the monolith. Han, Leia, and Luke rescued Ohali Soroc during their confrontation with the Qreph brothers. Ohali Soloc told them that while he believed the monolith was probably built

by the Celestials, he did not believe that the mysterious world was Mortis, or even a part of Mortis, considering what happened to Barduun.

Between the space-time disruptions cause by the monolith, the reputation the Bubble of the Lost has amongst the miners, and the actions of the Qreph brothers, it is impossible for anyone to get close enough to the monolith for further studies, yet alone to use it to become empowered like the Qreph brothers briefly did.

It may be that the monolith might have been an early attempt by the Celestials to create a portal to Mortis or other realms of existence. As it was an early experiment, their methods in creating such portals might have been imprecise. So, while they were successful in creating the portal, they had not accounted for the space-time distortion that resulted from its construction and were unable to prevent it from occurring. Or perhaps something went wrong during the construction that resulted in the space-time distortion, and they were forced to abandon their efforts. Thus, while they may have constructed a portal, they were unable to set the destination of the portal to Mortis.

The monolith is a portal to another realm – that is undeniable. Is it a portal to the area of Mortis visited by Anakin Skywalker, Obi-Wan Kenobi, and Ahsoka Tano? Is it a portal to a different part of Mortis? A portal to an entirely different plane of existence? The answer is unknown at this time.

## **Golden Flame**

**Status:** Legends

**Alter Difficulty:** Difficult

**Effect:** The Force-user can draw upon the Force energy and unleash a blast of Force energy that manifests as yellow or golden flame. Any target caught within these flames suffer *alter* die damage and is not allowed to make a saving throw to lessen the damage by half.

**Restricted:** To date, the only individuals who have performed this power are Jedi Grand Master Luke Skywalker and Jedi Knight Leia Organa Solo while they were on the hidden world that they reached by passing through the gate that was located on Base Prime. However, while they know this power, it can only be performed by those who are servants of the light side of the Force, and only if these individuals are on the planet Mortis or within a monolith or other structure that is associated with Mortis. Considering how Mortis has not been spotted since Anakin Skywalker, Obi-Wan Kenobi, and Ahsoka Tano visited the monolith containing the mystical world during the Clone Wars, and how structures associated with Mortis are hidden in remote locations in the galaxy, the odds of any other Force-user learning and utilizing this power is extremely remote. And even if another individual should learn this power, the power can only be performed while the individual is located on Mortis or within a structure associated with Mortis.



As such, the GM is forbidden from making this power available to any Force-user under most circumstances. If the GM wishes to allow a Force-user to learn and use this power, the GM must follow the restrictions.

**Appeared where:** Crucible

## Mortis

This was an ethereal realm of the Force that has been whispered in legends and stories passed down by the Jedi, the Sith, and even the average spacer throughout the millennia. During the Clone Wars, while investigating an ancient Jedi distress code sent from beyond the Outer Rim Territories, Jedi Master Obi-Wan Kenobi, Jedi Knight Anakin Skywalker, and Jedi Padawan Ahsoka Tano encountered an octahedron structure in space that pulled them in and transported them to Mortis.



Mortis was strong in the Force and unlike any world any of them had encountered with floating mountains and stunning vistas. By day, bathed in light that came from no star, the landscape had lush fields and dense forests in which luminous creatures moved. But when night came, the creatures disappeared. The plant life withered and died, and storms of scalding rain and dangerous lightning swept the train, making survival without shelter almost impossible. But the storms ended with the coming of the morning, and life sprung anew.

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This realm served as the home of three humanoid beings possessing incredible strength in the Force and wielding unique and hitherto unknown abilities – abilities not known to any other Force traditions. One of the beings was the Son who represented the destructive and deadly aspects of the



realm and was aligned with the dark side of the Force. Dressed in black, he greatly resembled a Pau'an. Another was the Daughter who represented peace and creation on Mortis and was aligned with the light side of the Force. Wearing white and gold clothing, she appeared as a human with teal hair, green eyes, and a glowing aura. The third was the Father. Appearing as a wizened human with a long white beard, he kept the balance between the Son and the Daughter, who often clashed. He also kept himself and his two children



confined on Mortis because they had become so powerful in the Force, they could not dwell safely in the material world anymore.

It was the Father who sent the signal, as he had learned about Anakin Skywalker being the Chosen One and wanted to confirm the rumors. Anakin Skywalker confirmed this by being able to use the Force to exert his control and dominance on both the Son and the Daughter. He had wanted Anakin to take over in keeping the Son and Daughter in balance, but Anakin Skywalker refused. This precipitated a struggle between the Son and the Daughter, with the Father trying to quell the conflict and Anakin Skywalker, Obi-Wan Kenobi, and Ahsoka Tano becoming caught in the conflict.



Wanting to end the conflict, the Daughter led Obi-Wan Kenobi to a monastery. With reluctance, she revealed to Obi-Wan that within the monastery was the Dagger of Mortis, the only weapon that could hurt and kill the Force Wielders, as even lightsabers were useless against them. With the Father weakened by an attack by the Son, she believed the only way to end the conflict and restore balance on Mortis was to kill the Son. However, through manipulations and using the three Jedi as pawns, the Son claimed possession of the Dagger. While attempting to kill the Father so he could be freed from Mortis, he inadvertently stabbed the Daughter. Mortally wounded, she transferred the last of her life force to Ahsoka, whom the Son had corrupted to serve his needs and then killed after retrieving the Dagger.

The Son was able to convert Anakin Skywalker to the dark side in preparation of another attempt to gain the Dagger. But the Father was able to undo the damage by wiping Anakin Skywalker's memories of the visions of the future the Son had shown him – visions that Anakin Skywalker should never had known, yet ironically the visions came true. Though the Jedi tried to confront the Son, the Son proved to be too powerful. To end the conflict and restore balance to Mortis, the Father stabbed himself with the Dagger. That left the Son vulnerable to conventional weapons, resulting in Anakin Skywalker stabbing the Son from behind with his lightsaber and killing him. With the death of all three Force Wielders, balance was restored on Mortis. The Jedi then found themselves back in space in their shuttle, learning that only seconds had passed in the material world whereas days had passed for them on Mortis.

The Jedi have encountered other realms that might or might not have been Mortis, or at least a part of Mortis. But this has not been confirmed. The legacy of Mortis has persevered long after the Clone Wars. A mural of the Ones was found on the Jedi Temple on Mortis. The entity known as Abeloth had been imprisoned in the Maw Cluster for an undisclosed length of time. The Maw Cluster served as the prison, and Centerpoint Station served as the keystone for the prison. With the destruction of Centerpoint Station, Abeloth escaped



and created chaos for the New Jedi Order and the galaxy at large. She proved such a threat that Grand Master Luke Skywalker and a then unknown Sith Lord, later revealed to be Darth Krayt, who was once the Jedi Knight A'Sharad Hett, worked together to end Abeloth's threat. But there was the possibility that Abeloth herself might have been a Force Wielder like the Ones – possibly the Mother of the family. There was also the possibility of her returning at some point in the future was also considered, since during the conflict with Abeloth, Luke Skywalker and the Jedi Order killed or destroyed several of the vessels she possessed. Having learned about Mortis and the Dagger of Mortis from his training under Jedi Master Yoda, he organized a group of Jedi to search the galaxy to locate Mortis and retrieve the Dagger of Mortis. Should Abeloth return in the future, the Jedi Order would be able to use the Dagger of Mortis to kill Abeloth permanently. By the time Darth Krayt's Sith Order of One was destroyed, and Darth Krayt was finally killed, Abeloth had not returned, and neither Mortis nor the Dagger of Mortis had been found. The danger posed by Abeloth still lingers.

## Dark Infection

**Status:** Canon

**Control Difficulty:** Heroic +15

**Sense Difficulty:** Heroic +15

**Alter Difficulty:** Very Difficult

**Required Powers:** *Absorb/dissipate energy, accelerate another's healing, accelerate healing, affect mind, control another's pain, control pain, control mind, detoxify poison, dim another's senses, emptiness, hibernation trance, farseeing, feed on dark side, inflict pain, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, reduce injury, remain conscious, resist stun, return another to consciousness, sense Force, telekinesis, transfer Force, transfer life*

**Effect:** Through alchemy, the Sith have created Sith poisons. The Sith injected the Jedi with this poison, which would then act as a disease and multiply the person's rage while rapidly diminishing the victim's ability to resist the pull of the dark side. This power provided the Son with a more powerful, more insidious option – the ability to infuse a Jedi with a part of his own soul. To accomplish this, the Son must make a successful brawling roll in order to bite the victim. Once bitten, the Son transfers a part of his soul into the victim through the bite. In the next round, the victim will begin to act as if they had turned to the dark side.

Considering how strong the Son is in the dark side, there is no way for the victim to resist this power. Treating the bite with *first aid* will not work. Nor will using the Force to cure a disease or a poison. Even the use of *Force harmony*, *Force light*, and *wall of light* might not have worked. There is no way to know for certain if they would have, but with the death of the Son, the likelihood of this power appearing again is extremely remote. The only known way to free the victim is

for the victim to die and then be brought back to life. Even then, using *transfer Force* to bring the victim back to life is not enough. The life force must be extremely strong in the light side to negate any of the Son's influence that might still be lingering within the victim's body. Using *transfer Force* and the dyad power *Force heal* might work, but there is no way to confirm this.

While the victim is acting as if they had turned to the dark side, it is the Son's soul that is using the victim's body as a vessel. Thus, it is the Son's soul that commits any acts that warrants receiving a Dark Side Point. Thus, if the victim commits an evil act, the Son will receive the Dark Side Point, not the victim.

Whenever the Son uses this power, he receives two Dark Side Points.

**Author's Note:** The Son is the only one who used this power. When he bit Ahsoka, the changes to her body suggested that she was poisoned or suffering from an infection. When she was revived, she seemed to have no memories of what she had done. That suggests that when the Son bit her, her mind was rendered unconscious, and her body became a puppet for the fragment of the Son's soul that he had injected into her with his bite. This is almost like a possession of sorts – the kind that the Sith spirits performed on the Jedi after Exar Kun freed from the Sith holocron. However, even though he was freed from the Sith spirit is possession, the Vuiltan Jedi Knight Oss Wilum remembered everything he had done while possessed. That did not happen to Ahsoka.

**Appeared where:** Clone Wars: Altar of Mortis

**Example:** The Son bit Ahsoka Tano and turned her into a thrall.

## Metamorphosis

**Status:** Canon

**Alter Difficulty:** Difficult to Heroic

**Required Powers:** *Concentration, control pain, enhance attribute, force of will, telekinesis*

**Effect:** This is one of the unique powers exhibited by the Force Wielders of Mortis. With this, the Force Wielders could change their form into that of another person or creature.

This is not to be confused with the polymorphic abilities exhibited by the Lahsbee/Huhk, the Dazouri, the Clawdite, the Shi'ido, and other races. Nor is it to be confused with the Neti's ability to transform into a tree. The abilities exhibited by these races are natural. This is a power manifested by those who can use the Force. And unlike powers like *illusion*, *masquerade*, and their counterparts among other Force traditions, this power allows the individual to physically transform into another being or creature. Changing into another being or creature of similar size requires a Difficult alter roll. Changing into a being or creature one size category smaller or larger – small or large – requires a Very Difficult roll. Changing into a being or creature two size categories smaller or larger – tiny or huge – requires a Heroic roll.

While in the metamorphosed state, the individual will be able to use all abilities that are natural to the creature into which the individual transformed – darkvision, flight, etc.

**Author's Note:** To date, only the Son and the Daughter were able to use this ability. As they are Force Wielders, and Mortis is an ethereal realm of the Force, it is possible that they are aware of the Cosmic Force and have learned to manipulate it. If so, then it is possible that the *cosmic sense* skill and the powers *sense cosmic Force* and *alter Force* may be required for the Son and Daughter to use this power. With the deaths of the family of Force Wielders, and the disappearance of Mortis, any chance of gaining more information to answer these questions is lost.

**Appeared where:** Clone Wars: Overlords, Clone Wars: Altar of Mortis, Clone Wars: Ghosts of Mortis

**Example:** The Son transformed into a gargoye and Shmi Skywalker. The Daughter transformed into a griffon.

## Metamorphosize Another

**Status:** Canon

**Control Difficulty:** Target's *control*, *Perception*, or *willpower*

**Alter Difficulty:** Difficult to Heroic

**Required Powers:** *Concentration*, *control pain*, *enhance attribute*, *force of will*, *metamorphosis*, *telekinesis*

**Effect:** This has only been exhibited once when Anakin Skywalker used this to force the Son and the Daughter back into their humanoid forms. He was only able to do this by drawing upon the very strong Force presence that Mortis exhibited.

In GM terms, the user must first exert their will upon the metamorphosed being by making a successful *control* roll. Failing this roll results in automatic failure of this power. Even if the control roll is successful, failing the *alter* roll means the user is unable to make the metamorphosed being revert to its original form.

**Author's Note:** To date, Anakin Skywalker is the only one who exhibited this ability. And even then, only when he was on Mortis. Anakin Skywalker never exhibited this power again after leaving Mortis, so it is highly unlikely that he could use this power on any other individual who was capable of shapeshifting. And even if he could, he could only perform this power while on Mortis or at a similar location.

**Appeared where:** Clone Wars: Overlords

**Example:** Anakin Skywalker forced the Son and the Daughter back into their humanoid forms.

## Red Force Lightning

**Status:** Canon

**Control Difficulty:** Heroic, modified by proximity, limited to line of sight.

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Absorb/dissipate energy*, *control pain*, *Force lightning*, *inflict pain*, *injure/kill*, *life detection*, *life sense*

**Effect:** This is a far more powerful version of *Force lightning*, allowing a dark side user to hurl bolts of red energy from the fingertips like lightning. It functions just as *Force lightning* does, but there are some differences between them. As it is more powerful, the damage it causes is greater as well. *Red Force lightning* causes *alter die* damage, rounded down. The pain from *red Force lightning* is so great that it can even temporarily sever the target from the Force. After suffering damage from *red Force lightning*, the target must make a *stamina* roll against the damage sustained. If the target fails, the target is so wracked with pain, the target will be unable to use any Force skills or powers for a number of rounds equal to the dark side user's *alter die*, rounded down. Receiving medical treatment will reduce this duration to one round minimum.

The most important difference between *red Force lightning* and *Force lightning* is that *red Force lightning* cannot be learned by standard means. For starters, the dark side user **must** know *Force lightning*. The dark side user must then meet the following requirements:

- More than 10D in their *alter die*.
- *Red Force lightning* requires the user to have an intensely strong connection to the dark side. Even more so than most dark side users and the average Sith. The user must possess at least 12 Dark Side Points.
- The individual must be in an area where the Force is particularly strong. Ideally, a dark side nexus like a Sith temple or the like. At the very minimum – a Force nexus. Before using *Force lightning*, the dark side user must spend a Force point to draw in the ambient Force energy in the area. The individual must then make a Difficult *willpower* roll to bend the Force energy to their will. If the area is a dark side nexus, the *willpower* roll is Moderate. The individual gains a bonus to their roll equal to the number of Dark Side Points they have. If the roll is successful, the individual gains a Dark Side Point. The individual must then roll a wild die. On a result of 1, when the individual hurls *Force lightning*, it will be red – signifying that the individual has learned *red Force lightning*. Successfully learning red Force lightning gains the individual another Dark Side Point.

To date, the Sith Lord Darth Tenebrous and Tenebrae, also known as Darth Vitiante, the Sith Emperor, and Valkorian, are the only individuals who met all these requirements.

However, there have been two instances where an individual bypassed most, if not all these requirements and learned *red Force lightning*. The first was the Force wielder of Mortis known as the Son. As he was an embodiment of the dark side, he probably surpassed the first two requirements. Then again, the unique nature of Mortis might have allowed

him to bypass the requirements entirely. It also allowed the Son to reduce the required difficulty rolls by one level. It is unknown if the Son would have been able to use *red Force lightning* outside of Mortis, though given his power it is highly likely. Being away from Mortis would probably have set the required difficulty rolls back to their original levels. His death prevented any chance of confirming either of these likelihoods.

The second was Darth Vader when he sent his spirit into the Realm of the Dark Side. While there, he was able to manifest *red Force lightning*. As the portal to this realm was built on the nexus that was on Mustafar, he had met the third requirement. As the dark side of the Force was particularly strong in this realm, it might have enabled him to manifest *red Force lightning*, even though he had not learned *Force lightning* nor had he met the first two requirements.

Darth Vader might have bypassed those requirements, but it came at a price. Though he had manifested *red Force lightning*, it was uncontrolled. Furthermore, after his spirit returned to his body, he never exhibited that ability for the rest of his life. It is possible that his failure to meet all the requirements prevented him from using *red Force lightning*.

Possessing cybernetics of any kind forbids one from learning and using *Force lightning*, since *Force lightning* would cause the cybernetics to short-circuit and malfunction, which could be potentially fatal in certain cases. As *red Force lightning* is a form of *Force lightning*, and since Darth Vader required cybernetics to survive and move, his inability to manifest *red Force lightning* since leaving the Realm of the Dark Side is understandable.

**Restriction:** Only three individuals have ever exhibited this power, even if Darth Vader's use of it was uncontrolled. Considering the difference in power between *red Force lightning* and *Force lightning*, and the requirements to obtain *red Force lightning*, there are only two ways for a dark side user to obtain *red Force lightning*. One is by pure happenstance or accident – a case of being at the right location and being strong enough in the dark side in order to manifest *red Force lightning* when intending to manifest *Force lightning* instead. The other is for the dark side user to come across a Holocron or some record detailing its existence. Considering how few individuals exhibited this power, the likelihood of finding such records is extremely remote. The GM is generally forbidden from making this power available for an individual to learn like they would learn any other power. Only in the first circumstance – pure happenstance or accident – can the GM allow the individual to learn *red Force lightning*. But such Force nexuses are extremely rare.

These restrictions can serve as plot devices for an adventure, with *red Force lightning* being a potential reward for the individual successfully completing the adventure.

Any Jedi using this power automatically receives two Dark Side Points.

**Author's Note:** This was originally in the Dark Side Powers section of this work. But after seeing how it seemed to appear

in other realms like Mortis and the Realm of the Dark Side more than in the regular galaxy, I decided to relocate this power to this section.

**Appeared where:** The Clone Wars: Altar of Mortis, The Clone Wars: Ghosts of Mortis, Darth Vader: Dark Lord of the Sith – Fortress Vader, The Old Republic computer game, The Tenebrous Way

**Example:** Darth Tenebrous and The Son used this power. Darth Vader also used this power while his spirit was in the Realm of the Dark Side, but it was uncontrolled.

Though Roden used *red Force lightning* against Margrave Juro, these characters are from “The Ninth Jedi,” which is an episode of the Visions series. Thus, this appearance is of Visions canonicity.

## Atollon



Atollon was a remote planet in the Lothal Sector of the Outer Rim Territories. For nearly a year, it served as the secret base for Phoenix Cell. It was an arid world with mesas, deserts, caverns, and coral formations. It did host native flora and fauna like the plated tree coral, dokmas, and kryknas. But there was one inhabitant that made this world his home. The creature called himself Bendu. He was a humongous being who resembled a giant rocky monolith with two white eyes, a flat nose, and long, brown beard. He was also quite physically strong, as he was able to snap a sensor beacon in half with a flick of a wrist. He had lived a long time and gained much wisdom. When the Jedi Knight Kana Jarrus met Bendu, Bendu claimed he represented the center of the Force, between the light and the dark side.

*“Jedi and Sith wield the Ashla and Bogan. The light and the dark. I’m the one in the middle. The Bendu.”*

Over his long lifetime of meditation, he became aware of the Jedi and the Sith. But he chose not to interfere in their ways and their teachings. But he was willing to help Force-sensitives, training them to face their fears and internal conflicts through personal trials. As he was a firm believer in balance, he sensed the imbalance within Kanan Jarrus because of his loss of sight and his fear of the krykna spiders, and later sensed the imbalance between Kanan Jarrus and Ezra Bridger over the events that occurred on Malachor.

Bendu did not believe that an object like the Sith holocron could make someone evil, nor could an object make someone good. Only the person in question can choose to change



themselves. But he did warn Kanan Jarrus and Ezra Bridger about the consequences of opening both the Jedi holocron and the Sith holocron and fusing them together. His warning came to pass because Ezra Bridger let go of the holocrons before the holocrons could reveal their full secrets. As a result, a link between Ezra Bridger and Maul was established, allowing Maul to learn the location of Atollon. When Maul appeared, Bendu vanished. While he was willing to help Force-sensitives, and he was adamant in his neutrality, he had no intention of helping Maul in any manner.

When Sabine Wren underwent training to wield the Darksaber, he chose not to interact with her, as he sensed that though she had internal conflict, she knew the path to resolve them on her own.

In terms of the conflicts between the Jedi and the Sith, between the Republic and the Separatists, and between the Empire and the Rebel Alliance, Bendu remained steadfast in his neutrality. When Grand Admiral Thrawn arrived at Atollon with the intent to destroy the Rebel base, Kanan Jarrus went to Bendu for help. But he refused and blamed Kanan Jarrus for bringing the war to Atollon. Kanan Jarrus accused Bendu of being a coward, and in a rage, rose up in a ball of smoke. He later appeared before the Rebels and Imperials as a storm cloud with two glowing yellow eyes. With a cry “I bring death!” he unleashed lightning upon both sides, destroying two AT-AT walkers several downed Rebel starfighters. He demanded both the Rebels and the Imperials to leave Atollon, and emphasized his point by killing several death troopers with lightning. The distraction allowed the Rebels to escape, though they did lose another A-wing to Bendu in the process.

Bendu then focused his attention on the Imperials. Grand Admiral Thrawn ordered the remaining walkers and death troopers to fire upon Bendu, causing Bendu to fall to the ground. Grand Admiral Thrawn went to confront Bendu, and though wounded, Bendu remained defiant. He told Thrawn he envisioned his defeat, like “many arms surrounding him in a cold embrace.” Thrawn fired his blaster to finish off Bendu, but Bendu disappeared before the blast could touch him, letting out a deep, echoing laugh of mockery that highly unsettled Grand Admiral Thrawn. Though Bendu’s prediction came to pass, he had not been seen since the Battle of Atollon.

Bendu had a deep, incredible connection with the Force. He could appear and disappear at will, possibly by means of *teleport* (*Jedi*) or a similar, unknown power. He could sense the emotions of others and could manipulate and control nature around him, which included the krykna spiders and a thunderstorm. He was able to foresee Grand Admiral Thrawn’s eventual defeat.

It is unknown if any other Jedi or Force-sensitive encountered Bendu before Phoenix Cell arrived at Atollon, though it is almost certain that no Sith had encountered him. The chances of anyone encountering Bendu at any point after the Battle of Atollon is extremely remote. As he wishes to maintain his neutrality and not get involved in the affairs of

the galaxy, he might have returned to Atollon. Or he might have moved to another, remote planet. There is no way of knowing at this time.

### Lothal



Lothal was a planet in the Outer Rim Territories. The ancient Jedi Order discovered a Force vergence amid the tundra on northern Lothal and established a Jedi Temple beneath the surface, the entrance to which could only be revealed through use of the Force. The planet later started out as a farming colony more than three millennia before the Battle of Yavin. It avoided becoming involved in the Clone Wars, but a severe drought and a plague that ran through the livestock caused the economy to crash. After the Clone Wars, the Empire sent a team to assist in the recovery. The team soon found extensive starship-building material and kyber crystals on the planet. The planet soon became heavily industrialized, with mining facilities and droid factories becoming prominent. Eventually, Lothal became the primary construction and testing sites for Grand Admiral Thrawn’s TIE Defender project.

Five years before the Battle of Yavin, a Rebel cell called the Specters began its fight against the Imperial presence on Lothal. Over the course of four years, acting independently and with the greater Rebellion across the galaxy, they worked to free Lothal. Though they succeeded and completely derailed Grand Admiral Thrawn’s TIE Defender project, it was not without sacrifice – the death of Kanan Jarrus, a.k.a. Caleb Dume, and the disappearance of Ezra Bridger into the Unknown Regions.

### Loth-wolf



The Loth-wolf was a canine species native to Lothal that was taller than a human. Thought to be extinct by the time of the Empire, the Specters discovered them during their campaign against Grand Admiral Thrawn. They soon learned that the Loth-wolves were sentient and capable of speaking Basic at times. More importantly, they had a strong connection with the Force and served as light-side guardians for Lothal. They soon aided the Specters, first by helping them escape from the Empire at times, and later joined in the final push to drive the Empire from Lothal.

Because of their strong connection with the Force, the Loth-wolves could use Force powers as well. One was able to put Sabine Wren to sleep just by saying the word. They were



also capable of traveling to and from the World Between Worlds and between distant points on Lothal by means of a Force power that is unique to them – *hyperspace tunneling*.

## Hyperspace Tunneling



**Status:** Canon  
**Sense Difficulty:** Variable  
**Alter Difficulty:** Variable, modified by distance to destination. Add +5 for each additional person or creature

### Alter Modifier

<b>Destination is:</b>	<b>Add to difficulty:</b>
Touching	+0
Line of sight (not touching)	+2
Not line of site, at 1-100 meters	+5
101 meters to 10 kilometers	+7
11 to 1,000 kilometers	+10
Same planet more than 1,000 kilometers	+15
Same star system, different planet	+20
Not in same star system	+30

**Cosmic Sense Difficulty:** Variable.

**Required Powers:** *Alter Force, emptiness, farseeing, hibernation trance, instinctive astrogation, life detection, life sense, projective telepathy, receptive telepathy, sense cosmic Force, sense Force, telekinesis*

**Effect:** This is supposedly a unique power that only the Loth-wolves on Lothal can use. This allows the Loth-wolves to travel from one point on Lothal to another. This method of travel is akin to travelling from one location in the galaxy to another through hyperspace. To those traveling through these hyper tunnels, traveling through them is visually identical to seeing hyperspace swirl around ships while traveling through hyperspace.

It is possible for the Loth-wolves to use this power to enter and exit the World Between Worlds. This suggests that somehow the Loth-wolves can use the *cosmic sense* skill even though they are not Force spirits or existing in the netherworld of the Force. To date, the Loth-wolves have been observed using this power to travel from one location on Lothal to another, or to travel from Lothal to the World Between Worlds and back. There is no evidence to suggest that a Loth-wolf can use this power to leave Lothal, travel to the World Between Worlds, and then leave the World Between Worlds but arrive on a different planet. While this scenario is potentially possible, the Loth-wolves are only interested in protecting Lothal and have shown no interest in leaving.

If the Loth-wolf is traveling from one location on Lothal to another, the *sense* and *alter* difficulties are Moderate with the previously mentioned modifiers. As the Loth-wolf is staying on Lothal, there would be no need to use the Cosmic Force, so

the *cosmic sense* difficulty is Very Easy. If the Loth-wolf is traveling to the World Beyond Worlds, all the Force skill difficulties are Moderate, and the only modifier to be applied is the presence of additional creatures traveling with it to the World Beyond Worlds.

**Author's Note:** Loth-wolves are the only confirmed users of this power, and they use it to travel between various points on Lothal or to and from the World Between Worlds. Entities like the Ones, the Force Priestesses, other similar individuals, and maybe Bendu may be able to use this power, but this has not been confirmed. With one possible exception, no Jedi, Sith, or individuals from other Force traditions have ever used this ability. That exception might be Grand Master Yoda. He was able to appear on Lothal to interact with Ezra Bridger and Ahsoka Tano, and according to the Wookieepedia, he traveled through the Worlds Between Worlds to do this. It is possible that in his seclusion on Dagobah, while learning from Qui-Gon Jinn how to become one with the Force, he learned about the World Between Worlds, how to reach it with *hyperspace tunneling*, and how to travel from Dagobah to Lothal and back. This is speculation, so at this time, *hyperspace tunneling* should not be accessible to players.

The GM can use this power as a plot device, and is encouraged to do so. Scientific studies into this power, No-Space, Path Engines, the purrgils, and travel in the Unknown Regions with its myriad of spatial anomalies and hazards may have been behind the advances in hyperspace technology that were exhibited in the Sequel Trilogies like the Starkiller Base's superlaser, tracking an object traveling through hyperspace, etc.

**Appeared where:** Rebels: Shroud of Darkness, Rebels: Kindred, Rebels: Wolves and a Door

**Example:** The Loth-wolves use this to travel great distances on Lothal. Yoda might have used this to appear before Ezra Bridger and Ahsoka Tano physically in the Jedi Temple on Lothal.

## World Between Worlds



Theorized by the Chain Worlds Theorem, the World Between Worlds, also referred to as the Vergence Scatter, was a mystical plane within the Force that served as a collection

of doors and pathways existing between time and space, linking all moments in time together. The plane is practically an unending void with winding pathways and portals. Anyone within this place will hear a cacophony of voices in the background – people from the past, present, and future speaking. A traveler might recognize a voice and track it to the source, which is a portal through which the traveler can look and see the individual in question at a pivotal point in time.

This gives the traveler a potential, and powerful option. The traveler can reach through the portal and influence the outcome, as Ezra Bridger did by grabbing Ahsoka Tano and pulling her into the World Between Worlds to save her from certain death. In doing this, Ezra Bridger inadvertently altered history. Hence, the existence of the World Between Worlds makes the possibility of time-travel a potential reality. He heard Kanan Jarrus' voice and found a portal showing him the moment of Kanan Jarrus' death. He wanted to save him, just as he had saved Ahsoka Tano, but she convinced him to let Kanan Jarrus go and accept his death.

Many of these portals are mostly one-way – a traveler stepping through a portal would not be able to return to the World Between Worlds. A traveler can enter and leave the World Between Worlds at specific locations. To date, only one such location is known – the Jedi Temple on Lothal. After the Fifth Brother and Seventh Sister captured it, Emperor Palpatine sent Minister Veris Hydan to the temple in search of the entryway to the World Between Worlds. The Specters learned of this and attempted to stop Veris Hydan. Though Veris Hydan was able to gain some knowledge of the portal from the paintings on the Jedi Temple, with unwilling assistance from Sabine Wren, and though Ezra Bridger was able to activate the portal, Ezra Bridger was able to close the portal, which caused the Jedi Temple on Lothal to collapse, taking Veris Hydan with it.

The destruction of the Jedi Temple should have destroyed the portal, but it did not. Palpatine ordered Grand Admiral Thrawn to reassemble the portal on the Chimaera in hopes of tempting Ezra Bridger to use it to go to the past and be reunited with his parents. But Ezra refused and used the Force to tear down the portal again. Its fate after Ezra and Thrawn were pulled into the Unknown Regions by the purrgils is unknown. Ezra Bridger and Sabine Wren are perhaps the only ones who would recognize a portal to the World Between Worlds after seeing the mural of the Ones, and Ezra Bridger is the only one who knows how to activate it. Even if Sabine Wren were to find another portal, she would not be able to activate it, nor would she be able to guide another to activating it.

Since the portal was located on the Jedi Temple, it suggests that these portals to the World Between Worlds cannot be placed anywhere. The location must be a Force nexus, or at least strong in the Force. It is probably designed to draw upon the Force at the location to maintain a constant “charge” so it can be activated in an instant.

While a living Force-sensitive individual can enter this plane of existence by means of a portal, a Jedi who became a Force spirit via *lifemerge* can enter this realm as well. This suggests that the Cosmic Force is also a part of the World Between Worlds, and that comes with a fringe benefit for those who interact with the World Between Worlds. When a living Force-sensitive individual enters the World Between Worlds through a portal, the Cosmic Force flows through the individual. This gives the individual a “Force Point credit.” A

Jedi who becomes a Force spirit via *lifemerge* and later enters the World Between Worlds does not gain this “Force Point credit.” However, each time a Force-sensitive individual, be they alive or a Force spirit, uses the Force while in the World Between Worlds, they are unconsciously channeling Cosmic Force energy. Each such use grants the individual a “Force Point credit.” However, the individual **must** be in the World Between Worlds completely. Sticking a hand through a portal and using a Force power will not count towards earning a “Force Point credit.”

## Dimension Door/Portal

**Status:** Canon

**Control Difficulty:** Difficult, trained only

**Sense Difficulty:** Very Difficult, trained only

**Alter Difficulty:** Very Difficult, trained only

**Cosmic Sense Difficulty:** Very Difficult, trained only

**Required Powers:** *Alter Force, concentration, control another's pain, control pain, create Force talisman, emptiness, farseeing, Force weapon, hibernation trance, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense cosmic Force, sense Force, telekinesis, transfer Force*

**Effect:** There are myths, legends, and stories of other dimensions and other realms of existence amongst the myriad of civilizations in the galaxy. The Jedi have heard of these legends, and some among them have theorized that these other realms and dimensions might be real. However, none of these theories have been proven true, and no Jedi have devised a means of reaching these realities and dimensions.

However, these dimensions *are* real. Means of reaching them, called portals or gateways, have been found. But these portals, gateways, or doors were not created by the Jedi. Someone, or something else did. Was it the Ones? The Force Priestesses? Or some similar entity or entities? The answer may never be known.

While very little is known about this power, some details have been discerned by comparing the few known portals. First, these portals are located at the site of Force nexuses. Second, some sort of structure must be constructed at these sites. Presumably, the structure serves to focus, channel, and perhaps enhance the Force energy at the nexus to power the portal and to keep it “charged.” So long as the portal is “charged,” the portal will grant anyone passage to another realm. The individual may need to use the Force to “turn on” the portal, but the Jedi does not need to charge the portal. In addition, these portals and structures have been constructed in such a way that even if the structure is destroyed, if the pieces can be put back together afterwards, the portal will remain active and still connect the galaxy with the other realm. This holds true even if the structure were reassembled away from the Force nexus.

Before building these structures, the architects most likely considered to which realm or dimension the portal would lead.

That, in turn, influenced the design of the portal the architects were going to construct. There were other factors that the architect might have needed to consider, such as the surrounding environment. These factors probably explained why these portals were so different in appearance.

Since these structures must be specifically designed to accomplish the task of creating these portals, the builders must know exactly how they function. They must know and understand the designs of the structures and how they focus and channel the Force energy of the nexuses to create these portals. This suggests that the builders must know *scholar: the Force*, or a similar *scholar* skill focusing on the Force and relevant to this endeavor, and (A) *civil/industrial engineering* skills and have made at Very Difficult roll for each of them to gain the knowledge needed to construct, or at least oversee the construction, of these structures.

With the existence of the World Between Worlds and Force powers like *flow-walking* and *time manipulation*, the possibility of time travel exists. The architects of these portals were probably aware of this and factored it into their designs for these portals. Or at least into those portals that would lead to the World Between Worlds. When designing such portals, the *control*, *sense*, and *alter* Force skill difficulties are increased by +15, while the *scholar* and (A) *civil/industrial engineering* difficulties are Heroic.

The realms and dimensions these portals lead to are a part of the Cosmic Force. Connecting these realms with the known galaxy involve manipulating the Cosmic Force. This is further evidence that Force entities like the Ones and the Force Priestesses used this power to create the monolith in the Chilon Rift that leads to the mysterious world, the structure that led to Mortis, and the doorway to the World Between Worlds. This means that no living Force-sensitive individual can learn this power.

Jedi who become Force spirits via *lifemerge* can learn to manipulate the Cosmic Force and gain the *cosmic sense* Force skill. One of the *cosmic sense* powers is *alter Force*, which allows a Force spirit to manipulate the physical world. But a Force spirit can only do this for an instant or very briefly. Not for the length of time necessary to construct these structures. In addition, not only would the Force spirits need to know the existence of these realms, but also would need to know exactly how to manipulate the Force, including the Cosmic Force, to connect the galaxy with these realms. And evidently, each of these realms requires a specific manner of Force manipulation for the portal to connect them with the galaxy. After becoming a Force spirit, a Jedi might learn some of these things, but not all of them.

## Fiery Energy

**Status:** Canon

**Alter Difficulty:** Difficult or Very Difficult

*This power may be kept up.*

**Required Powers:** *Enhance attribute, feed on dark side, life detection, life sense, sense Force, Sith sorcery*

**Effect:** This is apparently a power that is unique to Darth Sidious, as he is the only one to exhibit this power to date. Manifesting as bright blue flame, this power can be used in one of two ways. One is as an attack, with the flames inflicting *alter* die damage. As this is an energy-based attack, a Jedi can deflect it with *absorb/dissipate energy*. But the attack is fueled by the dark side, and is therefore not a normal fire-based attack. The difficulty to use *absorb/dissipate energy* to deflect this power is the same as using *absorb/dissipate energy* to protect oneself from *Force lightning* – Moderate plus the damage roll from the attack. Using *fiery energy* in this manner requires a Difficult *alter* roll.

The other way this power can be used is to condense the energy until a tangible rope of dark side energy forms within the flame. This negates the damage the flame can inflict on the target, but it gives the rope of dark side energy a *Strength* of 5D. When used in this manner, the user must make a successful *thrown weapons*, *Strength*, or *brawling* roll to ensnare the target. Once ensnared, the user can pull the ensnared target back. The “rope” is made of dark side energy; thus, the victim cannot break free from it using their own strength, even if it is enhanced with *enhance attribute*. Bladed melee weapons, be they standard or vibroweapons, are ineffective as well. Only a lightsaber has proven effective in cutting the “rope.” Cutting the rope will cause the user to suffer a backlash. This backlash will inflict damage equal to the difference between the total damage from the lightsaber, which includes the amount of control dice the Jedi might have added to the lightsaber’s 5D damage if the Jedi successfully uses lightsaber combat, minus the 5D *Strength* the “rope” has. The absolute minimum the user suffers from having the “rope” severed is 1D wound damage.

If the Sith uses a Sith ritual altar, which would normally be used for performing alchemy, while performing fiery energy, the Sith receives a +5 bonus to the *alter* roll. This only applies while the Sith is standing next to the ritual altar. If the Sith moves either towards or away from the altar, the Sith **must** make a successful *alter* roll to compensate for the addition or removal of the altar as an item to help focus the dark side energy. Failure means the power ends automatically, and any ensnared victim is immediately freed.

**Appeared where:** Rebels: A World Between Worlds

**Example:** Darth Sidious attacked Ahsoka Tano and Ezra Bridger with this power. He also caught Ezra Bridger by his ankle with this power.

## Sith Sorcery

**Status:** Canon

**Update:** Somehow, Darth Sidious was able to use Sith sorcery to create a temporary portal to the World Between Worlds.

How he was able to do this exactly remains unclear. What is

certain was that the portal he created was a window, not a door. He could see the World Between Worlds through the portal, but he could not enter it on his own volition. He used *fiery energy* to send his power into the World Between Worlds, creating a temporary linkage between the physical world and the World Between Worlds. He ensnared Ezra Bridger and drew Ezra back towards himself. As Ezra got closer, Darth Sidious was able to get his hand into the World Between Worlds. Had he been able to touch Ezra Bridger physically, he might have been able to stabilize the portal, changing it from a window into a door, and enter the World Between Worlds himself. This is akin to how the members of a Force Dyad could change *farcommunication* into *folded transfer*.

**Author's Note:** While this is speculation, it is the best way to explain how he was able to create a portal to the World Between Worlds, yet seemed unable to enter that realm himself. He needed some sort of anchor in the World Between Worlds to stabilize the portal and allow access for himself. Being able to grab Ezra physically would probably have done that, and that is akin to what a member of the Force Dyad needed to do while using *farcommunication* to be able to use *folded transfer*.

One final note for the GM. The Cosmic Force is a part of the World Between Worlds, Mortis, and the Mysterious World. A Jedi using the Force in these locations is unconsciously manipulating the Cosmic Force as well. Each use of the Force at any of these locations grants the Jedi a "Force Point credit." This is no different from a Jedi receiving a "Force Point credit" each time the Jedi successfully initiates contact with a Jedi spirit.

## Seatos



Seatos was a planet in the Denab system. A terrestrial world with a breathable atmosphere, forests, and oceans, it was once inhabited by a species from a different galaxy. This species – the Dathomirians – constructed a mechanism – a henge or a rock structure consisting of multiple pillars arranged in a circle called the Seatos reflex point. The Dathomirians also constructed a spherical star map that showed the Pathway to Peridea, the route they used to travel from Peridea in their home galaxy to Seatos in the main Star Wars galaxy. The route would also show one how to travel from Seatos to Peridea. To view the route in its entirety, one would need to place the map on either the Seatos reflex point on Seatos or the identical reflex point on Peridea.

After arriving in the Star Wars galaxy, the Dathomirians placed the spherical star map in a tomb on Arcana, where it was retrieved by Ahsoka Tano nine years after the Battle of Yavin. While Sabine Wren was able to access the map

partially, showing the two galaxies and the route connecting them, she did not know where the starting point was in their galaxy, nor was she able to decipher more details from the map before the assassin droid destroyed the datapad containing her notes. The Dark Jedi Baylan Skoll and Shin Hati and the Inquisitor Marrok acquired the map, went to Seatos, and activated the map on the Seatos reflex point, enabling them to see the entire map. They relayed the information to Moff Morgan Elsbeth, a former Nightsister, on the *Eye of Sion*, and the navigation droids were able to plot the course to Peridea. Baylan Skoll then destroyed the map to prevent anyone else from following.



While on Seatos, Baylan Skoll dueled Ahsoka Tano and defeated her. She seemingly fell to her death from a cliff, but she found herself in the World Between Worlds. It is unclear if there is a portal to the World Between Worlds on Seatos, or if she was brought there either by the will of the Force or by Anakin Skywalker. The fact that while on Seatos looking for Ahsoka and Sabine Wren, Jacen Syndulla could hear the clashing of lightsabers between Ahsoka and Anakin while the two were in the World Between Worlds suggests that there is **indeed** a portal to the World Between Worlds on Seatos, and either Ahsoka fell through it unintentionally, or Anakin opened the portal from within the World Between Worlds. This may be confirmed at a later date.

## Peridea



It has been said that legends contain seeds of truth. In this case, however, what was once considered legendary has become a reality, though it is still shrouded with mysteries.

Peridea was an extragalactic terrestrial planet located in a distant barred spiral galaxy. It had a breathable atmosphere and a surface occupied by vast, barren wastelands which included grasslands, plains, meadows, and lakes. It was a ringed planet, but unlike other such planets, the ring system was not composed of ice and rocks, but rather the bones of purrgils, for the purrgils came to this distant world to die.

The planet was the homeworld of the Noti species who moved around in mobile settlements to avoid the dangers that were present on this world. While it teemed with native flora and fauna and roaming groups of bandits, the history of this world suggests not only did it have a connection with the main Star Wars galaxy, but both places influenced each other.

In the distant past, a massive fortress was constructed on Peridea. The fortress had a temple at the bottom and a spire with a henge at the top. There were also inscriptions within





that blessed the rule of the Zeffo Sage Kujet. The inscription was written in the ancient Ur-Kittât script which would later be used by the Sith. During their self-imposed

exile after their fall to the dark side, could the Zeffo have traveled to Peridea? Could they have influenced the Dathomiri culture?

Later, the Dathomiri Nightsisters inhabited this fortress, and several towering statues depicting those who originally populated the landscape dotted the planet. Peridea became the center of the Witch Kingdom of Dathomiri in that galaxy. But eventually, the Nightsisters abandoned their kingdom and this galaxy, and came to the main Star Wars galaxy presumably on the purrigils. All but three left, and these three – Aktropaw, Klothow, and Lakesis – came to call themselves the Great Mothers and entered a long sleep after their sisters’ departure.

The Nightsisters arrived on Seatos and built the reflex point there. They created a map detailing the Pathway to Peridea, and sealed it away in a tomb on Arcana. And then finally settled on Dathomir. But before they did, did the Nightsisters encounter the Sith and teach them the Ur-Kittât script?

At some point, the Jedi Order learned about Peridea. Jedi Younglings shared tales of Peridea throughout their childhood. And it would have remained as tales, but for the fact that the Jedi Archives contained not only these legends, but also information about the Pathway to Peridea, information about the map showing the Pathway to Peridea, and information on how and where to activate the map. Information that a young Jedi named Baylan Skoll learned about while he was in the Jedi Order.

The Great Mothers would probably have remained asleep had a chance event not occur. During the Liberation of Lothal, Ezra Bridger used the Force to have a purrigil ultra and its pod capture the *Chimaera* and drag it, its crew, Grand Admiral Thrawn, and Ezra Bridger into hyperspace away from Lothal. It had been believed that the pod traveled to a remote area of the Outer Rim Territories, to Wild Space, or even to a location somewhere in the Unknown Regions. Instead, heavily injured by the effort, the purrigil ultra traveled to Peridea, where it died. Leaving the *Chimaera* and all onboard stranded in exile.

After arriving, Ezra Bridger managed to escape from the *Chimaera* and settled with the Noti. Grand Admiral Thrawn, on the other hand, encountered the Grand Mothers and entered an alliance with them. He had the Grand Mothers contact one of his closest allies, fellow Nightsister Morgan Elsbeth, via *dreamspeech*, and set into motion a plan that would hopefully bring him back.

It would not be until nine years after the Battle of Yavin, and more than a decade since Thrawn’s and Ezra’s exile, that Morgan Elsbeth’s efforts would come to fruition – a giant hyperspace ring called the Eye of Sion that would be affixed to the *Chimaera* and bring it back to the main Star Wars galaxy. Those efforts caught the attention of Ahsoka Tano,

and with the help of the Mandalorian bounty hunter Din Djarin, Ahsoka captured Morgan Elsbeth and transferred her to New Republic custody. Yet Morgan Elsbeth was rescued from custody by the mercenaries Baylan Skoll and his apprentice Shin Hati. Shin Hati soon got the Nightsister star map from Sabine Wren on Lothal. Tracking Elsbeth’s movements and forces, Ahsoka Tano, Sabine Wren, and the ancient Jedi droid Huyang tried to stop Morgan Elsbeth with the aid of their friends General Hera Syndulla and Chopper. But their efforts were stymied by the New Republic bureaucracy and senators who were reluctant to fight another war. Morgan Elsbeth’s forces captured Sabine Wren and made their journey to Peridea.

Ahsoka Tano and Huyang soon followed by hitching a ride on a purrigil, but even then, it was too late. Morgan Elsbeth had reunited with Thrawn. Thrawn used his tactical genius to manipulate Ahsoka Tano and Huyang away from the Nightsister fortress, and even though the two reunited with Sabine Wren and Ezra Bridger, he was able to damage Ahsoka Tano’s shuttle and distract them long enough to marshal his forces for departure. Ahsoka Tano, Ezra Bridger, and Sabine Wren stormed the Nightsister fortress, where they faced and defeated a force of Night Troopers and Morgan Elsbeth. But the battles provided enough distraction to prevent Ahsoka Tano and Sabine Wren from boarding the *Chimaera*. Only Ezra Bridger managed to get aboard, and he subsequently disguised himself as a Night Trooper.

Thrawn ordered the bombardment of the Nightsister fortress to further stall Ahsoka Tano’s effort to stop him. And it worked. The *Eye of Sion*, with the *Chimaera* attached, left Peridea, leaving Ahsoka Tano, Sabine Wren, Huyang, Baylan Skoll, and Shin Hati behind on Peridea. The *Chimaera*, Thrawn, and the Great Mothers arrived on Dathomir. Will the Grand Mothers use their magick to help Thrawn defeat the New Republic? Ezra Bridger managed to escape after returning to the main Star Wars galaxy, and made his way to the New Republic, where he met General Hera Syndulla and Chopper again after a decade of exile. Presumably, he will tell them what happened. While Hera Syndulla and Chopper will help Ezra Bridger, will the New Republic help or even believe him? Shin Hati had left Baylan Skoll to join the bandits. Ahsoka Tano, Sabine Wren, and Huyang are stranded on Peridea, and their plans for the moment remain unclear. As



for Baylan Skoll, he had felt a “stirring” on the planet, and he had found tall statues depicting the Ones from Mortis – the Father, the Son to the Father’s left, and presumably the Daughter, since the statue was headless, to the Father’s right. Did the Nightsisters, including the Grand Mothers, know of the Ones and Mortis? Baylan Skoll helped Morgan Elsbeth so he could arrive on Peridea. He was searching for something, and it was somehow connected to the Ones. But what exactly was Baylan Skoll

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searching for? And why? What are his goals? And what other secrets lie on Peridea?

# Vongsense

Twenty-five years after the Battle of Yavin in the Legends timeline, the galaxy was invaded by the Yuuzhan Vong. The ferocity and zeal they displayed in their attack, their ability to infiltrate and sow discord, and their superior biotechnology enabled them to rip the galaxy asunder and cause the collapse of the New Republic. What was most unsettling about these invaders was that though they were alive, they were absent in the Force. None of the Jedi could sense the presence of these extragalactic invaders. Hence, many of the powers the Jedi could have used against the Yuuzhan Vong and their creations were rendered ineffective. The Jedi Order had to adapt to fight against the Yuuzhan Vong. For a time, the only way a Jedi could use the Force against the Yuuzhan Vong was indirectly – telekinetically throwing an object at a Yuuzhan Vong, using the Force to compress the air around a Yuuzhan Vong, thus increasing the air pressure. It was later established that several dark side powers – *Force lightning*, *dark side web*, and *Force net* to be exact – could harm the Yuuzhan Vong. These incidents suggested that Force powers dealing with the manipulation of the elements, like *Force wind* and *Force whirlwind*, could have been equally effective. The Jedi learned to detect the Yuuzhan Vong by not being able to sense their presence in the Force.

Things had the potential to change for the Jedi on account of two incidents. During the war, the Yuuzhan Vong invaded Yavin IV. Though the Jedi temple was destroyed and most of the Jedi trainees escaped capture, the trainee Tahiri Veila was captured and subjected to horrific experiments at the hands of the Yuuzhan Vong shapers. Her friend/growing love interest Anakin Solo managed to rescue her before the experiments were complete. During his quest to rescue her, his lightsaber was subjected to intense gravitational fields which warped and damaged the focusing crystal of his lightsaber. He later harvested a lambent – a living crystal used by the Yuuzhan Vong as communication crystals or light sources.



They can be dimmed or brightened by the thoughts of those who harvest them, and can be used to sense or pre-sense hidden enemies. The lambent could sense the energy of the life forms surrounding it, and believing that the lambent may be sensing a part of the Force, Anakin Solo used it as the new focusing crystal for his lightsaber. After using the Force to repair his lightsaber and attune the lambent to it, he had established a bond with the lambent that allowed him to vaguely sense the Yuuzhan Vong. This enabled him to sense

the Yuuzhan Vong more directly and even use *lightsaber combat* against the Yuuzhan Vong.

After the destruction of the voxyn queen, Jacen Solo was captured by the Yuuzhan Vong. During his time as their prisoner, Vergere, a thrall of the Yuuzhan Vong and a former Jedi Knight of the old Jedi Order, implanted a slave seed into Jacen's chest. As the tendrils wound through his body, he learned to sense and eventually manipulate the creatures used by the Yuuzhan Vong. This was probably aided by his high empathic abilities. After his escape, he informed his uncle Jedi Master Luke Skywalker that he could sense and manipulate the Yuuzhan Vong in a manner akin to using the Force, but he could not do this and use the Force as he normally would at the same time. He also believed that this ability could only be taught to those who had been similarly "shaped" by the Yuuzhan Vong, or those who were able to bond with a lambent like his late brother had. Jacen was able to teach this ability to Tahiri Veila. But no other Jedi ever learned this ability.

Anakin Solo's, Jacen Solo's and Tahiri Veila's ability to sense and manipulate the Yuuzhan Vong and their creatures was not a new power, but a new way of using the Force – a new Force skill called *Vongsense*.

## New Force skill: Vongsense

As *control* involves using the Force to control their own bodies, *Vongsense* cannot be used on their own bodies. Thus, *Vongsense* has no impact on the performance of *control* powers. But *Vongsense* can be used to sense and manipulate the Yuuzhan Vong. In GM terms, if a Jedi wishes to use *life detection* to sense a Yuuzhan Vong, the Jedi would substitute his *Vongsense* skill for his *sense* skill, and use *life detection* as they normally would. This applies to using powers that use the *control* and *sense* skills like *lightsaber combat*, the *sense* and *alter* skills like *dim another's senses*, and all three Force skills like *affect mind*. A Jedi wishing to confront a Yuuzhan Vong with *lightsaber combat* would need to use their *control* and *Vongsense* skills. To use *dim another's senses* against a Yuuzhan Vong, the Jedi would use their *Vongsense* and *alter* skills. For *affect mind*, it is *control*, *Vongsense*, and *alter* skills. If a Jedi wishes to use *telekinesis* to levitate a Yuuzhan Vong, the Jedi must use *Vongsense* as well as *alter*, and the difficulty for *Vongsense* in this case would be the result of the *alter* skill roll. A success with the *Vongsense* skill roll will allow the Jedi to levitate the Yuuzhan Vong.

A Jedi wishing to use *accelerate another's healing* on a Yuuzhan Vong would need to make the required *control* and *alter* skill rolls, and then make a *Vongsense* skill roll against the higher of the two rolls. Success will have the Jedi heal the Yuuzhan Vong with the Force. A Jedi cannot use *sense* and *Vongsense* at the same time – it must be one or the other.

While *Vongsense* allows a Jedi to affect the Yuuzhan Vong and their creatures directly, there are some Force powers that

are effective against the Yuuzhan Vong and their creatures. These powers are *dark side web*, *Force lightning*, and *Force net*. It is possible that there are other Force powers that are effective. Given the precedents, these powers are most likely dark side powers or Sith powers that manifest themselves in similar ways. However, it is also likely that powers that allow the Jedi to manipulate the natural environment are effective as well. For example, *plant surge* will allow a Jedi to entrap a Yuuzhan Vong with vines from the jungle, but it will not allow a Jedi to use a lambent plant to trap a Yuuzhan Vong. The Jedi would need to use *Vongsense* along with *control* and *alter* to do the latter.

A Jedi can increase their *Vongsense* die code the same way as they would increase their other Force skills.

There are specific conditions a Jedi must meet to be trained in the *Vongsense* skill. A Jedi can learn to use the *Vongsense* skill by bonding somehow with an object of Yuuzhan Vong origin, like Anakin Solo did with the lambent. A Jedi can also learn the *Vongsense* skill after being subjected to the experimentations of the Yuuzhan Vong shapers. The alterations caused by the shaping will allow the Jedi to establish a telepathic or empathic link with the Yuuzhan Vong and their creatures. The Jedi can expand upon this link and learn to manipulate the Yuuzhan Vong and their creatures in the same manner as using the Force on beings and creatures native to the galaxy, like Jacen Solo did. In either case, a Jedi can teach this skill to another Jedi, but only if the second Jedi has been shaped by the Yuuzhan Vong or has established a bond with an object of Yuuzhan Vong origin. This is how Jacen Solo taught the *Vongsense* skill to Tahiri Veila.

Zonama Sekot was the seed of the original Yuuzhan Vong homeworld, Yuuzhan'tar, which had been destroyed during the Cremlevian War. As such, the flora and fauna of Zonama Sekot share the same origin as the flora and fauna of the Yuuzhan Vong, so while it is unknown if the *Vongsense* skill can be used to affect the flora and fauna of Zonama Sekot, their shared history suggests that it might be possible. However, since the Jedi can sense the Force from the native flora and fauna of Zonama Sekot, it suggests that the Jedi can use the Force normally against the native flora and fauna of Zonama Sekot.

After the end of the Yuuzhan Vong war, the Yuuzhan Vong settled on Zonama Sekot and went into exile in the Unknown Regions. Since then, Jacen Solo and Tahiri Veila never exhibited any use of the *Vongsense* skill. For obvious reasons, neither taught this skill to the other Jedi.

However, several other individuals exhibited this skill. One was Allana Solo, the daughter of Jacen Solo and Tenel Ka Djo. This suggests that when Vergere implanted the slave seed and its tendrils spread throughout Jacen's body, it might have altered his DNA so that the ability to use *Vongsense* might become available to his descendants.

Several members of the One Sith used yorik coral to craft their lightsabers. Whether or not they used lambents as their focusing crystal is unknown. What is known is that Darth

Krayt, the former Jedi Knight A'Sharad Hett, was briefly captured by the Yuuzhan Vong, and during his imprisonment, he had met Vergere. It is possible she planted a slave seed within A'Sharad Hett just as she had with Jacen Solo. It is also possible that his prolonged use of wearing a suit of vonduun crab armor wore a suit of vonduun crab armor. Whether it is from the slave seeds or by forming a bond with the vonduun crab armor due to prolonged use, Darth Krayt might have developed *Vongsense* and taught the One Sith how to learn this skill.

There is one other individual who might have exhibited *Vongsense* – the Jedi Celeste Morne who had been in a state of suspended animation within Dreyya's Oubliette. After her emergence from suspended animation during the rise of the Empire, she was in a constant struggle of wills with the spirit of Karness Muur which inhabited the Muur Talisman she wore around her neck. She kept herself in isolation from the rest of the galaxy to keep it safe from the influence of the Muur Talisman and from the rakghoul plague, the source of which was the Muur Talisman. Cade Skywalker eventually crossed paths with her, and his ability to use dark transfer to heal himself of the rakghoul plague caught both her interest and Karness Muur's. She then crossed paths with Darth Krayt and used dark transfer to partially heal Darth Krayt's condition. In the process, she also interacted with the vonduun crab armor Darth Krayt was wearing. She had kept herself isolated from the galaxy during the Yuuzhan Vong invasion – she might have heard about them, but there is no evidence she ever interacted with them. She could not have learned *Vongsense* in that manner. It is possible that her interaction with the Muur Talisman expanded rather increased her *sense* skill so that she would detect anything of Yuuzhan Vong origin with her *sense* skill – something no other Jedi could have done. Or it is possible that since the rakghoul plague is a product of Sith alchemy, she somehow used *alchemy* to interact with the vonduun crab armor. With her death and Darth Krayt's, and with the destruction of the Muur Talisman, there is no way to ascertain exactly what she had done and how she had been able to do it.

It is unknown if the Jedi have somehow managed to expand their understanding of the Force to the point that the *Vongsense* skill has merged with the *sense* skill, or if the Yuuzhan Vong have become part of the Force again, making *Vongsense* nonessential. The GM is strongly cautioned not to make this skill widely available to the Jedi. If it were not for the unique nature of the Yuuzhan Vong, their impact on the galaxy, and the uniqueness of this skill, *Vongsense* would not have been included in this work or the Jedi archives.

**Author's notes:** There is one other individual who exhibited *Vongsense* – Finn Galfridian. However, the manner of how he acquired this skill is unknown. It is also unclear whether his sister Nina Galfridian has *Vongsense* as well, or even if she is Force-sensitive. And with the cancellation of the Invasion comics, these questions will remain unanswered.



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There may have been one other individual who exhibited *Vongsense*, but this individual was not a Jedi. The Yuuzhan Vong shaper Onimi grafted yammosk tissue to his brain. The procedure twisted and deformed his body, making the other Yuuzhan Vong mark him as a Shamed One. However, because of the yammosk's natural telepathy, the procedure restored his connection to the Force – a connection the Yuuzhan Vong had lost millennia ago. He used this restored connection to learn how to manipulate the minds of other Yuuzhan Vongs, including Supreme Overlord Shimrra. Being a Yuuzhan Vong might have allowed Onimi to use the *sense* Force skill to sense other Yuuzhan Vongs – a feat that was impossible for most Jedi. Or he might have developed *Vongsense* to influence other Yuuzhan Vongs. No other Yuuzhan Vong exhibited any ability to sense or manipulate the Force. And with the death of Onimi, any chance of unraveling this mystery is lost forever.

The canonicity of all entries in this section is Legends.

# Agent of Ossus Powers

**Restriction:** There is no evidence of this power existing at any point prior to the Clone Wars and the birth of the Empire. During the time of the Empire and the Rebellion, only those individuals who are members of the Agents of Ossus or who have met them can learn this power. With the death of Palpatine and the establishment of Luke Skywalker's praxeum on Yavin IV, it is possible that members of the Agents of Ossus have joined his Jedi Order. While there is no direct indication of this, the player and the gamemaster have greater leeway in allowing Jedi to learn this power after Luke Skywalker started his praxeum on Yavin IV.

The canonicity of all entries in this section is Legends.

## Control and Alter Powers

### Force Stealth on Another

**Control Difficulty:** Moderate, modified by proximity and relationship

**Alter Difficulty:** Moderate, modified by proximity and relationship

**Required Powers:** *Force stealth*

**Effect:** The user gathers the Force around another Force-user and meditates to hide the other Force-user's connection to the Force.

The user must make a *control* and *alter* Difficulty roll, and the target must be within ten meters of the user. If both rolls are successful, the user can mask the target's presence in the Force from other Force-users using *life detection*, *life sense*, *receptive telepathy*, or *sense Force*.

If a Force-user is trying to sense the presence of the target, the user can oppose the opponent's *sense roll* with his *alter roll*. If the user's *alter roll* is greater than the opponent's *sense roll*, the target has evaded detection.

If several Force-users are trying to detect the target, the user makes an *alter* roll against the opponent with the highest *sense* roll.

The user can use this power to mask the presence of more than one other Force-user, but for each successive Force-user, the user must add +5 to both difficulty rolls.

This power lasts for ten minutes, at which time the user can reroll to reactivate it. If either the user or the target uses any other Force power during the ten-minute time limit, the

target's connection to the Force is automatically reestablished, cancelling out this power.

## Playing an Agent of Ossus

The Agents of Ossus have learned to remain hidden from the Emperor and his minions. They seek out others who can touch the Force and teach them to remain hidden from the servants of the Emperor.

Race: Any

Gender: Both

Dexterity skills: All skills available except *lightsaber*. Place emphasis on *blaster* and/or *melee combat* (vibroblade specialization optional).

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: High Perception attribute die. All skills available. Place emphasis on *sneak*.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Above normal *control* and *sense* skill die.

Normal *alter* die.

Force powers: All powers listed here are available. Additional powers from the Jedi limited to *advanced Force stealth*, *combat sense*, *concentration*, *danger sense*, *emptiness*, *Force cloak*, *force of will*, *Force scattering*, *Force stealth*, *hibernation trance*, *life detection*, *sense Force*, and *sense Force potential*. While *art of the small (control)* is not forbidden, the likelihood of an Agent of Ossus learning this power is highly unlikely. At the same time, though, this might be the only other opportunity for a character to learn this power before the Yuuzhan Vong invasion.

# Aing-Tii Powers



**Restriction:** These powers are generally restricted to the Aing-Tii monk. Given their view of the Force, which is radically different from the Jedi's – rainbow instead of light vs. dark – it is generally impossible for Jedi, Sith, or other traditional Force users to learn these powers. However, exceptions have occurred and

have been noted.

The canonicity of all entries in this section is Legends.

## Sense Powers

### Fighting-sight

**Sense Difficulty:** Moderate for one opponent, modified by +3 for each additional opponent the Jedi wishes to defend against.

**Required Powers:** *Combat sense, danger sense, farseeing, life detection, life sense*

**Effect:** This is a highly accurate and advanced form of precognition used by the Aing-Tii monk when they fight. With this power, an Aing-Tii monk can look into the future to anticipate what the opponent will do.

In game terms, the Aing-Tii monk can use this power in one of two ways. The first way is to use it as an early warning system, allowing the Aing-Tii monk to detect any attacks two rounds before they are made. This allows the Aing-Tii monk time two rounds to decide how to react to the danger.

In game terms, if an opponent plans to attack the Aing-Tii in two rounds, the opponent must declare the action two rounds beforehand. Attacking characters with Force skills may roll their *control* skill to increase the difficulty of using this power.

The second way is to focus on the battle at hand. Everything else becomes dulled and muted as the Aing-Tii monk's senses are all turned toward the combat occurring around him. All targets become mentally highlighted in the Aing-Tii monk's mind, enhancing his ability to attack and defend. In game terms, the Aing-Tii monk gains important advantages with this application of the power.

First, the Aing-Tii monk may choose when he wishes to act that round, making initiative rolls unnecessary while the power is in effect. Second, the Aing-Tii monk's attack and defense rolls are increased by +4.

*Fighting-sight* lasts for ten rounds and does not count as a "skill use" for determining die code penalties. After ten rounds, the Aing-Tii can roll to reactivate this power.

**Author's Note:** The description on Wookieepedia sounds a lot like *combat sense* combined with the foresight given by *farseeing*. So, I decided to merge elements of these powers together into this power. To date, the only non-Aing-Tii monk to have learned this power are Jacen Solo and Jysella Horn. Honoring the Aing-Tii monk's wish for secrecy, Jacen Solo had not taught this power to anyone else. However, Jysella Horn also demonstrated this power. Her knowledge of this power was due to Abeloth's Force psychosis. Whether Abeloth knew this power herself or gained knowledge of this power from Jacen Solo is unknown. None of the other Jedi affected by Abeloth's Force psychosis demonstrated this power, and Jysella Horn has not utilized this power after her recovery. However, the possibility that she might teach this power to others exists. Whether or not this power becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

**Appeared where:** Omen

**Example:** Jysella Horn used this.

## Control and Alter Powers

### Liberate

**Control Difficulty:** Moderate, modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Control another's pain, control pain, enhance another's attribute, enhance attribute, telekinesis, transfer Force.*

**Effect:** The Aing-Tii monk targets an ally that is currently grabbed, grappled, immobilized, or otherwise restrained. The target must be within 20 meters of the Aing-Tii monk's position and in their line of sight. Upon making the successful rolls, the targeted ally will receive a +5 Force bonus to their *Strength* roll for the purpose of escaping the grapple or breaking free of the immobilizing agent.

If the targeted ally succeeds in the *Strength* roll by at least 10, the targeted ally can scramble away from the grappler or restraining force, eluding recapture.

**Author's Note:** The description for the Aing-Tii Monk Talents Aura of Freedom and Liberate are so similar I decided to make this power a conversion for both talents.

**Sources:** Aing-Tii Monk Talents Aura of Freedom and Liberate from Jedi Academy Training Manual page 73

### Many Shades of the Force

**Control Difficulty:** Easy for light side powers, Difficult for dark side powers.

**Alter Difficulty:** Easy for light side powers, Difficult for dark side powers.

**Effect:** The Aing-Tii monks view the Force very differently from both the Jedi and the Sith. Instead of the light side and the dark side, the Aing-Tii believe that the Force has many aspects, and see it like a rainbow. As such, the Aing-Tii can use powers of the light side and the dark side without risk.

An Aing-Tii monk can use any of the powers associated with their tradition and most other Force powers without difficulty. When one wants to use a Force power that is associated with either the light side or the dark side, they must activate this power first and, for lack of a better term, “filter out” the light side energy or dark side energy that accompanies the power in question. Should an Aing-Tii monk use a power that automatically cause a Jedi to gain Dark Side Points after activating *many shades of the Force*, the Aing-Tii monk will not gain said Dark Side Points. However, an Aing-Tii monk will still gain Dark Side Points for using the Force to commit an evil act. If *many shades of the Force* is not activated, the Aing-Tii monk will be unable to use the other Force power in question.

The light side is calm and serene, while the dark side if corruptive and chaotic. For that reason, it is harder to “filter” the dark side than the light side.

**Sources:** Aing-Tii Monk Talents *Many Shades of the Force* from [Jedi Academy Training Manual](#) page 73

## Sense and Alter Powers

### Spatial Integrity

**Sense Difficulty:** Variable.

**Alter Difficulty:** Variable.

**Required Powers:** *Absorb/dissipate energy, concentration, lesser Force shield, magnify senses, telekinesis.*

**Effect:** While on a vehicle, an Aing-Tii monk can use the Force to reinforce the vehicle’s structural integrity, reducing the amount of damage it takes.

In GM terms, this is akin to the Aing-Tii monk using the Force to create a localized Force shield over a part of the vehicle they are on. The GM configures the damage from the attack, then reduces it by the protection offered considered before finally applying damage to the vehicle. When considering these values, the GM needs to apply the appropriate scale modifier.

The strength of the protection offered by this power depends on what powers the Aing-Tii monk knows. *Lesser Force shield* is a mandatory prerequisite for this power, but if the Aing-Tii monk knows *greater Force shield*, they can choose to apply this power to *spatial integrity*, increasing the protection offered. This, in turn, increases the difficulty levels for this power.

Power	Protection	Sense Difficulty	Alter Difficulty
<i>Lesser Force shield</i>	STR +1D	Easy	Moderate
<i>Greater Force shield</i>	Alter roll divided by 3, rounded down	Difficult	Very Difficult

When using this power, the Aing-Tii monk cannot be piloting the craft or doing anything else. Furthermore, the Aing-Tii monk cannot use this power on the entire craft. The Aing-Tii monk must declare which arc of the craft they is reinforcing – front/forward, left/port, right/starboard, rear/aft, top/dorsal, or bottom/ventral. This power lasts just one round or until it is overwhelmed by the attack. When it sustains more damage than it can sustain, the power ends, but the Aing-Tii monk suffers no harm. The Aing-Tii monk can choose to reinforce the same area again the next round or choose a different area.

**Sources:** Aing-Tii Monk Talent *Spatial Integrity* [Jedi Academy Training Manual](#) page 73

## Control, Sense, and Alter Powers

### Flow-walking

**Control Difficulty:** Varies, modified by proximity

**Sense Difficulty:** Varies, modified by relationship

**Alter Difficulty:** Varies

**Required Powers:** *Affect mind, control another’s pain, control mind, control pain, dim another’s senses, farseeing, hibernation trance, imprint, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis, transfer Force*

**Effect:** One of the most exotic powers encountered, it would have remained with the Aing-Tii monks had it not been for Jacen Solo learning from them. Not only can an Aing-Tii monk use this power to view the past or the future, but the Aing-Tii monk can also change a perception of the past or slightly influence the events of the future.

To date, there are three applications of this power. The first is the same as the *farseeing* power – allowing an Aing-Tii monk to view the past or the future. In fact, if one were to use this power in this manner, the GM should treat it as though the player were using the *farseeing* power. All associated roll difficulties and results would be the same as those associated with the *farseeing* power. However, the intense concentration required and the inherent dangers in using this power necessitate that all Difficulty rolls be Difficult.

The second application allows the Aing-Tii monk to slightly alter the future, eliminating some possibilities while making certain one or several others do occur. Once the Aing-Tii monk views the future and sees that there is a chance someone the Aing-Tii monk knows will be there, someone to



whom the Aing-Tii monk has a connection, the Aing-Tii monk can leave an imprint of himself for the future. By leaving this imprint, the Aing-Tii monk establishes a link in the Force between the person and the location. Though the path between the individual and the location might be full of twists and turn, the Aing-Tii monk has made it inevitable that the individual will arrive at that *specific* location some point in the future. The *control* and *sense* Difficulty will remain Difficult. The *alter* Difficulty depends on the nature of the imprint.

**Degree of imprint**    **Alter Difficulty**

Presence	Heroic
Brief message	Heroic +10

Note that once the imprint has been made, it becomes part of the flow of time and the Force. The affected person cannot make any rolls to resist the effects.

The final application involves taking someone else along with him while flow-walking into the past. Once the Aing-Tii monk arrives at the destination, the Aing-Tii monk can alter the other's memories of what happened at that specific destination. The Aing-Tii monk does not and cannot change what happened in the past. The Aing-Tii monk can only change the other's memories of the event. This is the most difficult application of this power, as not only is the Aing-Tii monk traveling to the past, the Aing-Tii monk is bringing another along as well and is planning to alter the other's memories of the past. Therefore, the Aing-Tii monk must make Heroic rolls for all Difficulties. The Aing-Tii monk can only use this power with only one person at a time.

This power is not without risks. According to the Aing-Tii, the user must remain attached and anchored to the real world, or else risk losing oneself to the flow. Should one lose oneself to the flow, the user's presence would be lost forever in time, unable to return to his body in the present. Regardless of which application the Aing-Tii monk is using, the Aing-Tii monk must make the associated rolls each round. Should the Aing-Tii monk fail any roll, the GM must roll a wild die. If the result is a 1, the Aing-Tii monk's presence is lost to time, and the Aing-Tii monk's body dies.

It is possible that this risk also applies to the passenger should the Aing-Tii monk use the final application of this power. Only Jacen Solo and the Aing-Tii monks would know if this were the case. With Jacen Solo's death, and the Aing-Tii monks being secretive about their Force techniques, there is no way to confirm if this risk is real. It is therefore at the GM's discretion. If the GM decides to make the risk true, the GM should use the following: should the Jedi fail any roll, the passenger must make a Heroic *control* or *willpower* roll to avoid being lost in time. However, even if the passenger succeeds in making the roll, if the wild die results in a 1, then both the Jedi's and the passenger's presences are lost to time, and their bodies die.

There is another, rather unsettling risk in using this power. If the user were to use this power in the same manner as if

using *farseeing*, and something were to happen to the user while viewing the past or future, the user's body would also be affected. A perfect demonstration of this risk occurred when Jacen Solo used this power to see what happened on the *Tachyon Flyer* in the past when it crashed on Yoggoy. While looking in the past, he felt that the metal was hot enough to burn his hand. When he returned to the present, his hand was indeed burned, as if it had touched the hot metal of the *Tachyon Flyer* after it had crashed in the past.

This power is very controversial, and the potential for abuse is extremely high. If the user uses the first application, there should be no consequences. If the user uses the second application for the purpose of leading the recipient to harm, the user receives a Dark Side Point. If the user uses the third application, the user receives a Dark Side Point. Furthermore, should the passenger die while the user uses the third application, the user receives an additional Dark Side Point.

**Author's Note:** To date, the only non-Aing-Tii monks to have learned this power are Jacen Solo, Ben Skywalker, and possibly Jysella Horn. Honoring the Aing-Tii's wish for secrecy, Jacen Solo had not taught this power to anyone else. Ben Skywalker used this power only once and has sworn never to use it again. The chance of Ben Skywalker teaching others this power is extremely slim. Cilghal attributed Jysella Horn's ability to see moments in the future and avoid traps and ambushes while she attempted to escape from the Jedi Temple to flow-walking. However, it is possible she was mistaken. Whether Abeloth knew this power herself or gained knowledge of this power from Jacen Solo is unknown. None of the other Jedi affected by the Force psychosis demonstrated this power, and if Jysella Horn does indeed know this power, she has not utilized this power after her recovery. However, the possibility that she might teach this power to others exists. Whether or not this power becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion. Considering how controversial and unbalancing it is, the GM should be discouraged from doing so.

**Appeared where:** [Dark Nest I: The Joiner King](#), [Inferno](#), [Omen](#)

**Example:** Jacen Solo and Ben Skywalker used this.

## Playing an Aing-Tii monk

To learn how to play as an Aing-Tii monk, please consult [The Kathol Outback](#), a supplement to the Star Wars Role Playing Game published by West End Game. It is the second book in the four-part series [The DarkStryder Campaign](#). However, there is nothing within that supplement about Force skills and powers of an Aing-Tii monk. So, I will cover that here.

Force skills: Above normal *sense* and *alter* skill die. Normal *control* die.

Force powers: All the powers listed in this section. All Jedi powers are available, but given their different philosophy, they

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may not earn Dark Side Points every time they use Dark Side powers.

# Bando Gora Powers

## Playing a member of the Bando Gora

The Bando Gora is a cult of Force-worshipping criminals who were skilled in assassinations.

Race: Human  
 Gender: Both  
 Dark Side Points: at least 1  
 Dexterity skills: All skills available.  
 Knowledge skills: All skills available.  
 Mechanical skills: All skills available.  
 Perception skills: All skills available. Establish preference for *sneak*.  
 Strength skills: All skills available.  
 Technical skills: All skills available.  
 Force skills: No particular emphasis.  
 Force powers: All the powers listed in this section. All Jedi powers are available.



**Restriction:** These powers are restricted to the Bando Gora, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

## Control Powers

### Bando Gora Surge

**Control Difficulty:** Moderate

**Effect:** When a Bando Gora member's wound status improves by any means – conventional or Force healing – the member receives a temporary soak dice against further damage. For the rest of the encounter, when a Bando Gora member is hit by an attack, the amount of damage is first deducted by this soak dice before being applied to the character. If the damage is reduced to 0D, the Bando Gora member suffers no damage from the attack. The soak dice is also reduced by the damage from the attack. When the soak dice reaches 0D, the soak dice ends, and the Bando Gora member suffers any remaining damage. The soak dice lasts until the end of the encounter.

Roll $\geq$ difficulty by:	Soak Dice
0-10	1D
11-20	2D
21+	3D

**Sources:** Bando Gora Captain Talent Bando Gora Surge from [The Clone Wars Campaign Guide](#) page 55

### Force Fighter

**Control Difficulty:** Moderate.

**Required Powers:** *Accelerate healing*

**Effect:** When a Bando Gora spends a Force point when making an attack roll, if the attack hits, their wound status improves by one level.

**Sources:** Bando Gora Captain Talent Bando Gora Surge from [The Clone Wars Campaign Guide](#) page 56

# Baran Do Sage Powers



**Restriction:** These powers are generally restricted to the Baran Do Sages, though members of other Force-using traditions can and have learned these powers. These individuals will be noted. The likelihood of members of other Force-using traditions

learning these powers is higher after Luke Skywalker established his Jedi praxeum.

Baran Do rank	Corresponding Jedi rank
Novice	Jedi Initiate, Jedi Padawan
Sage	Jedi Knight, Jedi Master

**Author's Note:** The powers used by the Baran Do Sages fall under one of three families: hassat-biir or Guided Wind; hassat-durr or Guided Lightning or lightning rod; and hassat-worl or Guided Stream. Under the Baran Do Sages philosophy and view of the Force, *combat sense*, *concentration*, *contort/escape*, *enhance attribute*, and *telekinesis*, and similar powers fall under the Guided Wind. *Absorb/dissipate energy*, *bolt of hatred*, *Force lightning*, *Force push*, *lesser Force shield*, and similar powers fall under the Guided Lightning. *Combat sense*, *danger sense*, *farseeing*, *life detection*, *life sense*, *magnify senses*, *postcognition*, *receptive telepathy*, *sense Force*, *sense path*, and similar powers fall under the Guided Stream. When using powers belonging to the *hassat-duur* family, the Baran Do Sage's body is suffused with low level electromagnetic radiation because of the interaction between the Force and the Baran Do Sage's mental influence over his central nervous system. Hence, those who first learn these powers are at risk of attracting lightning while performing such powers during a storm. Should a learner use this power while in a storm, there is a chance the user could be struck by lightning. In such an encounter, the learner must first make a *control* roll based on the number of times he had used this power, whether or not he's out in a storm.

Power use	Difficulty
First	Heroic
Second	Very Difficult
Third	Difficult
Fourth	Moderate

Fifth	Easy
Sixth	Very Easy

If the learner fails the roll, the GM rolls a Wild Die, with a 1 meaning the learner is struck repeatedly by lightning, resulting in death. These strikes come too fast for the learner to dodge or use any Force power to defend himself. If the learner succeeds in making this roll, the learner has perfected this technique, and the GM does not need to roll a Wild Die. If the learner has practiced this power enough times – seven to be exact – the learner has perfected it and avoids the roll and Wild Die completely.

In addition to the various Jedi powers being associated with the three families of powers of the Baran Do Sage, each of the families have Force powers that are connected in some way with the natural elements associated with the families – wind, lightning, and water to be exact. These unique powers associated with the hassat-biir and hassat-durr families have been witnessed by individuals other than Baran Do Sages. The unique powers associated with the hassat-worl family, which most likely deal with the manipulation of water, have not been witnessed by the public, and thus are not listed at this time. The GM is free to create powers for the hassat-worl family.

The canonicity of all entries in this section is Legends.

## Control Powers

### Suppress Aura

**Control Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy*, *hibernation*, *trance*

*This power may be kept up.*

**Effect:** Animals can sense the electromagnetic aura of other creatures. With this power, a technique of the *hassat-durr* family, a Baran Do Sage can suppress their electromagnetic aura so that the creature would be unable to detect them. This power also allows a Baran Do Sage to evade sensors that are programmed to detect the electromagnetic aura of living beings.

If successful, the user can evade other Baran Do Sages using *aura reception*, *aura sight*, or *sense aura* to sense the user's electromagnetic aura.

If another Baran Do Sage is trying to sense the user's electromagnetic aura, the user can oppose the Baran Do Sage's *sense* roll with a *control* roll. If the user's *control* roll is greater than the opponent's *sense* roll, the user successfully evades detection. If the user's *control* roll is less than the Force-user's *sense* roll, the opponent detects the user's electromagnetic aura.

If several Baran Do Sages are trying to detect the user, the user makes a *control* roll against the opponent with the highest *sense* roll.



If the opponent is using technological means to detect the Baran Do Sage's electromagnetic aura, the Baran Do must roll against the opponent's *sensor* roll using the same rules as listed above.

This power lasts for ten minutes, at which time the user can reroll to reactivate it. The user can use any other Force power during the ten-minute time limit so long as the user's electromagnetic aura does not change. If the user's electromagnetic aura change, *suppress aura* is automatically cancelled.

This power allows a Baran Do Sage to suppress their electromagnetic aura. It does not allow a Baran Do Sage to evade being detected by other means – sight, sound, smell, echolocation, sensing vibrations on the ground, motion detection, heat sensors, sensory Force powers that does not target electromagnetic auras, etc. The Baran Do Sage would have to utilize other means to evade such manners of detection. If an opponent detects a Baran Do Sage via any other means, the power automatically ends.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do. It is unknown if Jacen Solo had taught this power to anyone else, yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duur* family, which would include this power. Unfortunately, it is currently unclear whether he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Sense Powers

### Aura Reception

**Sense Difficulty:** Varies.

**Required Powers:** *Absorb/dissipate energy, aura sight, sense aura, sense Force*

*This power may be kept up.*

**Effect:** When a creature or individual experiences emotions or has certain intentions, they create fluctuations with the electromagnetic aura. Each emotion creates its own fluctuation or pattern of fluctuations. By using this *hassat-duurr* family power, a Baran Do Sage can detect these fluctuations and “read” them, thereby gauging the intentions of the target, and determining if the target is a danger or has evil intentions.

When using this power, the Baran Do Sage must first declare how they intend to use this power, as it can only be used in one manner at a time.

If the Baran Do Sage uses this power to sense danger, akin the Force power *danger sense*, it will allow him to read the auras of the targets within range, thus surrounding himself with an array of protective sensors that function like an early warning system for as long as the power remains in effect.

This allows the Baran Do Sage to detect any attacks the round before they are made, giving the Baran Do Sage a round to decide how to react to the danger.

In game terms, if a character plans to attack the Jedi on the next round, they must declare their action the round before. The Difficulty roll for using the power in this way is Moderate or the attacker's *control* roll.

If the Baran Do Sage uses this power to sense the emotions of the target, akin to the Force power *receptive telepathy*, the Baran Do can detect the fluctuations in the electromagnetic aura and determine the target's general emotional state and intentions. It does not allow the Baran Do Sage to read the target's mind. To use the power in this manner, the Baran Do Sage must roll against the target's *Perception*. This roll is modified by proximity and relationship. So long as the proximity modifier does not increase, this power may be kept up.

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

### Aura Sight

**Sense Difficulty:** Moderate. Modified by relationship.

**Required Powers:** *Absorb/dissipate energy, sense Force*  
*This power may be kept up.*

**Effect:** This power allows the Baran Do Sage to detect the location of sentient beings who might otherwise remain hidden from their normal senses. When this *hassat-duurr* family power is activated, the Baran Do Sage knows the location of all sentients within 10 meters – if the power is kept up, the Baran Do Sage may know whenever a sentient approaches within 10 meters of them or vice versa.

When the Baran Do Sage approaches or is approached by a sentient being, the character makes a *sense* roll, and each sentient creature makes an opposed *control* or *Perception* roll to avoid detection. Both actions are “free” actions and do not count as a skill use (and thus there are no die code penalties except those caused by injury). If a tie occurs, the Baran Do Sage detects the creature in question.

If the Baran Do Sage beats the target's roll by 10 or more points, the Baran Do Sage is aware if they have met before (yes or no), and if yes, what their identity is.

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

## Detect Aura

**Sense Difficulty:** Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

**Required Powers:** *Absorb/dissipate energy, sense Force*

**Effect:** This *hassat-durr* family power allows a Baran Do Sage to sense the ambient electromagnetic aura within a place. While it cannot be used to detect sentient beings, it does allow a Baran Do Sage to sense the rough magnitude of electromagnetic auras in the area (rich, moderate, or poor) and the rough type and quantity of life-forms in the area ("many insects," "only microbes and bacteria," "teeming with plant and animal life, including higher predators"). It does not allow a Baran Do Sage to sense whether the area tends towards the dark side or the light or to receive "vague premonitions" about the area, such as "I sense something wrong," or "I sense a great impending tragedy."

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

## Energy Sense

**Sense Difficulty:** Easy. Modified for proximity.

**Required Powers:** *Absorb/dissipate energy, magnify senses*

**Time to Use:** 15 minutes. This can be decreased in five-minute increments by increasing the difficulty one level per increment. The absolute minimum time to use is one minute.

**Effect:** A *hassat-durr* family power, the Baran Do Sage is able to sense the distribution of energy in the natural world. By sensing the distribution, the Baran Do can also sense if energy is piling up in an area. Depending on the area, such a buildup could be a sign of an impending weather pattern or a natural disaster. For instance, a Baran Do can feel the heat in the water in the ocean, heat that will become hurricanes.

In game terms, if a Baran Do Sage uses this before using *predict natural disaster* or either the Baran Do version of or the Jedi version of *weather sense*, the Baran Do Sage receives a circumstantial bonus to the difficulty roll for any of the

previously mentioned powers. Note that the Baran Do Sage can only use this bonus once and for one power. In addition, the Baran Do Sage must use one of the previously mentioned powers within an hour after using *energy sense*; otherwise, the Baran Do will lose the bonus and must use *energy sense* again to gain a new bonus.

**Roll  $\geq$  difficulty by:**      **Sense skill bonus:**

0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

## Energy Sight

**Sense Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, detect aura, magnify senses, shift sense*

**Effect:** By using this *hassat-durr* family power, a Baran Do Sage can detect the presence of any electromagnetic or energy field within twenty meters of their location. The Baran Do Sage can increase this range in increments of ten meters, but each increment increases the difficulty level by one. It is possible for a Baran Do Sage to learn the general direction of the origin of the field if the source is out of the current search range, but the character must make the required roll after the GM adds +10 to the Difficulty. When the Baran Do Sage makes a roll, the GM should consult the following table for the results. The results are cumulative

<b>Sense roll <math>\geq</math> difficulty by:</b>	<b>Result</b>
0-5	Detect the presence
6-10	Ascertain origin of the field
11-15	Ascertain general strength of the field
16+	Identify type of field and type of electronic equipment creating field

A Baran Do Sage can also use this power against an opponent using a personal shield or against a vehicle with active shields. By making a successful roll, the character can detect any minute fluctuations in the shield. If the character aims for one of these fluctuations, the character receives a +5 circumstantial bonus to whatever skill is being used to hit the

fluctuation. Should the character succeed in striking the fluctuation, the GM must roll a Wild Die. If the result is a one, striking the fluctuation will cause a backlash that will overload and short out the shield for the remainder of the combat session. However, using this power in such a manner incurs a multiple action penalty.

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Guidance of the Force

**Sense Difficulty:** Moderate.

**Required Powers:** *Concentration, Force track, life detection, life sense.*

**Effect:** With this power, a Baran Do Sage can use his knowledge of the currents of the Force to determine whether a course of action will guide them closer to a goal. Once per gaming session, a Baran Do Sage can use this power to glean a positive or negative feeling when concentrating on a particular act and the desired result, as well as a relative strength or weakness of the feeling.

For example, a Baran Do Sage who is debating traveling to Coruscant to hunt down a murderer might receive a strong positive feeling if the murderer is on Coruscant, a weak positive feeling if the being visited Coruscant but left, a weak negative feeling if the murderer traveled to a different planet in the Core Worlds region, or a strong negative feeling if the being headed to Tatooine in the Outer Rim Territories.

**Source:** Baran Do Sage class feature Guidance of the Force from *Hero's Guide* (p 143)

## Sense Aura

**Sense Difficulty:** Very Easy. Modified by proximity and relationship.

**Required Powers:** *Absorb/dissipate energy, aura sight, sense Force*

*This power may be kept up to track a target.*

**Effect:** A Baran Do Sage can use this *hassat-durr* family power to sense the electromagnetic aura of a specific person for whom he is searching. In addition, by sensing the electromagnetic aura for disturbances, the Baran Do Sage can sense how badly wounded, diseased, or otherwise physically disturbed the target is.

A target can use suppress aura to hide his identity from the Baran Do Sage using sense aura. The target's *control* skill is added to the Baran Do Sage's *sense* skill in this case.

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this

power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Weather Sense (Baran Do)

**Sense Difficulty:** Easy if the Baran Do Sage has lived in the area for more at least six months; Moderate if the Baran Do Sage has lived in the area between one and six months; Difficult if the Baran Do Sage has lived in the area less than one month. Modified for proximity and local meteorological conditions.

**Required Powers:** *Absorb/dissipate energy, energy sense, magnify senses*

*This power may be kept up.*

**Effect:** The Baran Do Sage can sense the movement of electrical currents in the atmosphere with this *hassat-durr* family power. By sensing the movement of electrical currents in the atmosphere, the Baran Do Sage can sense dangerous weather phenomena in advance.

This power is fundamentally the same as the Jedi version of this power. However, there are key differences. The Jedi attunes himself to the local weather patterns by sensing the movements of the clouds, winds, tides, and solar bodies. The Baran Do Sage, on the other hand, senses the movement of energy in atmosphere, whether it is electrical charges or heat. The energy moves about and build up in certain patterns, and each pattern corresponds to a specific weather phenomenon.

Another key difference is that even with the presence of weather stations and satellites, and even with a Jedi using *weather sense* to predict weather phenomenon, a storm can still form in a matter of moments. A Baran Do Sage can succeed where weather stations and Jedi fail in predicting when these spontaneous storms will occur because the Baran Do Sage can detect the sudden buildup and transition of energy that happens just prior to the appearance of these spontaneous storms.

Just like the Jedi version, a Baran Do Sage must take time to become familiar with the movement of electrical charges in the atmosphere before being able to predict the appearance of storms. However, because of the differences between the two powers and the Baran Do Sage's training in sensing and manipulating electricity, the Baran Do Sage's prediction is effective for eight hours. However, the difficulty increases if the Baran Do wishes to make more extended forecasts. If the Baran Do Sage wishes to make a prediction about a spontaneous storm, the Difficulty is increased by one level.

**Author's Note:** Jacen Solo learned this when he came to study under the Baran Do. It is unknown if he had taught this power to anyone else, yet it is highly unlikely. It is known, however, that neither Luke Skywalker nor his son Ben

Skywalker learned this power when they visited the Baran Do. Nor has any of the Jedi affected by Abeloth's Force psychosis demonstrated this power. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

## Control and Sense Powers

### Precognitive Meditation

**Control Difficulty:** Very Easy

**Sense Difficulty:** Moderate

**Required Powers:** *Danger sense, farseeing, life detection, life sense.*

**Time to Use:** Ten minutes

**Effect:** The Baran Do Sage meditates for the time required to use this power, seeking visions of the future. Upon completing the meditation, the Baran Do Sage is aware of possible attacks they might experience for the rest of the day. Upon completing this meditation, the Baran Do will be able to avoid *one* attack on either their person or on the vehicle they is piloting. Only one attack can be avoided; once that attack is evaded, the Baran Do Sage cannot use the Force to avoid future attacks in such a manner.

**Source:** Baran Do Sage Talent Precognitive Meditation from *Jedi Academy Training Manual* (p 75)

## Control and Alter Powers

### Alter Another's Aura

**Control Difficulty:** Target's *Perception* roll

**Alter Difficulty:** Target's *Perception* roll

**Required Powers:** *Absorb/dissipate energy, alter aura, sense Force*

*This power may be kept up.*

**Effect:** Animals can sense whether something is a potential threat. This is the result of the animal sensing the electromagnetic aura of the potential threat. With this *hassat-duurr* family power, a Baran Do Sage can alter another individual's electromagnetic aura so that the creature would perceive it as something terrible or something inoffensive.

When activating this power, the Baran Do Sage must first declare how they wants to use this power. The Baran Do Sage then rolls against the creature's *Perception*. What happens should the Baran Do Sage succeeds depends on how the Baran Do Sage uses this power.

Something terrible – the animal will go out of its way to avoid the target. The effect would be like the Sith power *aura of uneasiness*.

Something inoffensive – the animal will not perceive the target as a threat. So long as the target makes no threatening act towards the animal, the animal will ignore the target.

The Baran Do Sage can use this power against an entire pack or herd of animals. To do so, they must roll against the animal with the highest *Perception* die. This is usually the alpha male or female of the group.

If the Baran Do Sage should encounter different animals at the same time, they can choose to use this power against all of them at once. However, the Baran Do Sage must make separate rolls against each type of animal, and multiple action penalties apply.

If the Baran Do Sage succeeds in making the rolls to seem inoffensive, the target gains a circumstantial bonus to hide from the animal until it leaves or to sneak past the animal.

<b>Alter roll <math>\geq</math> difficulty by:</b>	<b>Sneak skill bonus:</b>
0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

This bonus lasts while the power is kept up.

This power is also only effective so long as the user is in the physical contact with the target. Should the contact be broken, the power automatically ends.

Generally, when a Baran Do Sage uses this power, the user is also using *alter aura* with the same results; hence, the appropriate penalty for multiple actions needs to be applied.

It is possible for a Baran Do Sage to use this power on more than one target, so long as the user can make physical contact with the target. The GM must apply the appropriate penalty in this case.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do. It is unknown if Jacen Solo had taught this power to anyone else, yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duurr* family, which would include this power. Unfortunately, it is currently unclear whether he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

### Alter Aura

**Control Difficulty:** Target's *Perception* roll

**Alter Difficulty:** Target's *Perception* roll

**Required Powers:** *Absorb/dissipate energy, sense Force*



*This power may be kept up.*

**Effect:** Animals can sense whether something is a potential threat. This is the result of the animal sensing the electromagnetic aura of the potential threat. With this *hassat-duurr* family power, a Baran Do Sage can alter their electromagnetic aura so that the creature would perceive it as something terrible or something inoffensive.

When activating this power, the Baran Do Sage must first declare how they want to use this power. The Baran Do Sage then rolls against the creature's *Perception*. What happens should the Baran Do Sage succeeds depends on how the Baran Do Sage uses this power.

Something terrible – the animal will go out of its way to avoid the Baran Do Sage. The effect would be like the Sith power *aura of uneasiness*.

Something inoffensive – the animal will not perceive the Baran Do Sage as a threat. So long as the Baran Do Sage makes no threatening act towards the animal, the animal will ignore the Baran Do Sage.

The Baran Do Sage can use this power against an entire pack or herd of animals. To do so, they must roll against the animal with the highest *Perception* die. This is usually the alpha male or female of the group.

If the Baran Do Sage should encounter different animals at the same time, they can choose to use this power against all of them at once. However, the Baran Do Sage must make separate rolls against each type of animal, and multiple action penalties apply.

If the Baran Do Sage succeeds in making the rolls to seem inoffensive, they gain a circumstantial bonus to hide from the animal until it leaves or to sneak past the animal.

<b>Alter roll <math>\geq</math> difficulty by:</b>	<b>Sneak skill bonus:</b>
0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

This bonus lasts while the power is kept up.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do. It is unknown if Jacen Solo had taught this power to anyone else, yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duurr* family, which would include this power. Unfortunately, it is currently unclear whether he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available

only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Attune Robe (Baran Do)

**Control Difficulty:** Moderate or Difficult

**Alter Difficulty:** Moderate or Difficult

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** While the Baran Do are generally peaceful and contemplative, some do receive training to defend themselves by way of training with quarterstaves. The Baran Do also learn this power to imbue their robes with the Force. When worn, these robes grant the Baran Do protection against attacks, both normal and Force-based, and bonuses to certain attributes.

There are two robes worn by the Baran Do. The Baran Do Novice robes are worn by those who have begun their training in the Baran Do philosophy. The Baran Do Sage Robes are worn by the most elite of their order, able to see the future, the past, and all across the galaxy.

Attuning a Baran Do Novice robe requires Moderate rolls, while the Baran Do Sage Robe requires Difficult rolls.

Robe	Novice	Sage
<b>Bonus against physical/energy attacks</b>	+1	+2
<b>Reduce Force-based attacks by</b>	10%	20%
<b>Knowledge attribute bonus</b>	+1	+2
<b>Perception attribute bonus</b>	+1	+1

While meant for the Baran Do, these robes can be worn by members of other Force traditions; however, the size of the robes limit them to Humans, Kel Dor, and similarly sized alien species.

**Author's Note:** These robes appeared in the [Knights of the Old Republic II: The Sith Lords](#) video game. Since they helped the players defend against attacks and gave bonuses to their Wisdom, I decided to create this power to explain how the robes could do this. I used the table on The Rebellion website to convert the bonus granted to Wisdom in d20 to the bonuses granted to Knowledge and Perception in d6. I drew upon the Jal Shey power *attune item (Jal Shey)* and the Jensaarai power *attune armor* when creating this.

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

## Ayna-seff

**Control Difficulty:** Very Easy for heat, medical scans, and sunburn; Easy for electricity, intense sun, and stun bolts; Moderate for lightning; Difficult for solar wind; Very Difficult for a radiation storm

**Alter Difficulty:** Very Easy for heat, medical scans, and sunburn; Easy for electricity, intense sun, and stun bolts; Moderate for lightning; Difficult for solar wind; Very Difficult for a radiation storm

**Required Powers:** *Absorb/dissipate energy*

*This power may be kept up.*

**Effect:** A technique of the *hassat-durr* family, this allows a Baran Do Sage to absorb and redirect energy away from his body, shielding himself from the effects. The range of the redirection is up to ten meters. However, the Baran Do Sage can extend this range by making the appropriate *alter* roll. To determine the difficulty, the GM must first take the initial *alter* Difficulty. The GM then consults the following table to determine how much is added to the initial Difficulty.

Range	Add to Difficulty
Up to 25 meters	+5
Up to 50 meters	+10
Up to 75 meters	+15
Up to 100 meters	+20

The energy, regardless of its nature or intensity, is redirected away at safe levels, so the Baran Do Sage cannot use this power to harm others by redirecting lightning or radiation at them.

A side effect of this technique is that it makes the Baran Do Sage's brain activity undetectable. If a medic were to perform a CAT scan, an electroencephalogram, or some other scan of the brain, the scan would show no brain activity, suggesting the Baran Do Sage was brain dead. A Baran Do Sage can use this power to fool medical scanners and pass lie detectors. This power allows the Baran Do Sage to incur a penalty on all *first aid* and *intimidation: interrogation* rolls made against him equal to his *control* or *alter* Die, whichever one is lower.

A Baran Do Sage can also use this power to shield another person or a vehicle from the effects of energy. The Baran Do Sage must be in physical contact for the other person or object to be protected.

Though it might be possible for a Baran Do Sage to use this power as a means of defense against *bolt of hatred*, *dark side web*, and *Force lightning*, this has yet to be confirmed.

**Author's Note:** Plo Koon, Jacen Solo, and Luke Skywalker learned this when they came to study under the Baran Do Sages. It is unknown if Jacen Solo or Plo Koon had taught this power to anyone else, yet it is highly unlikely in the former's case. Valin Horn also displayed this power after being afflicted by Abeloth's Force psychosis, but none of the other affect Jedi have. However, it is possible that since Luke Skywalker has learned this power, he might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

### Ayna-seff training aid

There is a simple training tool Baran Do Sages use when teaching apprentices *ayna-seff*. It consists of two objects. One is an ordinary sphere of durasteel-gray metal about four centimeters in diameter. The other is a flat plate made from the same material with a rimmed depression meant to

accommodate the ball. Attached to the edge of the plate was a meter-long insulated cable that ended in an elastic strap with an electrical lead embedded in it. The device is attuned to the precise intensities and frequencies of electromagnetic energy produced by someone who correctly practices the *ayna-seff* technique. The apprentice places the strap on one of their hands and enters a meditative state.

In the first stage of the training, while in this meditative state, the apprentice learns to channel energies through the strap and into the wire, which will carry the energies down to the plate. If the apprentice channels the correct energies through the wire and into the plate, the ball will spring up and begin spinning, bobbing up and down at various heights above the plate. This stage usually takes about eight weeks for an apprentice to accomplish. To successfully complete this stage, the apprentice must make twenty-four successful Moderate *alter* rolls while making Moderate *control* rolls to use *absorb/dissipate energy*.

The second stage is for the apprentice to learn to stop the ball from spinning. Success means that the apprentice has found the exact form of energy necessary for the technique. To successfully complete this stage, the apprentice must make twenty-four successful Difficult *alter* rolls while making Difficult *control* rolls to use *absorb/dissipate energy*.

The third stage is for the apprentice to learn to maintain the ball at an altitude of about one centimeter. Success means that the apprentice has found the correct amount of energy to exert, an amount that makes it hard for any but the most delicate and most correctly attuned devices to discover that there is an anomaly in the apprentice's electromagnetic energy output. To successfully complete this stage, the apprentice must make twenty-four successful Very Difficult *alter* rolls while making Very Difficult *control* rolls to use *absorb/dissipate energy*.

The apprentice has learned *ayna-seff* now, but they can choose to proceed to the optional fourth stage of training, which is for the apprentice to learn to sustain the output without tiring themselves – for days, weeks, or even longer. To successfully complete this stage, the apprentice must make three successful *control* and *alter* rolls to use *ayna-seff* daily for a predetermined length of time – days, weeks, or even longer. If the apprentice fails at any point in this stage, they must start the stage over.

When Grand Master Luke Skywalker learned this power from Tila Mong, he found that the ball sprang up and began spinning, bobbing up and down between ten and twenty centimeters above the plate when he entered the meditative state a Jedi needed to have before using the *Force-flash* power. This means that the meditative states required for *Force-flash* and *ayna-seff* are the same. Thus, a Jedi who knows *Force-flash* before learning *ayna-seff* receives a +5 bonus to all *control* and *alter* rolls made when performing this exercise and when using *ayna-seff*. Similarly, a Baran Do Sage who learns *ayna-seff* before learning *Force-flash* receives the same bonus to *control* and *alter* rolls when using *Force-flash*.

Jacen Solo mastered this training and learned *ayna-seff* in three days. Luke Skywalker did it in two.

## Communication Boost

**Control Difficulty:** Very Easy for up to 1-kilometer range, Easy for up to 25-kilometer range, Moderate for up to 50-kilometer range, Difficult for up to 75-kilometer range, Very Difficult for up to 206-kilometer range, Heroic for up to 2,000-kilometer range

**Alter Difficulty:** Variable

**Required Powers:** *Absorb/dissipate energy*

*This power may be kept up.*

**Effect:** A technique of the *hassat-durr* family, this allows a Baran Do Sage to serve as a range-boosting antenna for comlinks and other communication devices. The Baran Do Sage must be in physical contact with the communication device before and while this power is active. Should the Baran Do Sage break contact with the device, the device automatically loses any boost to its range.

The Baran Do Sage must first make a *control* roll, which is determined by the normal range of the communication device in question. The Baran Do Sage then declares how much of a boost he wishes to give to the communication device's range. This will determine the *alter* difficulty.

<b>Boost</b>	<b>Alter Difficulty</b>
+25%	Easy
+50%	Moderate
+75%	Difficult
+100%	Very Difficult
+125%	Heroic

The GM adds +5 to the *alter* difficulty for every additional 25%.

This power can only be used on portable communication devices like a comlink. It cannot be used on the communication systems of a base or ship or on a communications implant.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do. It is unknown if Jacen Solo had taught this power to anyone else, yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duur* family, which would include this power. Unfortunately, it is currently unclear whether he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Disable Prosthetic/Implant

**Control Difficulty:** Moderate, but limited to line of sight

**Alter Difficulty:** Target's opposed Strength roll

**Required Powers:** *Absorb/dissipate energy, life detection, life sense, sense Force, telekinesis*

**Effect:** A technique of the *hassat-durr* family, this allows a Baran Do Sage to direct the energy either inwards towards himself or herself, or outwards towards another individual. The Baran Do Sage then declares the target of his attack. Should the target fail to make the opposed *Strength* roll, the prosthetic or implant is immediately disabled and will not function again until it is repaired or replaced.

The Baran Do Sage should exercise extreme caution when using this power, because the potential for abuse is high. Furthermore, there could be further complications from disabling the prosthetic or implant. The GM should consult with the appropriate sourcebook or Gry Sarth's Equipment Stats pdf to determine the specific complications.

In general, should the Baran Do Sage disable a prosthetic limb, be it a hand, arm, foot, or leg, the affected individual's *move* and/or *Dexterity* are affected.

Should the Baran Do Sage target an implant, like a tracking device or a cybernetic implant other than a prosthetic limb, the affected individual suffers 1D of damage. This is unavoidable. However, since most cybernetic implants are directly connected to the brain, there is a chance the individual could suffer brain damage or die as a result.

Similarly, if the Baran Do Sage targets a prosthetic heart, lung, or similarly critical organ, or an apparatus that is responsible for the function of such an organ, for example the breathing apparatus and life support system that were part of Darth Vader's armor, the affected individual could die if the damaged prosthetic is not quickly repaired or replaced. As in the case of a cybernetic implant, the affected individual suffers 1D of damage automatically.

Should a Baran Do endanger the life of an individual while using this power, the Baran Do Sage receives a Dark Side Point. If the individual dies, either immediately or subsequently, the Baran Do receives another Dark Side Point.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do Sage. It is unknown if Jacen Solo had taught this power to anyone else, yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duur* family, which would include this power. Unfortunately, it is currently unclear whether he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Disable Restraint

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, sense Force, telekinesis*

**Effect:** A technique of the *hassat-durr* family, this allows a Baran Do Sage to disable the power cells of a pair of stun cuffs, Force shackles, or other powered restraints. Once disabled, the restraints should unlock and open automatically. If it does not happen, the Baran Do Sage will be able to work on freeing their hands out of the binders by making a *Dexterity* or *security* skill check, depending on the restraint, without worrying about receiving shocks in the process. This power has no effect on ropes, leather straps, Mandalorian manacles, or other non-powered restraints.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do Sage. It is unknown if Jacen Solo had taught this power to anyone else, yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duur* family, which would include this power. Unfortunately, it is currently unclear whether he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion.

## Force Lightning (Baran Do)

**Control Difficulty:** Difficult, modified by proximity, limited to line of sight.

**Alter Difficulty:** Target's *control* or *Perception* roll.

**Required Powers:** *Absorb/dissipate energy*

**Effect:** Having experienced the violent and unpredictable weather that was commonplace on their homeworld, the Baran Do developed this *hassat-durr* family power as a result.

Successful casting of this spell causes bolts of energy to spring from the caster's fingertips. A Baran Do generally uses this power for utilitarian purposes, like igniting the few wood that naturally grows on Dorin. However, this power can be used offensively.

When used in this manner, white lightning inflicts 1D damage for every 2D of *alter* the Baran Do has rounded down. Using this power in such a manner also causes the Baran Do to gain a Dark Side Point.

**Appeared where:** Outcast

## Suppress Another's Aura

**Control Difficulty:** Easy

**Alter Difficulty:** Easy

**Required Powers:** *Absorb/dissipate energy, hibernation trance, suppress aura*

*This power may be kept up, but the user must be in physical contact with the target.*

**Effect:** Animals can sense the electromagnetic aura of other creatures. With this *hassat-durr* family power, a Baran Do Sage can suppress another individual's electromagnetic aura so that the creature would be unable to detect them. This power also allows a Baran Do Sage to keep another individual from being detected by sensors that are programmed to detect the electromagnetic aura of living beings and by other Baran Do Sages using *aura reception*, *aura sight*, or *sense aura* to sense the user's electromagnetic aura.

If another Baran Do Sage is trying to sense the target's electromagnetic aura, the user can oppose the Baran Do Sage's *sense* roll with a *control* roll. If the user's *control* roll is greater than the opponent's *sense* roll, the user successfully evades detection. If the user's *control* roll is less than the Force-user's *sense* roll, the opponent detects the user's electromagnetic aura.

If several Force-users are trying to detect the target, the user makes a *control* roll against the opponent with the highest *sense* roll.

If the opponent is using technological means to detect the target's electromagnetic aura, the Baran Do must roll against the opponent's *sensor* roll using the same rules as listed above.

This power lasts for ten minutes, at which time the user can reroll to reactivate it. The user and the target can use any other Force power during the ten-minute time limit so long as neither the user's nor the target's electromagnetic aura change. If either should change, *suppress another's aura* is automatically cancelled.

This power is also only effective so long as the user is in the physical contact with the target. Should the contact be broken, the power automatically ends.

Generally, when a Baran Do Sage uses this power, the user is also suppressing his own electromagnetic aura with *suppress aura*; hence, the appropriate penalty for multiple actions needs to be applied.

It is possible for a Baran Do Sage to use this power on more than one target, so long as the user is able to make physical contact with the targets. The GM must apply the appropriate penalty in this case.

This power allows a Baran Do Sage to suppress another's electromagnetic aura. It does not allow the target to evade detection by other means – sight, sound, smell, echolocation, sensing vibrations on the ground, motion detection, heat sensors, sensory Force powers that does not target electromagnetic auras, etc. The target would have to utilize other means to evade such manners of detection. If an opponent detects the target via any other means, this power automatically ends.

**Author's Note:** Jacen Solo and Luke Skywalker received training in this power while studying under the Baran Do. It is unknown if Jacen Solo had taught this power to anyone else,



yet it is highly unlikely. As for Luke Skywalker, he mentioned to his son that he was making headway in the other techniques of the *hassat-duur* family, which would include this power. Unfortunately, it is currently unclear if he managed to learn this power before leaving Dorin. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, it is possible that Luke Skywalker has learned this power and might teach it to his former and future students. So, whether this remains available only to the Baran Do Sages or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

## Sense and Alter Powers

### Generate Wind (Baran Do)

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Magnify senses, shift sense, telekinesis*

**Time to Use:** Two minutes

**Effect:** Having experienced the violent and unpredictable weather that was commonplace on their homeworld, the Baran Do developed this *hassat-biir* family power as a result.

The Baran Do can generate a gust of wind when desired and in whatever direction the user desires. Consult the following chart to determine how strong the wind is:

<b>Alter roll <math>\geq</math> difficulty roll by:</b>	<b>Effect</b>
0-5	Slight breeze generated, 1-5 kph
6-10	Strong breeze, 6-10 kph
11-15	Strong wind, 11-20 kph
16-20	Gale, 21-50 kph
21+	Strong gale, 51-80 kph

The Baran Do can use this power in several different purposes. The generated wind can kick up a cloud of dust to hide the user or blind opponents. The Baran Do can put out a fire or blow smoke away from an encampment. The Baran Do can even knock opponents and targets to the ground or prevent them from moving.

**Appeared where:** Outcast

### Whirlwind

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate to affect 5 meters; Difficult to affect 10 meters; Very Difficult to affect 15 meters.

**Required Powers:** *Magnify senses, shift sense, telekinesis*  
*This power may be kept up.*

**Effect:** Having experienced the violent and unpredictable weather that was commonplace on their homeworld, the Baran Do developed this *hassat-biir* family power as a result.

This power allows the Baran Do to manipulate and channel air currents to form powerful and destructive tornadoes that can lift people into the air and fling them about. The cyclone does the Baran Do's *alter* code in damage to all within its range.

A Baran Do using this power to harm another individual receives a Dark Side Point.

**Appeared where:** Outcast

## Playing a Baran Do Sage

The Baran Do are contemplative, spending a good deal of time meditating to study the mysteries of the Force. They also use their sensory abilities to predict dangerous weather phenomena in advance and their foresight abilities to help prevent wars and avoid catastrophes. These sensory abilities are also useful in helping to solve crimes that have very few clues or leads.

Race: Kel Dor

Gender: Both

Dexterity skills: *Dodge, melee combat, melee parry, and running.*

Knowledge skills: All skills available. Establish preference for *scholar, survival, and willpower.*

Mechanical skills: All gunnery skills forbidden. All other skills available.

Perception skills: All skills available. Establish preference for *investigation, persuasion, persuasion: debate, and search.*

Strength skills: All skills available. Place emphasis on *stamina.*

Technical skills: All skills available. Establish preference for *first aid.*

Force skills: Above normal *sense* skill die. Normal *control* and *alter* die.

Force powers: All the powers listed in this section. All Jedi powers are available except for *lightsaber combat*. Emphasis on *farseeing, magnify senses, postcognition, predict natural disasters, sense Force, weather sense, and powers that are associated with the weather or elements of the weather like wind and lightning.*

# Believers Powers



**Restriction:** These powers are generally restricted to the Believers, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

## Control Powers

### Defense Boost

**Control Difficulty:** Moderate or Difficult

**Effect:** The Believer can make a *control* roll for the purpose of increase his or defenses. The Believer must first declare which difficulty they wish to roll against. If the Believer chooses the Moderate difficulty and succeeds, they receive a +1 Force bonus to *stamina* or *Strength* defense roll until the end of the encounter. If the Believer chooses the Difficult difficulty, the +1 bonus will be added to the Believer's *dodge* or *Dexterity* and *willpower* or *Perception* defense rolls as well.

**Sources:** Believer Disciple Talent Defense Boost from [The Clone Wars Campaign Guide](#) page 56

### High Impact

**Control Difficulty:** Moderate

**Effect:** The Believer can make a *control* roll before making a melee attack. If the roll succeeds, then when the Believer successfully makes a melee attack, they double the *Strength* damage portion of the attack. For instance, the normal damage from a combat knife is STR+1D+1. With this power, the damage is (STR×2) + 1D+1.

**Sources:** Believer Disciple Talent High Impact from [The Clone Wars Campaign Guide](#) page 56

## Sense Powers

### Believer Intuition

**Sense Difficulty:** Opponent's attack roll

**Required Powers:** *Danger sense, life detection.*

**Effect:** When an opponent makes a successful attack roll, the Believer can make a *sense* roll. If the *sense* roll equals or exceeds the attack roll, the Believer receives a bonus to their *dodge* roll for the purpose of avoiding the attack.

**Sense roll ≥ attack roll by**    **Bonus to *dodge* roll**

0-5	+1 pip
6-10	+2 pip
11-15	+1D
16-20	+1D+1
21+	+1D+2

**Sources:** Believer Disciple Talent Believer Intuition from [The Clone Wars Campaign Guide](#) page 56

## Playing a member of the Believers

The Believers was a Sith-worshipping cult that became a serious threat to the inhabitants of the Cularin system.

Race: Any

Gender: Both

Dark Side Points: at least 1

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available.

# Blazing Chain Powers



**Restriction:** These powers are generally restricted to the Blazing Chain nomadic raiders, though it is possible for other traditions to create these powers through experimentation.

The canonicity of all entries in this section is Legends.

## Control Powers

### Rising Anger

**Control Difficulty:** Easy

**Required Powers:** *Concentration*

*This power may be kept up.*

**Effect:** The Blazing Chain raider tap directly into their anger to increase the effectiveness of their attacks. At the beginning of their round, after selecting a target for their anger, the raider gains a +1D modifier against this target applied to either the raider's skill roll or damage roll. If the Blazing Chain raider does not attack the designated target, at the beginning of each round, the raider may make another check to maintain their focus on them, gaining an additional +1D modifier. This can be done for up to three rounds.

The Blazing Chain raider gains a Dark Side Point in using this power.

**Sources:** Blazing Chain Talent Rising Anger from [The Unknown Region](#) page 33, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Alter Powers

### Force Directed Shot

**Alter Difficulty:** Moderate

**Effect:** A Blazing Chain raider uses the Force to alter the flight of a blaster bolt, projectile, or similar missile from a thrown or ranged weapon. As an action, the Blazing Chain raider selects a spot within 20 meters of the raider and within the raider's line of sight. The Blazing Chain raider treats this spot as the origin for the raider's next ranged attack. The GM

determines target cover as though the Blazing Chain raider were firing for the new spot. The Blazing Chain must also have the target within the raider's line of sight from the new location.

**Sources:** Blazing Chain Talent Force Directed Shot from [The Unknown Region](#) page 33, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Control and Sense Powers

### Negate and Redirect

**Control Difficulty:** Moderate

**Sense Difficulty:** Attacker's skill roll

**Required Powers:** *Absorb/dissipate energy*

**Effect:** The Blazing Chain raider can absorb ranged energy bolts aimed at them and redirect some of the shot's energy at an enemy target. As a free action immediately following making the successful skill checks, the raider can choose one enemy that the raider can see within a range of 10 meters. The raider then makes a *control* difficulty check based on the range of the weapon being redirected.

**Sources:** Blazing Chain Talent Negate and Redirect from [The Unknown Region](#) page 33, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

## Control, Sense, and Alter Powers

### Rising Panic

**Control Difficulty:** Moderate

**Sense Difficulty:** Target's control or Perception, modified by proximity

**Alter Difficulty:** Moderate

*This power may be kept up.*

**Effect:** The Blazing Chain raider starts a rising panic in an enemy, inhibiting the enemy's ability to respond. Each round, the raider can choose one target. The result depends on the sense roll opposed by the target's *control* or *Perception*.

<b>Sense roll <math>\geq</math> target's control or Perception by</b>	<b>Result</b>
0-3	-1D to all skill checks for the rest of this round and the next one
4-8	-1D to all skill checks until the end of the scene
9-12	-2D to all skill checks and must immediately flee
13-15	Falls unconscious for 3D minutes
16+	Falls unconscious and takes 1 wound

The Blazing Chain raider gains a Dark Side Point in using this power.

**Sources:** Blazing Chain Talent Rising Panic from The Unknown Region page 33, D6 mechanics by +Oliver Queen, posted on The Rancor Pit boards by shootingwomprats.

### Playing a Blazing Chain Raider

The Blazing Chain Raiders use the Force in order to make their raids easier. They do not care about the distinction between light and dark unless those who fall to the dark side pose a threat to the well-being of the fleet.

Race: Any

Gender: Both

Dexterity skills: All skills available except for *lightsaber*

Knowledge skills: All skills available. Establish preference for *survival*, *value*, and *willpower*.

Mechanical skills: Starship-oriented skills

Perception skills: All skills available. Establish preference for *search* and *sneak*.

Strength skills: All skills available.

Technical skills: All skills available except for *lightsaber repair/engineering*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available except for *lightsaber combat*. Emphasis on *combat sense*, *deflect energy*, *elusive target*, *Force haze*, *Force shot*, and *telekinesis*. Because their nomadic wandering may put them in contact with other Force traditions, availability of Force powers from other traditions up to GM's discretion.



# Brendok Coven Powers



**Restriction:** These powers are restricted to the witches of the Brendok Coven.

As some of their powers are considered tied to the dark side, they were forced

into hiding. The history of the Brendok Coven before their arrival on Brendok 148 years before the Battle of Yavin remains a mystery. After their encounter with the Jedi that year, Mother Koril, Mae-ho Aniseya, and Verosha Aniseya are the only surviving members of this group. While the twins have taken different paths, Mother Koril has presumably remained true to her group and possibly began to recruit new members. Until there is proof of this, the GM is to consider the witches of the Brendok Coven to be extinct after that incident.

The canonicity of all entries in this section is Canon.

## Sense Powers

### Sense Thread

**Sense Difficulty:** Very Easy

**Effect:** The witches of the Brendok Coven believed that all living things were connected by The Thread, which is what they called the Force. With this power, a witch of the Brendok Coven could sense the presence of these Threads connecting all living beings.

This was one of the most elementary powers that was taught to the members of the Brendok Coven. Unless the witch learned this power first, attempting to learn any additional powers would be impossible.

When using any other Force power, *sense Thread* is considered a required prerequisite for that power, even if that power did not have any prerequisites.

**Appeared where:** Acolyte Episode 3: Destiny

## Alter Powers

### Alter Thread

**Alter Difficulty:** Easy

**Required Powers:** *sense Thread*

**Effect:** The witches of the Brendok Coven believed that all living things are connected by The Thread, which was what they call the Force. If they “pulled” on The Thread, then they could change everything. With this power, a witch of the Brendok Coven could pull on the Thread, causing change to their surroundings.

This was one of the most elementary powers that was taught to the members of the Brendok Coven. When a witch learned this power, the member received 1D in their *alter* skill and could learn any Force power that required the *alter* skill. Unless the witch learned this power first, attempting to learn any powers requiring the *alter* skill would be impossible.

When using any Force power that requires the *alter* skill, *alter Thread* is considered a required prerequisite for that power. To even use *telekinesis*, which to a Jedi does not have any prerequisites, a witch of the Brendok Coven must first learn *alter Thread*.

**Appeared where:** Acolyte Episode 3: Destiny

## Illuminate Thread

**Alter Difficulty:** Easy

**Required Powers:** *alter Thread*, *sense Thread*

**Effect:** A member of the Brendok Coven could move their hands and fingers to simulate pulling a thread taut. The member then uses this power to illuminate the Thread that is being “pulled taut.” This power was used as a teaching and control exercise, and had no practical use otherwise.

**Appeared where:** Acolyte Episode 3: Destiny

## Control and Alter Powers

### Link Thread

**Control Difficulty:** Easy, modified by proximity

**Alter Difficulty:** Moderate, modified by proximity

**Required Powers:** *Alter Thread*, *control another's pain*, *control pain*, *enhance attribute*, *life detection*, *life sense*, *projective telepathy*, *receptive telepathy*, *sense Thread*, *transfer Force*

*This power may be kept up.*

**Effect:** The witches of the Brendok Coven believed strongly in interlacing their individual Threads with each other, strengthening their power. With this power, a witch could link their Thread with another witch, allowing the two to use intertwine their individual Threads and increasing the strength of whatever power they chose to use. Any number of witches could interlink their Threads, so long as all members of the group were willing to accept the help.

In game terms, link Thread allowed the witches of the Brendok Coven to combine action rolls. A witch would receive a +1D bonus to their Force skill rolls for every two

witches cooperating. An additional odd numbered witch joining would only add a +1 bonus.

When using *link Thread* in combination with any other power, the multiple action penalty is applied.

**Author's Note:** I used the *link* Force power as a reference for creating this power. Essentially, this power is the Brendok Coven witch's version of *link*.

**Appeared where:** Acolyte Episode 3: Destiny

## Control, Sense, and Alter Powers

### Mental Domination

**Control Difficulty:** Target's *control*, *Perception*, or *willpower*

**Sense Difficulty:** Target's *control*, *Perception*, or *willpower*

**Alter Difficulty:** Target's *control*, *Perception*, or *willpower*

**Required Powers:** *Affect mind*, *alter Thread*, *control mind*, *life detection*, *life sense*, *projective telepathy*, *receptive telepathy*, *sense Thread*, *telekinesis*

**Effect:** This power allowed a member of the Coven to probe a target's mind and communicate with the target telepathically to learn what the individual desired. Once that was done, the individual tempted the target until the target gave in. Once the target acceded to the individual, the target's eyes turned black and was completely under the control of the individual until the individual released the target.

In GM terms, the target must declare which die code they intend to use to resist the individual's *mental domination*. Once chosen, the target could not change their choice. Each round the individual used this power, the target made an opposed roll. If the target's roll was higher than the individual's roll by 10 or more, the target was unaffected. If the target's roll was higher than the individual's roll, but was less than 10, the target began to succumb to the individual's influence, and the target's *control*, *Perception*, or *willpower*, whichever one the target used, was reduced by -1D. If the individual's roll was higher, or if the target's resistance die code reached 0D, then a Thread connected the individual's mind with the target's, placing the target under the individual's control and making the target a puppet. This possession lasted until the individual released the target, or a Jedi freed the target. There was a danger to doing the latter. If a Jedi used *affect mind* to free the target from the individual's influence, the act severed the Thread connecting the individual and the target. The individual using *mental domination* was channeling their life force through the Thread into the target's body to exert control over the target. Thus, the individual's life force was stretched between two bodies. Severing the thread would cause harm to the life force of the individual using this power; thus, inflicting harm upon the individual that might even be fatal. As the target's life force was still in their body, the target's life force would not be harmed when freed in this manner. The amount of damage the individual using *mental domination* sustained was the

difference between the *alter* roll of the Jedi who freed the target and the *alter* roll of the one using *mental domination*.

The individual using *mental domination* could increase their power by having other witches use *link Thread* to combine their power with hers. However, the risk of harm that was previously mention also applies to those who use *link Thread* to increase the individual's strength behind mental domination.

Using this spell against any target grants the witch a Dark Side Point. Anyone using *link Thread* to increase the user's power in using mental domination also receives a Dark Side Point.

**Appeared where:** Acolyte Episode 3: Destiny, Acolyte Episode 7: Choice

### Ritual of Ascension

**Control Difficulty:** Moderate

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Affect mind*, *alter Thread*, *concentration*, *control another's pain*, *control pain*, *enhance another's attribute*, *enhance attribute*, *life detection*, *life sense*, *link Thread*, *projective telepathy*, *receptive telepathy*, *sense Thread*, *transfer Force*

Time to use: One minute

**Effect:** Also called the Ascension ceremony, this was a ritual performed by the Mother of the Brendok Coven to induct initiates into the Coven, making them formal members of the Coven.

Before using this power, the Mother asked the recipient if she would follow the ways of the coven and protect their legacy upon her death. If the recipient was willing and accepted this responsibility, the Mother drew the Thread into the palms of her hands, giving them a purple glow. She then placed her hands on the recipient's head. When the ritual was complete, a tattoo of the symbol of the Coven would appear on the recipient's forehead, marking her as a full member of the Coven. In GM terms, successful use of this power would increase the recipient's Force skills by +1D.

If the recipient was unwilling, however, then this ritual automatically failed regardless of the results of the rolls made to use this power.

The witches of the Brendok Coven believed the Ascension was about walking through fear and sacrificing a part of yourself – the power of many instead of the power of one. The last part played a critical role in this ritual. During the ceremony, the other witches of the Brendok Coven were performing a ritual dance while chanting, "The power of one, the power of two, the power of many!" Right before the Mother drew the Thread into her hands, the other witches channeled their power to the Mother. In GM terms, the other witches were using *link Thread* to channel their power to the Mother.

**Author's Note:** The closest thing to this power is the Sith power *enhance Force sensitivity* that Palpatine used on Tedryn-Sha and Xecr Nist. However, when Mother Aniseya used this on Mae, it did not create a disturbance in the Force. So I used *enhance Force sensitivity* as a basis for this power, but assigned no Dark Side Points to using this power.

**Appeared where:** Acolyte Episode 3: Destiny, Acolyte Episode 7: Choice

## Split Soul

**Control Difficulty:** Heroic

**Sense Difficulty:** Heroic

**Alter Difficulty:** Heroic

**Required Powers:** *Accelerate another's healing, accelerate healing, affect mind, alter Thread, concentration, control another's pain, control pain, enhance another's attribute, enhance attribute, force of will, hibernation trance, life detection, life sense, place another in hibernation trance, projective telepathy, receptive telepathy, sense Thread, transfer Force*

**Effect:** This power allowed a Mother of the Coven to split the soul of a newly conceived life into two bodies, allowing her to give birth to twins who shared the same soul. This created a bond between the twins akin to a dyad in the Force, but far weaker. The twins would not be able to use any unique powers associated with the Force dyad, but they would be able to sense each other's presence more easily. When one twin used the Force on another, all difficulty rolls were reduced one level.

**Author's Note:** The only power that might come close to this spell is *midi-chlorian manipulation*. I used that power as a reference in creating this power. While the witches of the Brendok Coven admit that their powers are tied to the dark side, they have more in common with the Nightsisters than the Sith. Thus, I removed any dark side powers or Sith powers from the list of required powers for this spell.

**Appeared where:** Acolyte Episode 7: Choice

## Teleport (Coven)

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult, modified by familiarity of destination

**Alter Difficulty:** Difficult, modified by distance to destination, but limited to the planet the witch is on.

**Required Powers:** *Concentration, farseeing, hibernation trance, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis*

**Effect:** This power allowed a member of the Coven to teleport from one location to another. This power manifested as the member turning into black smoke before disappearing.

While using this power, the member was unable to do anything, making them vulnerable to attack.

It was possible for a member of the Coven to take another individual with them when using this power. For every

individual the member of the Coven takes with them, the GM adds +5 to all difficulty rolls.

**Author's Note:** I used *teleport (Jedi)* as a reference in creating this power. At the moment, there is no apparent limit in the distance a Brendok Coven witch could travel with this power, but it seems highly unlikely that a witch could leave the planet with this power; thus, the limitation on the alter difficulty and the removal of instinctive astrogation from the list of required powers. Should there be evidence that a witch can leave the planet with this power, this power will be adjusted accordingly.

**Appeared where:** Acolyte Episode 7: Choice

## Playing a Brendok Coven Witch

The members of the Brendok Coven were all females from various races. As some of their powers are considered tied to the dark side, they were forced into hiding.

Race: Any

Gender: Female

Dexterity skills: All skills available except for *lightsaber*

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available except for *lightsaber repair/engineering*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available except for *lightsaber combat*. The only dark side power that is available for them to learn is control mind. Sith powers are forbidden. Powers from other Force traditions are forbidden for the moment.

# Brotherhood of the Ninth Door Powers

**Restriction:** These powers are restricted to the Brotherhood of the Ninth Door, though it is possible for other traditions to create these powers through experimentation.

The canonicity of all entries in this section is Canon.

## Control, Sense, and Alter Powers

### Advanced Masquerade

**Control Difficulty:** Easy or opposed *Perception* or *control*

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Affect mind, concentration, dim another's senses, force of will, Force stealth, illusion, life detection, life sense, masquerade, projective telepathy, receptive telepathy, sense Force*

*This power may be kept up.*

**Effect:** This is a more advanced version of the traditional masquerade power that the Brotherhood of the Ninth Door created. Like *masquerade*, this power allows the user to cast an illusion around themselves. This illusion serves as a disguise for the user and makes others see the user in different ways.

Unlike *masquerade*, though, a Brother of the Ninth Door can use this power weave their illusions into the minds of even accomplished Jedi Masters with no hint of effort. There is a similarity between this power and the various spells used by the Nightsisters in that it presumably does not need any effort to maintain it.

In GM terms, when a Brother of the Ninth Door activates this power, the individual also makes a second, separate *control* roll. The Brother of the Ninth Door combines the result of their *control* roll to activate this power with this second, separate *control* roll, and this “augmented” difficulty number against which the opponent must make their *Perception* or *control* roll in order to see through the Brother of the Ninth Door’s illusion.

If several Force-users are trying to detect the user, the opponent with the highest *control* roll must roll against the “augmented” difficulty number.

This power involves an intrusion into another individual’s mind; as such, droids and recording equipment are not affected by this power.

**Author’s Note:** I came across an article on Screenrant which mentions that the Brotherhood of the Ninth Door possessed a dark side illusion-casting power that they used to disguise themselves from even Jedi Masters. I needed to come up with a way for a Brotherhood of the Ninth Door to be able to do this, since it would be very difficult for one to conceal themselves from a Jedi Master with *masquerade* unless they were of equal strength to the Jedi Master. Thus, I decided to create the “augmented” difficulty number. The potential unbalancing the “augmented” difficulty number would introduce into the game is balanced by having this power exclusive to the Brotherhood of the Ninth Door.

The article also speculated that the Baneite Siths, of whom Palpatine was a member, would have been extremely interested in learning this power. Given how effective this power is against even Jedi Masters, it is easy to see how this power could have influenced the creation of the *pull of the dark side* and *mask of illusion*. While the GM is forbidden to make this power available for other traditions to learn, the GM can make this power a plot device. Other traditions, the Sith in particular, could learn of this power and either attempt to learn this power, recreate this power, or create a derivative of this power.

## Playing a Brother of the Ninth Door

The Brotherhood of the Ninth Door is a dark-side cult that uses the Force to disguise themselves with illusions. These illusions are powerful enough to deceive even powerful Jedi Masters.

Race: Any

Gender: Both

Dexterity skills: All skills available except for *lightsaber*

Knowledge skills: All skills available. Establish preference for *intimidation, scholar: dark side lore, and willpower.*

Mechanical skills: All skills available.

*Perception* skills: All skills available. Establish preference for *con.* Specialize in *con: disguise.*

Strength skills: All skills available.

Technical skills: All skills available except for *lightsaber repair/engineering*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available except for *lightsaber combat.* Emphasis on *affect mind, illusion, illusion bond, and masquerade.*

Because their nomadic wandering may put them in contact with other Force traditions, availability of Force powers from other traditions up to GM’s discretion.



# Dathomir Magic



**Note:** These spells are generally restricted to the Witches of Dathomir, though there is nothing forbidding the gamemaster to allow Dathomiri males and offworld Force-users from learning these spells. In addition, most of these spells have equivalent corresponding powers amongst the Jedi. These counterparts will be noted for those spells that have them. For spells that have not had counterparts already mentioned, I have created such powers. The availability of these counterparts to the Jedi will be noted in the descriptions of these counterparts.

The canonicity of all powers in this section is Legends.

## Absorb/Dissipate Energy

**Difficulty:** Very Easy (sunburn), Easy (intense sun), Moderate (solar wind), Difficult (radiation storm). Witches may use this spell to deflect energy attacks such as blaster bolts and the Spell of Lightning. The base difficulty for such a casting is Moderate, modified by the attack's damage roll.

*This spell may be kept active as long as the source of the energy is constant. It may not be kept active when deflecting energy attacks.*

**Effect:** This spell allows the caster to absorb and dissipate energy, including light, heat, radiation, and even blaster bolts. A successful casting means that the energy is dissipated. If the caster fails the roll, she takes full damage from the energy.

The character must cast the spell in the same round to absorb the blaster bolt or other attack; the character must be able to cast the spell before the attack lands. She cannot use the power after the attack has hit.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Absorb/dissipate energy*

## Battle Meditation

**Difficulty:** Varies based on the number of target individuals as well as the number of casters.

Number of Targets	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1000	Difficult
1001-10,000	Very Difficult
10,000+	Heroic

For every ten casters simultaneously casting the spell, subtract -10 from the difficulty.

*This spell may be kept active.*

**Effect:** Battle meditation has two possible effects. The Witch can force her adversaries to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before casting the spell, the Witch (or Witches) must state which effect she wishes to use.

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Witch may only use this spell effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Witch's immediate goal (rescuing a prisoner, defeating a group of Nightsisters, etc.); allies are defined as those who seek to uphold and forward the Witch's goal.

When attempting to turn attackers against each other, the Witch's spell roll becomes the difficulty the targets must beat to avoid the effect. Otherwise, they immediately see their allies as the "true" enemy and attack. The Witch must maintain the effect each round for the combatants to continue fighting. Once the spell is dropped, its effects wear off instantly.

On a successful roll to change the balance of the battle in the Witch's allies' favor (the spell's second function), the Witch's enemies lose 1D for every 4D she has in the spell in an attribute determined by the Witch (i.e., *Strength*, *Dexterity*, and so on) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Battle meditation*

## Concentration

**Difficulty:** Easy if the Witch is relaxed and at peace; Difficult if the Witch is filled with aggression, fear, or other negative emotions; Very Difficult if the Witch is acting on the negative emotions.

**Effect:** To successfully cast this spell, the individual Witch concentrates on one specific task at hand. If the spell roll is successful, the Witch may add +4D to any one action in that round. The Witch may do nothing more than use the concentration spell and one other skill for a single action. The Witch receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This spell may be used in conjunction with Force Points and Character Points. This spell is only in effect for one round and may not be kept up.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Concentration*

## Environmental Attunement

**Difficulty:** Easy if the Witch has lived in the area for more than a year; Moderate if the Witch has lived in the area between six and twelve months; Difficult if the Witch has lived in the area between one and six months; Very Difficult if the Witch has lived in the area less than one month. Modified for proximity and local meteorological conditions.

*This spell may be kept active.*

**Effect:** This power allows the Witch to attune herself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, she can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

This spell does not lend itself to quick predictions, however. It usually takes weeks for a Witch to acclimate herself to local weather patterns and become familiar with unique features of the local topography that she can obtain accurate readings.

The prediction is effective for two to four hours. The difficulty increases if the Witch wishes to make more extended forecasts.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Weather sense*

## Force of Will

**Difficulty:** Easy

*This spell may be kept active.*

**Effect:** By casting Force of Will, the character uses her own willpower skill to fight the effects of hostile Force powers. If faced with a telekinetic or mind-based spell, the Witch's willpower skill roll may be added to her Perception code.

The *Perception* roll plus the *willpower* total is referred to as the "protection number." If the attack roll is less than the target's *Perception* roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Witch suffers the full effects of the attack. If the attack roll is greater than the *Perception* roll, but less than the protection number, the Witch suffers no effects, but her *willpower* is considered "battered." Subtract 1D from the character's *willpower* skill. The caster may continue to defend herself in this fashion, but the protection number is only her *Perception* coupled with the decreased *willpower* skill. If the Witch's *willpower* skill ever reaches 0D, the spell is automatically dropped.

It takes one full day to recover 1D of damage from "battering of the will".

**Note:** *Force of will* does not protect from the *Spell of Lightning*, *Tempest*, or objects hurled by *Telekinesis*, as these are physical manifestations.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Force of will*

## Light Globe (Dathomiri)

**Difficulty:** Very Easy for creation, Easy for movement or changing its intensity. Modified by proximity.

**Required Spells:** *Absorb/dissipate energy 3D*, *concentration 3D*, *telekinesis 3D*

**Effect:** This spell allows a Witch to create a fist-sized globe of light to provide illumination in the darkness.

Once cast, the globe appears above a Witch's palm with the same intensity as a glow rod. The Witch can increase or decrease the brightness by making an Easy roll.

The globe remains above the Witch's palm unless the Witch decides to move it. Moving the globe requires an Easy roll; however, moving it in any other way increases the difficulty.

+1 to +5 for gentle turns.

+6 to +10 for easy maneuvers.

+11 to +25 or higher for complex maneuvers.

When using this power in a low-light area, the Witch gains a +1D bonus to any *search* rolls. However, this spell also negates any rolls the Witch might make to hide from searchers.

**Author's Note:** This spell is known to the Dathomiri witches, and they generally do not teach it to offworlders. To date, Jacen Solo is the only exception, and he has not taught this spell to anyone else. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. However, the possibility that someone other than Jacen Solo who knows this power might teach this to others exists. Whether or not this power becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

**Appeared where:** Dark Nest I: The Joiner King

## Projected Fighting

**Difficulty:** Difficult. Modified by proximity.

**Required Spells:** *Telekinesis 4D*

**Effect:** *Projected fighting* allows a Witch to strike at an opponent and inflict damage without physically touching the target.

After successfully casting the spell, the Witch must make an Easy *brawling* skill roll. If attacking a Force-sensitive character, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot dodge the Witch's blows. If the *brawling* roll is successful, the Witch rolls her full *Strength* versus the target's *Strength*. The Witch may target a specific portion of the body but must subtract an additional 1D from her *brawling* skill (See *Star Wars, Revised*

and Expanded, page 96 or *Star Wars, Second Edition*, page 63 for details). Be sure to add any armor bonuses that the target may have. If the Witch so chooses, she can make the damage done by her spell stun only.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Projected fighting*

## Rainbow Storm

**Difficulty:** Difficult or target's *Perception* or *control* die code, modified by proximity.

*This spell may be kept active.*

**Effect:** This spell creates a visual display of colors clashing with one another. The resulting display is very similar visually to the planetary auroras. Though this power is generally used to entertain young children, several Witches have found a use for this on the battlefield. When cast upon the enemy, it will entrance the target's attention. For every round the spell is active, the target can make an opposed *control*, *Perception*, or *willpower* roll. If the roll fails, the target is entranced by the light show and is unable to perform any other action that round.

**Author's Note:** I wish I could find where I came across this power, but the Wookieepedia mentions that it appeared in [The Courtship of Princess Leia](#). Attempts by the Jedi to duplicate this spell have so far ended in failure.

**Source:** [Courtship of Princess Leia](#)

## Seeking Spell

**Difficulty:** Very Easy. Modified by proximity and relationship.

**Required Spells:** *Spell of Discovery 5D*

*This spell may be kept active.*

**Effect:** The caster can sense the presence and identity of a specific individual for whom she searches. The caster can sense how badly wounded, diseased, or otherwise physically disturbed the target is.

A target may use his *Perception* (or *control* in the case of a Jedi) to hide his identity from the Witch casting the Seeking Spell. The character's *Perception* (or *control*) is added to the caster's difficulty.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Life sense*

## Spell of Assistance

**Difficulty:** Very Easy. Modified by relationship

**Required Spells:** *Spell of Comfort 4D*

**Effect:** If the Witch successfully casts the spell, the target character may make two natural healing rolls for the current day regardless of injury level. The target also gains a +2 modifier for both rolls.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Accelerate another's healing*

## Spell of Awareness

**Difficulty:** Moderate

**Required Spells:** *Spell of Discovery 4D*

*This spell may be kept active.*

**Effect:** The *Spell of Awareness* allows a Witch to extend her senses like a protective sensor, creating an early warning system for as long as the spell remains in effect.

When this spell is cast, the Witch detects any attacks the round before they are made. This gives the Witch a round to decide how to react.

In game terms, any character planning to attack a character who is casting the *Spell of Awareness* in the next round must declare her action the round before. Attacking other Witches or characters with Force skills may increase the difficulty of this casting.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Danger sense*

## Spell of Comfort

**Difficulty:** Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters. The difficulty for casting the *Spell of Comfort* on another being is one level higher than the Witch herself. Modified by relationship.

*This spell may be active. If the character is injured again, the caster must cast the Spell of Comfort again, with the difficulty being the new level of injury.*

**Effect:** A wounded Witch who casts the *Spell of Comfort* can act as if she has not been injured at all, starting with the round after the spell is cast. The wound is not healed, the caster is using Dathomir magic to ignore the pain and feel more comfortable.

Because the character remains injured, she can continue to get worse if she is injured again. Every time the character takes damage, she must roll the *Spell of Comfort* again, using the new wound status as the difficulty.

This spell may also be used to take away the pain of another. It is necessary for the Witch to be in physical contact with the being she is trying to comfort.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Control pain, Control another's pain*

## Spell of Creature Understanding

**Difficulty:** Easy if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild rancor).

**Required Spells:** *Telepathy 5D*

*This spell may be kept active.*

**Effect:** The *Spell of Creature Understanding* allows a Witch to understand a beast-language as well as speak it. As creatures rarely have "true" languages, the Witch is imparting

and reading emotional differences within grunts and growls. Note that the spell may be kept active if the Witch needs to continue communicating with the creature. For beasts that can be ridden, subtract -2D from their *Ormeriness* code while the spell is in effect.

**Author's Note:** I believe they may have meant *spell of thought-touch* rather than *telepathy* as the prerequisite.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Beast languages*

## Spell of Discovery

**Difficulty:** Very Easy if the subject is Force-sensitive; Moderate if not. Modified by relationship.

**Required Spells:** *Life Detection 3D*

*This spell may be kept active.*

**Effect:** The *Spell of Discovery* allows a Witch to detect sentient beings who might otherwise remain hidden from their normal senses. When the spell is cast, the Witch knows the location of all sentients within 10 meters – if the spell is kept active, the Witch may know whenever a sentient approaches within 10 meters of them or vice versa.

When the Witch approaches or is approached by sentient creatures, make a *Spell of Discovery* roll for the Witch and each being makes an opposed *Perception* or *control* roll (in the case of a Jedi) to avoid detection. Both actions are “free” actions and do not count as a spell use. If the Witch ties or rolls higher, she senses the beings in question.

If the Witch beats the target's roll by 10 or more points, the Witch is aware if this being knows the way of Dathomir magic or has Force skills (yes or no) or if they have met the person before (yes or no), and if yes, what their identity is.

**Author's Note:** I believe they may have made a mistake in giving this spell a prerequisite of *Life Detection 3D*, since this spell is the same as *life detection*.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Life detection*

## Spell of Fire

**Difficulty:** Difficult, modified by proximity. Limited to line of sight. If used to attack, the difficulty is the target's *Dexterity* or *dodge* roll, unless the Difficulty rating is higher.

**Required Spells:** *Telekinesis 5D*

**Effect:** This spell allows the Witch to create fire in the air and hurl it at a target. But what is created is not fire, but plasma. Usually, this power is used by the Nightsisters as an attack; however, there are practitioners of Allyan magic who know and use this spell for other uses, like lighting a campfire and so on.

When used as a weapon, the fire/plasma covers the target, inflicting great amount of pain and damage until the target dies. The fire/plasma inflicts damage equal to half of the spell's dice, rounded down (if the caster has *Fire 5D*, the damage would be 2D).

What the Witches and Nightsisters call fire is plasma, so it is much hotter than ordinary fire. As such, clothing that offers protection against fire is not as effective. This also applies to those alien species and creatures that are resistant against fire and heat. In these cases, the protection that is normally offered only reduces the damage by 1D.

Only clothing or armor designed for extreme temperatures, like the armor of the magma trooper, offer adequate protection against this spell. Similarly, creatures that live in extreme temperatures, like the fireworms of Eol Sha, are sufficiently protected from harm against this spell.

As plasma is agitated air, it can be deflected like a blaster bolt. The safest way of doing this is with a lightsaber. A Jedi can use *deflect energy* to bat away the plasma, but the Jedi will still suffer burns from the extreme heat unless the Jedi also uses *absorb/dissipate energy* and makes a successful Difficult roll.

**Appeared where:** [Backlash](#)

## Spell of Interpretation

**Difficulty:** Moderate for organic sentients, Difficult for droids. If the target is being purposely cryptic add +5 to the difficulty, +20 if it is written down.

**Required Spells:** *Spell of Open Mind 4D*, *Spell of Thought-Touch 2D*

*This spell may be kept active.*

**Effect:** This spell allows the Witch to translate a language and speak it in kind. For the spell to function, the character must first hear the target speak or see the words in written form (such as an ancient text or document). This spell, though similar to telepathy, has many advantages. First, it takes only one application of the spell to “understand” the language. As long as they all speak the same language and the spell is kept up, the Witch does not need to roll the spell again for each individual. Also, because they speak using binary forms of communication, droids may be understood using this spell.

Note that the Witch does not actually know the language in question. If the spell is ended, The Witch will no longer be able to translate the language.

**Source:** [Cracken's Threat Dossier](#)

**Corresponding Power:** *Translation*

## Spell of Lightning

**Difficulty:** Difficult, modified by proximity. Limited to line of sight. If used to attack, the difficulty is the target's *Dexterity* or *dodge* roll, unless the Difficulty rating is higher.

**Effect:** Successful casting of this spell causes bolts of energy to spring from the caster's fingertips. Usually, this power is used by the Nightsisters as an attack; however, there are practitioners of Allyan magic who know and use this spell for other uses, like lighting a campfire and so on.

When used as a weapon, lightning courses over the target, inflicting great amount of pain and damage, eventually killing him. *Lightning* causes damage equal to half of the spell's



dice, rounded down (if the caster has *Lightning 5D*, the damage would be 2D). Only grounded armor may offer protection from the Lightning spell.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Force lightning*

## Spell of Mimicry

**Difficulty:** Easy for altering the appearance of a simple feature; Moderate for altering the appearance of the face; Difficult for altering the appearance of the face and body; Very Difficult for altering the appearance of the face, body, and clothing.

*This spell may be kept active.*

**Effect:** When the *Spell of Mimicry* is cast, the Witch may change her appearance to anything she desires. This spell may be used to duplicate another character provided the Witch has seen the character in person. This spell may be kept active provided the Witch is not harmed or otherwise distracted.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Masquerade* (closest thing I could think of)

## Spell of Open Mind

**Difficulty:** Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* (or in the case of Jedi, *control*) roll to determine the spell's difficulty. Modified by proximity and relationship.

**Required Spells:** *Seeking Spell 3D*

*This spell may be kept active if the target is willing, and the proximity does not alter.*

**Effect:** If the Witch successfully rolls the *Spell of Open Mind*, she can read the surface thoughts and emotions of the target sentient character. The Witch understands what the target is thinking, but cannot probe for deeper information. When a character wishes to use this power on another player character, the gamemaster asks the target player if he minds having this spell cast on his character; if the target is a gamemaster character, the gamemaster decides if the target is friendly or resistant to the spell's use.

If the spell's roll is double the difficulty, the Witch may search through any memories the target has up to 24 hours old. The Witch may not sift through memories in the same round as the contact was made, memory searching takes an entire round.

A Witch can read the mind of more than one character at a time, but each additional character counts as a separate spell usage, with separate rolls and multiple skill use penalties.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Receptive telepathy*

## Spell of Power

**Difficulty:** Moderate

**Effect:** A Witch casts the Spell of Power to increase a single attribute for a limited period. An increased attribute can help the Witch jump higher, see better, run faster, and even take more damage. All skills governed by the enhanced attribute increase by the same amount for as long as the spell lasts.

An attribute increased in this fashion remains in effect according to the chart below. A Witch may only increase one attribute at a time.

Roll $\geq$ difficulty by:	Attribute Increase	Duration
0-13	+1D	3 rounds
14-25	+2D	2 rounds
26+	+3D	1 round

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Enhance attribute*

## Spell of Protection

**Difficulty:** Moderate

**Required Spells:** *Absorb/Dissipate Energy 3D, Concentration 2D, Telekinesis 3D*

*This spell may be kept active.*

**Effect:** This power allows the Witch to surround her body with a magical shield. The shield can be used to repel energy and physical matter away from the Witch's body, down to the molecular level.

The shield acts as STR+1D armor to all energy and physical attacks made against the Witch including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Witch from serious injury.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Lesser Force shield*

## Spell of Structure

**Difficulty:** Easy for structures up to 0.5 meters tall; Moderate for structures 0.6 to 1.0 meters tall; Difficult for structures 1.1 to 2.0 meters tall; Very Difficult for structures 2.1 to 3.0 meters tall; Heroic for structures 3.1 to 4.0 meters tall. Add +10 for every meter over 4.

**Required Spells:** *Concentration 5D, Telekinesis 5D*

*This spell may be kept active.*

**Effect:** When a Witch successfully casts this spell, she can mold and shape the ground to her own design. This spell can produce miniature buildings, complete with moving people, and so on. Other uses include erecting a wall of earth to protect the Witch from attack.

Gamemasters be wary of the possible uses (and abuses) of this spell. The Witch should consider the possible damage to the ecosystem that her spell may cause.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Telekinesis* (a very fine and precise application of that power)

## Spell of Thought-Touch

**Difficulty:** Very Easy if the target is friendly and does not resist. Increase difficulty by +5 to +10 if the Witch cannot verbalize the thoughts she is transmitting (she is gagged, does not want to make a sound, and so on). If the target resists, roll the target's *Perception* (or *control* in the case of a Jedi) to determine the difficulty. Modified by proximity and relationship.

**Required Spells:** *Spell of Open Mind 3D*

**Effect:** If the Witch successfully projects his thoughts, the target "hears" her thoughts and "feels" her emotions. The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the caster of the spell. If the Witch does not "verbally" identify herself, the target does not know who is projecting thoughts to him. This spell can only be used to communicate with other minds, not control them.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Projective telepathy*

## Telekinesis (Dathomiri)

**Difficulty:** Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for 10,001 kilograms to 100 metric tons.

Objects may be moved at 10 meters per round. The target must be in sight of the Witch.

Increased difficulty if the object is not moving in simple, straight-line movement:

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

+11 to +25 or more for complex maneuvers, such as levitating a weapon for attack.

Modified by proximity.

*This spell may be kept active.*

**Effect:** This spell, when cast, allows a Witch to levitate and move objects with the power of Dathomir magic alone. If cast successfully, the object moves as the Witch commands.

A Witch can lift several objects simultaneously, in most cases each additional object requires the Witch to make a new spell roll. However, if a Witch is attempting to levitate a small group of materials (a bunch of pebbles, for instance), the gamemaster may judge this as a single action, though the difficulty should be higher.

This spell may be used to levitate oneself or others. It can also be used as a primitive propulsion system in emergencies.

When used to levitate someone against their will, the target may resist using their *Perception* (or in the case of a Jedi, *control*) roll to the difficulty number.

Levitated objects can be used to attack other characters. Such attacks do 1D damage if under one kilogram, 2D if one to ten kilograms, 4D if 11 to 100 kilograms, 3D Speeder-scale

damage if 101 kilograms to one metric ton, 3D Starfighter-scale if one to ten tons, 5D Starfighter-scale if 11 to 100 tons.

Such attacks require a separate telekinesis roll to hit the target. The target may attempt to *dodge*. If the target character does not dodge the attack, the difficulty is Easy.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Telekinesis*

## Tempest

**Difficulty:** Very Easy for a light wind; Easy for a light rain/snow; Moderate for a heavy rain/snow; Difficult for a thunderstorm/blizzard; Very Difficult for a hurricane/tornado

**Required Spells:** *Weather Prediction 3D, Telekinesis 5D*  
*This spell may be kept active.*

**Effect:** This spell caster who successfully uses the tempest manipulates the elements in the atmosphere. The extent of the control the caster holds over the weather is entirely dependent on the caster's mastery of the spell. Many initiates are able to summon breezes of varying temperatures, while true masters of the spell have been able to wreak havoc with typhoons.

**Author's Note:** I believe they may have meant *environmental attunement* when they said *weather prediction*.

**Source:** Cracken's Threat Dossier

**Corresponding Power:** *Control weather* (previously listed)

## Alter Powers

### Light Globe (Jedi)

**Alter Difficulty:** Very Easy to create it, Easy to move it or change its intensity, modified by proximity

**Required Powers:** *Absorb/dissipate energy*

**Effect:** This power allows a Jedi to create a fist-sized globe of light to provide illumination in the darkness.

Once cast, the globe appears above a Jedi's palm with the same intensity as a glow rod. The Jedi can increase or decrease the brightness by making an Easy roll.

The globe remains above the Jedi's palm unless the Witch decides to move it. Moving the globe requires an Easy roll; however, moving it in any other way increases the difficulty.

+1 to +5 for gentle turns.

+6 to +10 for easy maneuvers.

+11 to +25 or higher for complex maneuvers.

When using this power in a low-light area, the Jedi gains a +1D bonus to any *search* rolls. However, this spell also negates any rolls the Jedi might make to *hide* from searchers.

**Author's Note:** This is what I believe a Jedi counterpart to the *light globe* spell would be. This has not been seen or created yet, though it might be possible that this is what Jacen Solo used rather than the Dathomiri spell. Regardless, until the

appearance of this power has been confirmed, the GM is forbidden from making this power available to the Jedi.

## Playing a Witch of Dathomir

The Witches of Dathomir have lived for millennia on a harsh planet devoid of technology. That had shaped their upbringing and the skills that are generally available to them. It is only when Palpatine quarantined the planet and placed a garrison there that advanced technology became available for the Witches.

Race: Human

Gender: Female, male (New Republic era)

Dexterity skills: *Blaster* (post-Empire), *bows*, *brawling parry*, *dodge*, *melee combat*, *melee parry*, *running*, *thrown weapons*

Knowledge skills: *Clan lore*, *cultures*, *law enforcement*, *survival*, *willpower*.

Mechanical skills: *Beast riding*, *repulosrliift operation* (post-Empire).

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: *Armor repair*, *first aid*, *primitive construction*

Force skills: Not available because of tradition

Force powers: All spells listed here are available. Spells associated with Nightsisters are available but optional.

Certain witches can use *beast control* and *Force flight*.

Additional powers are not available unless a witch has contact with a Force user not native to Dathomir.

# Disciples of Twilight Powers

**Source:** Disciple of Twilight Talent Shadow Vision from Legacy Era Campaign Guide page 58

## Control, Sense and Alter Powers

### Phantasms

**Control Difficulty:** Moderate. Modified by proximity

**Sense Difficulty:** Moderate. Modified by proximity

**Alter Difficulty:** Target's *control* or *Perception*.

*This power may be kept up.*

**Required Powers:** *Affect mind, dim another's senses, illusion, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** The Disciple of Twilight can create illusionary phantoms around the target, distracting the target. If the Disciple succeeds in using this power, starting the target's next turn, the target is unable to do anything for as long as this power is active unless the target succeeds in making the required difficulty roll to defeat the Disciple.

The Disciple can use this power against more than one target. However, for each additional target, the Disciple adds +5 to the *control* and *sense* difficulty, while the *alter* difficulty is determined by the target with the highest *control* or *Perception* die code.

**Source:** Disciple of Twilight Talent Phantasm from Legacy Era Campaign Guide page 57

## Sense and Alter Powers

### Cloak of Shadow

**Sense Difficulty:** Easy

**Alter Difficulty:** Varies

**Required Powers:** *Absorb/dissipate energy, concentration, telekinesis*

**Effect:** The Disciple of Twilight can bend the light around himself or herself in a way so that shadows cover the user, obscuring the user from detection.

In game terms, when used in low-lighting areas, the Disciple gains a bonus to all *sneak* rolls, the amount of which depends on the user's *alter* roll.

Bonus	Alter Difficulty
+1D	Moderate
+1D+1	Difficult
+1D+2	Very Difficult

**Author's Note:** This sounds a lot like *cloak*, but one of the key differences is that while *cloak* bends light to render the Jedi invisible, *shadow cloak* bends and minimizes the light, increasing the shadows that surround the Disciple. The



**Restriction:** These powers are generally restricted to the Disciples of Twilight; however there has been a recorded instance where a Jedi had learned one of these powers without studying under a Disciple of Twilight. In addition, the Disciples have found that they were capable of doing more with their powers

when they in the galaxy at large, rather than on the shadowy moon of Dyspeth. The Difficulty rolls listed here apply when a Disciple is on Dyspeth or a similar, shadowy moon. A Disciple using these powers on a world that is more brightly lit than Dyspeth will receive a bonus to all their Difficulty rolls, while using these powers on a world where the light intensity is even lower than what is considered normal on Dyspeth incurs a penalty on all their Difficulty rolls. The GM determines whether a bonus or penalty is applied.

The canonicity of all entries in this section is Legends.

## Sense Powers

### Shadow Vision

**Sense Difficulty:** Easy

**Required Powers:** *Magnify senses*

**Effect:** The Disciple of Twilight temporarily gains low-light vision. While active, the Disciple ignores the +1D and +2D cover modifier granted by poor light and moonlit night when making necessary rolls under said conditions. The vision gained by this power is not enough to allow the Disciple to see in total darkness, so the +4D cover modifier associated with total darkness is not affected by this power.

The duration of this power depends on the Disciple's roll.

Roll $\geq$ difficulty by:	Duration
0-5	1 round
6-10	2 rounds
11-15	3 rounds
16-20	4 rounds
21+	5 rounds



Disciple can still be detected by a character with darkvision or infravision or a character equipped with night vision or infrared goggles.

**Source:** Disciple of Twilight Talent Cloak of Shadow from [Legacy Era Campaign Guide](#) page 57

## Revelation

**Sense Difficulty:** Easy

**Alter Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, concentration, life detection, sense Force, telekinesis*

**Effect:** If the Disciple of Twilight can sense the presence of a target that is hiding behind some form of concealment, the Disciple can then use this power to cover the target in a faint silhouette of shimmering light, revealing the target's location to all within range. Unless the target makes a successful *control* or *willpower* roll, the target will receive a penalty on all *sneak* rolls for as long as the silhouette is in effect.

<b>Alter roll <math>\geq</math> difficulty by</b>	<b>Penalty</b>	<b>Duration</b>
0-13	-1D	3 rounds
14-25	-2D	2 rounds
26+	-3D	1 round

This power will not reveal the location of a target that is completely concealed, such as a refugee hiding in a smuggler's compartment. However, it will reveal the location of a target that is partly concealed, such as hiding behind a stack of crates or around a corner.

**Source:** Disciple of Twilight Talent Revelation from [Legacy Era Campaign Guide](#) page 58

## Shadow Armor

**Sense Difficulty:** Easy

**Alter Difficulty:** Varies

*This power may be kept up.*

**Required Powers:** *Absorb/dissipate energy, cloak of shadow, concentration, telekinesis*

**Effect:** The Disciple of Twilight can bend the light around himself or herself in a way so that the shadows are wrapped tightly around the Disciple, making it difficult for an opponent to see where the Disciple ends, and the shadows begin.

When used in a low-lighting area, an opponent suffers a penalty on all attack rolls made against the Disciple unless the opponent makes a *control* or *Perception* roll or has some other means of detecting the Disciple, such as night-vision gear, being able to see the infra-red spectrum, or sensing the Disciple in the Force.

<b>Alter roll <math>\geq</math> difficulty by</b>	<b>Penalty to attack roll</b>
0-5	-1 pip
6-10	-2 pips
11-15	-1D

**Source:** Disciple of Twilight Talent Shadow Armor from [Legacy Era Campaign Guide](#) page 58

## Playing a Disciple of Twilight

The Disciples of Twilight are interested in protecting the weak from the depredations of the strong. However, they call the methods they employ "shadowy justice", which has caused others to question their intentions. At the very least, they are seen as acts of vigilantism.

Race: Any

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available. Place emphasis on *sneak*.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available.

# Ember of Vahl Powers



**Restriction:** The user must generally be a member of the Vahla species. As such, this power is generally restricted to those who are members of this cult. Given their long-standing animosity towards the Jedi, it is extremely unlikely that a Jedi would be able to learn these powers. But this does not exclude the possibility that a Dark Jedi or a Sith might encounter this cult and learn

these powers. The Vahla have destructive tendencies and are devoted to the dark side. As such, anyone using these powers to injure or kill a helpless being immediately gains a Dark Side Point.

The canonicity of all entries in this section is Legends.

**Author's Note:** In the Legacy Era Campaign Guide, there is the talent Reading the Flame in the Ember of Vahl Talent tree. I interpreted the use of this talent as an application of *farseeing*, and as such does not need to have a d6 conversion. If anyone feels otherwise, they are free to do so.

## Control Powers

### Initiate of Vahl

**Control Difficulty:** Equal to the melee weapon's base difficulty (i.e., a knife is Very Easy)

**Alter Difficulty:** Difficult

**Required Powers:** *Absorb/dissipate energy*

**Effect:** Having been formally initiated into Vahl's priesthood, the member becomes resistant to the effects of fire and extreme heat. By using this power, the member takes half damage from attacks that deal fire damage, or if the fire damage is part of an area attack no damage on a miss.

**Source:** Ember of Vahl Talent Initiate of Vahl from Legacy Era Campaign Guide page 59

## Alter Powers

### Sword of Vahl

**Alter Difficulty:** Equal to the melee weapon's base difficulty (i.e., a knife is Very Easy)

**Required Powers:** *Absorb/dissipate energy, initiate of Vahl*

**Effect:** The member's devotion to Vahla allows them to eschew advanced weapons in favor of simpler implements of war. With this power, the member gains a +1 Force bonus on all attack rolls with simple melee weapons.

**Source:** Ember of Vahl Talent Sword of Vahl from Legacy Era Campaign Guide page 59

## Control and Alter Powers

### Vahl's Brand

**Control Difficulty:** Equal to the melee weapon's base difficulty (i.e., a knife is Very Easy)

**Alter Difficulty:** Difficult

**Required Powers:** *Absorb/dissipate energy, concentration, Force weapon*

**Effect:** By using this power, not only does the user imbue a melee weapon with the Force, the user also alters the nature of the imbue in such a way that the weapon inflicts fire damage upon the target.

Alter roll $\geq$ difficulty by:	Fire damage
0-8	+1 pip
9-16	+2 pips
17-24	+1D
25+	+1D+1

Those who are resistant to fire and/or heat or are otherwise protected do not suffer any fire damage.

**Source:** Ember of Vahl Talent Vahl's Brand from Legacy Era Campaign Guide page 59

### Vahl's Flame

**Control Difficulty:** Equal to the melee weapon's base difficulty (i.e., a knife is Very Easy).

**Alter Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, concentration, Force weapon, initiate of Vahl, telekinesis.*

**Effect:** With this power, the user calls upon the Force to wreath their melee weapon in flames, allowing the user to inflict an additional 1D in flame damage with the weapon upon a successful *melee combat* roll. Those who are resistant to fire and/or heat or are otherwise protected do not suffer any fire damage.

**Source:** Ember of Vahl Talent Vahl's Brand from Legacy Era Campaign Guide page 59

## Playing an Ember of Vahl

The Ember of Vahl are a nomadic cult that worships the goddess Vahl, an embodiment of the dark side of the Force. Thousands of years earlier, the cult was decimated by the Jedi Order. The bitterness and hate towards the Jedi over that event still lingers today. They travel the galaxy looking for the lost homeworld of the Vahla, working as pirates, thieves, and bounty hunters. They will eagerly take any opportunity to hunt down and kill Jedi. However, they all follow the demands of the Chosen of Vahl – the central coven of six priests who govern the dark cult.

Race: Vahla, with non-Vahla rarely accepted

Gender: Both

Dexterity skills: Above normal *Dexterity* attribute due to reflect their skeleton, which consists of thick cartilage rather than bone. This gives them greater flexibility than Humans and other near-Humans. All skills available. Emphasis on *melee combat* and *melee parry*.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available. Emphasis on *command* for those who become part of the Chosen of Vahl.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available except for those that are associated solely with the light side of the Force, like *beam of light*, *emptiness*, *Force harmony*, *Force light*, and *wall of light*. Emphasis on *absorb/dissipate energy* and any powers that deal with fire; specifically, *biocombustion*, *combustion (flamusfracta)*, *pyrospray*, and *thermokinesis (Jedi)*. Priests who use the Ember of Vahl Talent Reading the Flame must know *farseeing*. Being a dark side cult, have a predilection towards dark side powers.

# Fallanassi Powers



**Restriction:** These powers are generally restricted to the Fallanassi, though members of other Force-using traditions can and have learned these powers. These individuals will be noted.

**Author's Note:** In the Legends continuity, Luke Skywalker learned about the Fallanassi in Black Fleet Crisis: Before the

Storm. This Force tradition was last seen in Fate of the Jedi: Vortex. Presumably, they continued to exist after that novel and into the Legacy Era.

In Canon continuity, the Fallanassi existed in the High Republic Era, and presumably before this time period. Over the course of the High Republic, the Fall of the Jedi, and the Reign of the Empire Eras, their numbers dwindled. In Rogue One: A Star Wars Story, most of the Fallanassi were in Jedha City when the Death Star destroyed Jedha City. A few stragglers were away from Jedha when this happened, but the extent of their knowledge of Fallanassi powers and traditions, and the existence of documents and datadiscs containing said knowledge remains unknown. Thus, the GM should not make the powers in this section readily available for non-Fallanassi, or even Fallanassi survivors, to learn from the Age of Rebellion Era onwards.

## Control Powers

### Immerse

**Status:** Legends

**Control Difficulty:** Moderate if the Fallanassi can relax and focus without distractions, Difficult if under stress or distracted, Very Difficult if in general danger, Heroic if in direct immediate danger.

*This power may be kept up.*

**Effect:** This power allows the Adept to vanish from the perceptions of others. Successful use leaves the Adept undetectable by any known means. The Adept may move without being seen, heard, or otherwise sensed by organic or

artificial means. It is not a mind trick – the Adept causes the White Current to well up and hide the Adept.

**Author's Note:** In Cracken's Threat Dossier, it is mentioned in an NRI Special Threats file that Luke has exhibited a new power since the Battle of N'Zoth to vanish from organic and artificial detection. I take that to mean that Luke has learned this power after spending time with the Fallanassi Akanah Norand Goss Pell.

In addition, the Noghri Je'daii Master Tave was able to lose himself in the Force, becoming unseen to any other Je'daii. This power is the closest power to describe this ability.

**Source:** Cracken's Threat Dossier

## Sense Powers

### Sense Current

**Status:** Legends

**Sense Difficulty:** Very Easy, modified by proximity  
*This power may be kept up.*

**Effect:** This power allows the Adept to sense the presence of sentient beings by sensing the ripples they make in the White Current. This allows the Adept to determine the approximate number of sentients within a specified search area. Since all sentient beings cause a ripple in the White Current because of their presence in it, it is impossible for anyone to evade being detected by this power. Thus, all methods of hiding oneself from being detected with the Force – *Perception*, *control*, and *willpower* rolls – automatically fail. Even Force-sensitives who attempt to evade detection with *Force stealth*, *art of the small (control)*, *immersion*, and other associated stealth powers will be detected.

There are several drawbacks associated with this power. The Adept cannot detect specific individuals with this, nor can the user determine the general situation or condition of the individuals. The Adept must also declare what the search area will be, and any information the user learns will be limited to that search area. For example, if the Adept wishes to sense if someone is in the next room, he will only find out if someone is in the next room, not elsewhere on the planet or in the system. Conversely, the Adept can use this power to sense which planets in the system are heavily populated, but will not be able to sense whether or not someone is in the next room.

**Author's Note:** Luke Skywalker has managed to gain a basic understanding of this power while trying to understand *immersion*. By the time of the Fate of the Jedi series, he was able to perform this power. Jacen Solo has also learned this power during his brief time under Akanah Norand Pell's tutelage. Considering what had transpired with Jacen Solo and the Fallanassi secretive nature, it is extremely unlikely that he had taught this power to anyone else. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. So, whether this remains available



only to the Fallanassi or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

## Sense Scribing

**Status:** Legends

**Sense Difficulty:** Moderate, modified by relationship to the scriber.

*This power may be kept up.*

**Effect:** This power is used to first detect, then uncover Fallanassi scribing. This requires two rolls. Once uncovered, the scribing may be read plainly by the Adept.

**Source:** [Cracken's Threat Dossier](#)

## Control and Alter Powers

### Immerse Another

**Status:** Legends

**Control Difficulty:** Moderate if the Fallanassi can relax and focus without distractions, Difficult if under stress or distracted, Very Difficult if in general danger, Heroic if in direct immediate danger.

**Alter Difficulty:** As *Control* Difficulty, modified by proximity and relationship.

*This power may be kept up.*

**Effect:** This allows an Adept to *immerse* another in the White Current. This immersed other may be almost anything: a person, ship, town, city, planet, or star system. The immersed person or object is undetectable while the power is "up".

**Author's Note:** First, I believe that *immerse* must be a required power for *immerse another*. Second, Luke Skywalker managed to learn this power after spending time with the Fallanassi Akanah Norand Goss Pell. In [Edge of Victory I: Conquest](#), it was mentioned that several Jedi Masters were able to keep Yavin IV concealed from detection. I take that to mean that Luke Skywalker had taught this power to any additional Jedi Masters who are full-time instructors at the Jedi praxeum. In my mind, that means Kam and Tionne Solusar, Streen, and Ikrit know, or in Ikrit's case knew, both this power and *immerse*. Whether or not any other Jedi knows this power remains unclear.

**Source:** [Cracken's Threat Dossier](#)

### Scribing

**Status:** Legends

**Control Difficulty:** Easy

**Alter Difficulty:** Moderate

**Required Powers:** *Sense mark*

**Effect:** This power allows the Adept to make a mark or inscription undetectable by mundane or artificial senses. Only an Adept trained to sense these marks can detect and uncover the scribing. Usually used to leave a trail for another

Fallanassi to follow, *scribing* is persistent and may continue even if the surface scribed on is defaced or partially destroyed (gamemaster's discretion).

**Author's Note:** I believe they may have meant *sense scribing* when they listed *sense mark* as a required power.

**Source:** [Cracken's Threat Dossier](#)

## Control, Sense, and Alter Powers

### Image

**Status:** Legends

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy

**Alter Difficulty:** Easy if the image is very familiar, Moderate if the image is somewhat familiar, Difficult if the user has only seen the basis of the image a few times, Very Difficult if the user has not seen a basis for the image, modified by proximity

*This power may be kept up.*

**Effect:** This power allows the Adept to create a fully realistic, three-dimensional image that is visually, audially, behaviorally, and in every other way convincing. The image behaves according to the knowledge of the user; if the Adept has not seen a particular person, object, or action, the image may fail or become suddenly unconvincing.

**Author's Note:** To date, the only non-Fallanassi to have learned this power is Jacen Solo, and he had not taught this power to anyone else. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. So, whether this remains available only to the Fallanassi or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion.

**Source:** [Cracken's Threat Dossier](#)

### Memory Rub

**Status:** Legends

**Control Difficulty:** Easy

**Sense Difficulty:** Target's *control* or *Perception*

**Alter Difficulty:** Very Easy for slight, momentary misperceptions or minor changes to distant memories. Easy for memories less than a year old. Moderate for short hallucinations or memories less than a day old. Difficult for memories less than a minute old. Very Difficult for a major memory change.

**Required Powers:** *Affect mind, dim another's senses, image, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** An advanced, invasive, and easily controversial power amongst the Fallanassi, it allows an Adept to block or alter the memory of a target by projecting an illusion upon the memory.

The Adept must be physically touching the target to use this power; thus, the Adept must make a successful *brawling* roll before using this power.

The Adept must declare if he intends to alter the targeted memory or block the target from recalling the targeted memory. The target is entitled to make an opposed *control* or *Perception* roll.

If the Adept succeeds in making the rolls, the Adept projects an illusion into the mind of the target. If the intention is to alter the memory, the projected illusion will overwrite specific details of the memory. If the intention is to block the user from recalling the memory, the Adept uses the illusion to make the memory hazy and indistinct, as if it were nothing more than a mundane memory that is often overlooked or a memory from so long ago that the target can no longer recall the specific details of the memory.

While this technique is generally effective against willing targets and against unwilling targets who are not Force-sensitive, the same cannot be said for those targets that are Force-sensitive and are unwilling. These individuals, particularly those who have strong Force potential or who have been trained in a different Force tradition, will sense that something is not right, and their minds will attempt to break through the illusion and discern the truth. In these cases, the GM must roll a wild die and then consult the following table.

	Weak potential	Strong potential
Untrained	1	1 or 2
Trained	1 or 2	1, 2, or 3

If the wild die yields one of the above results, the target's mind is fighting off the illusion. To prevent the target from success, the Adept must use this power each time the wild die rolls in favor of the target. Should the wild die rolls against the target's favor, then the illusion is firmly set. The Adept can negate the need for the GM to make a wild die roll by spending a Force Point when using this power.

This power also allows an Adept the ability to detect whether the target has been affected by a *memory rub*, and then undo the effects. If the Adept wishes to succeed in doing this, the Adept's difficulty rolls must be greater than the results of the Adept who previously performed the *memory rub*.

While it might be possible for the effects of this power to be negated by *affect mind* or *mental block* (when used to remove a mental block rather than placing one), it has yet to be confirmed. However, given that the Fallanassi can render themselves invisible to detection from even powerful Jedi Masters, the likelihood of this happening is extremely remote, and the GM should keep this in mind.

This power is considered highly invasive even by Fallanassi standards. Given the secretive nature of the Fallanassi, it is believed that the Fallanassi would resort to using this power either to ensure that their community remains hidden or as a form of treatment for one of their own who is

suffering mental trauma. However, there is the potential for abuse with this power. If an Adept were to use this power for some means other than defense of their community or healing, the user receives a Dark Side Point.

**Author's Note:** There are several similarities between this power, *memory wipe*, and *mental block*. However, there are distinctions between these powers. *Memory wipe* removes the targeted memory from the target's mind. This does not happen when using *memory rub* or *mental block*. *Mental block* prevents the target from recalling the targeted memory. *Memory rub* attempts to overwrite the targeted memory with false information by attempting to overlay the memory with an illusion. In either of the latter cases, the targeted memory is not removed from the target's mind.

This power is indigenous to the Fallanassi, and Jedi are generally forbidden from learning this power. To date, the only confirmed non-Fallanassi to have learned this power is Jacen Solo. Mara Jade Skywalker expressed interest in learning this power. While there is no evidence to indicate whether or not she learned this power, Jacen Solo's quote from Akanah Norand Pell that he was the second worst student she had ever come across suggests that the likelihood of Mara Jade Skywalker learning this power are low. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. So, whether this remains available only to the Fallanassi or it becomes available to the Jedi after the *Fate of the Jedi* series is up to the GM's discretion; however, all things considered, it is extremely unlikely.

**Appeared where:** Dark Nest II: The Unseen Queen

## Mirror Illusion

**Status:** Legends

**Control Difficulty:** Target's *control* or *Perception*

**Sense Difficulty:** Target's *control* or *Perception*

**Alter Difficulty:** Target's *control* or *Perception*

**Required Powers:** *Image, life detection, life sense, projective telepathy, receptive telepathy, sense Force*  
*This power may be kept up.*

**Effect:** A very advanced power amongst the Fallanassi, it allows an Adept to look into the mind of target, and then project an illusion that reflected what the Adept saw in the mind of the target.

The Adept must first declare what he intends to look for in the target's mind. The target is entitled to make an opposed *control* or *Perception* roll.

If the Adept succeeds in making the rolls, the Adept can project an image to the target. At first, the Adept has complete control, but is only able to provide general details. Once this is established, the Adept begins to fill in the specific details. The Adept is unable to alter the details in any way. The Adept is like a mirror, "reflecting" what he sees in the mind of the target onto the image.

Considering the peaceful nature of the Fallanassi, this power is not meant to cause harm. However, there is the

potential for abuse with this power. If an Adept uses this power to torment and torture the target, as if akin to using *memory walk* or performing *dun möch*, the user receives a Dark Side Point.

**Author's Note:** This power is indigenous to the Fallanassi, and Jedi are generally forbidden from learning this power. To date, the only non-Fallanassi to have learned this power is Jacen Solo, and he had not taught this power to anyone else. None of the Jedi who suffered from Abeloth's Force psychosis has demonstrated this power. So, whether this remains available only to the Fallanassi or it becomes available to the Jedi after the *Fate of the Jedi* series is up the GM's discretion; however, all things considered, it is extremely unlikely.

**Appeared where:** Dark Nest III: The Swarm War

## Purification

**Status:** Canon

**Control Difficulty:** Control roll of the Sith who used *bleeding* on the kyber crystal.

**Sense Difficulty:** Sense roll of the Sith who used *bleeding* on the kyber crystal.

**Alter Difficulty:** Alter roll of the Sith who used *bleeding* on the kyber crystal.

**Prerequisites:** *Lightsaber repair/engineering 5D, emptiness, Force harmony, Force light, harmonize lightsaber crystals, hibernation trance, life detection, life sense, lightsaber combat, lightsaber construction, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis*

**Time to Use:** Five rounds

**Effect:** This is a highly skilled application of the Force. One of the key components of the lightsaber is the focusing crystal. Because of the flexibility in the design of the lightsaber, virtually any crystal can serve as a focusing crystal. But Jedi commonly use kyber crystals that they obtain from Ilum, Jedha, and other worlds. Sith Lords use *bleeding* to taint a kyber crystal, or "make the crystal bleed" as the Jedi called it. After the defeat of the Sith, the galaxy became littered with "bled" kyber crystals that were taken from the slain Dark Lords and their followers. To counter this, the Fallanassi practiced and perfected the art of *purification*. The light-side aligned religion formed a long-standing agreement with the Jedi Order whereby they would purify any kyber crystals defiled by the Sith that they came across. The Fallanassi passed the lore of how to perform the cleansing ritual down through the generations, keeping the knowledge alive. At some point, the Jedi Order learned this power from the Fallanassi, and while that knowledge was lost because of Order 66, Luke Skywalker learned this power from the Fallanassi Greta.

*Purification* is a reversal of *bleeding*. As the Greta explained to Luke Skywalker:

*"To heal it, you do the opposite. Use the lightside and your own joy and hope to create resonance to offset the pain*

*created by the bleeding. It is not a battle. It is a soothing. A calming. A healing."*

With this power, though, a Jedi can use the Force to remove the dark side taint from kyber crystals that have been "bled." To do this, the Jedi must form a bond not only with the kyber crystal, but also with the darksider who had "bled" it. Only by empathizing the darksider, and understanding what led the darksider to the dark side in the first place, can a Jedi undo the damage that the individual had done with the crystal. As the Greta also explained to Luke Skywalker:

*"To heal the crystal you must connect deeply with the dark side user whose suffering created it."*

To accomplish this, the Jedi enters a trance-like state in which they can communicate with the kyber crystal. The Jedi learns its history and the history of the one who "bled" it. After accomplishing this, the would-be healer attempts to impart their own positive emotions, such as joy and hope, to the crystal, causing it to "unlearn" the pain of its previous owner. If successful, the healer emerges from the trance profoundly changed by the experience, and the once red kyber crystal glows a brilliant white.

However, just as a kyber crystal can defend itself from being "bled," a corrupted kyber crystal can fend off the efforts of a prospective savior by projecting dark-side visions and hallucinations into their mind, unbalancing them and causing them to emerge from their trance in defeat, the crystal remaining "bled."

Upon successful use of this power, the kyber crystal will typically turn from red to white and establish a powerful bond with the individual who performed this ritual.

In GM terms, the user starts by spending a Force Point, and then must spend five rounds using this power before the kyber crystal is purified. The user cannot be doing anything else; any distraction will result in an immediate failure. At the end of each round, the user must then make a Very Difficult *willpower* roll to resist the visions sent by the kyber crystal in self-defense. If at any point during the five rounds the user fails to make the difficulty rolls necessary to use this power, the attempt fails immediately, and the user must start over again. If the user fails to make the *willpower* roll to resist the visions, the GM keeps track of how many times this happens. After five rounds, the GM rolls a wild die. If the result is greater than or equal to the total, the user has purified the kyber crystal. If the result is less than the total, the user fails to purify the kyber crystal.

Should the attempt to purify the kyber crystal succeed, the user regains the spent Force Point, but only the Force Point that is spent in the successful attempt. If the user has made several previous attempts that ended in failure, the user does not regain the Force Points expended in the failed attempts.

This power has only been used on "bled" kyber crystals. It is unknown if it will have any effect on any crystals that are

naturally attuned to the dark side. This power cannot be used on other ordinary crystals, on crystalline or silicon-based creatures or individuals like the Shards and the rainbow gems of Gallinore, or on the Yuuzhan Vong's lambents.

**Author's Note:** When Jaden Korr used the Force to purify the focusing crystal in Riptide, I thought he used *Force light* to remove the dark side taint, and then used *harmonize lightsaber crystals* to remove the impurities. However, the latter power only makes the crystal more suitable to function as a focusing crystal. As for the former, according to *Force light*, it is used on characters, dark side spirits, and dark side nexuses. A tainted dark side crystal would be too small or have too small a dark side taint for the *Force light* power to be economically feasible. With Ahsoka using this power to purify the kyber crystals she got from the lightsaber of Bil Valen/Sixth Brother, I knew the two instances were identical. So, I created this power.

However, when I went to this power's entry on the Wookieepedia, I noticed it had a Canon entry and a Legends entry. When I read the article further, I found that not only did these entries have different names assigned to the power, but the description of this power was different in each case. Thus, I decided to split my previous description of cleanse into two Force powers. This power – *purification* – is the power Jora Malli, Orla Mareni, Ahsoka Tano, and Luke Skywalker used, and it was once a Fallanassi power that the Jedi Order soon learned to use as well. The power Jaden Korr used is now called cleanse.

**Appeared where:** Light of the Jedi, Ahsoka, Quests of the Force, The Sith and the Skywalker, Shadows of the Sith

**Example:** The Togruta Jedi Master Jora Malli unearthed an ancient Sith lightspear, and curious about how purification worked, she purified the “bled” kyber crystal within the spear as an academic exercise. To her surprise, she found that the newly cleansed crystal had developed a strong affinity for her, and she chose to install it in her own lightsaber, making the energy blade white.

The Umbaran Jedi Master Oral Jareni wielded a hinged double-bladed lightsaber that was powered by purified kyber crystals.

Ahsoka used this to remove the taint of the dark side from the kyber crystals she retrieved from the remains of Bil Valen's/Sixth Brother's lightsaber and the lightsaber of another Imperial Inquisitor.

Under the instruction of Greta, Luke Skywalker used this power to purify a “bled” kyber crystal in Dr. Cuata's possession. While his first attempt failed, he succeeded the second time. During the New Republic era, Luke Skywalker helped a woman named Komat from the Acolytes of the Beyond – which she was once a part of. He then purified the kyber crystal of her lightsaber, leaving the blade white as a symbol of purging the evil from her mind and soul.

## Similfuturus

**Status:** Canon

**Control Difficulty:** Very Difficult. Modified by proximity and relationship.

**Sense Difficulty:** Very Difficult. Modified by proximity and relationship.

**Alter Difficulty:** Heroic. Modified by proximity and relationship.

**Required Powers:** *Affect mind, concentration, control another's pain, control pain, dim another's senses, emptiness, hibernation trance, illusion, illusion bond, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis, transfer Force*

**Time to Use:** Five minutes

**Effect:** Often referred to as Force projection, this power allows the user to create a doppelganger of the user. The user pours their Living Force presence into the Cosmic Force, allowing them to create simulacrum of themselves and/or small objects. It is also possible to project several simulacra simultaneously in the immediate vicinity of the caster.

While it may be an illusion, it will interact with people and appear to be real. The user will be able to sense all the normal senses through the illusion. The illusion will be able to make physical contact with others. The illusion registers normally on all droids' audio and video sensors. Those who interact with the illusion believe it to be a real person.

However, the simulacrum will allow the user to appear to perform seemingly impossible feats, such as being unscathed after taking a barrage of blaster bolts or being sliced in half by a lightsaber. The power also allows the user to project something other than one's true appearance, such as making oneself appear younger or appearing to have an object not currently in one's possession.

Every five minutes, the user must roll again to maintain the illusion. The illusion will fade at the user's discretion, or when the user dies.

This power is extremely taxing to the user. Upon ending this power, the user must make a Heroic stamina roll. A successful roll means the user is extremely fatigued, and should be treated as if they are incapacitated. If the roll fails, the user is considered mortally wounded and will die shortly after the power ends.

**Author's Note:** I drew upon the *doppelganger* power when creating this.

**Appeared where:** Quests of the Force, Episode VIII: The Last Jedi

**Example:** Luke Skywalker unknowingly used this power to appear before and interact with Jedi Master Yoda on Dagobah while he was on Christophis using *kyber bond* on the white kyber crystal Dr. Cuata gave him. He learned this power from the Jedi texts he had gathered. He then used this to appear on Crait to distract Kylo Ren and the First Order while the surviving Resistance members fled. He also used this to create a pair of dice that he gave to Leia which Kylo Ren later



picked up after the Resistance fled only to have them disappear before his eyes.

### Playing a Fallanassi

The Fallanassi refer to the light side of the Force as the White Current and the dark side of the Force as the Dark Tide. The Fallanassi have lived a peaceful life since they first appeared. Valuing their privacy, they choose to keep to themselves and not interact with the galaxy at large any more than necessary. They avoid large-scale events, turning their backs on any conflict to protect their own interests and see fleeing with all their possessions as a viable alternative.

Race: Human, non-Humans on occasions

Gender: Primarily female

Dexterity skills: *Dodge* and *running* only. All other offensive skills forbidden.

Knowledge skills: All skills available. Preference for *scholar*.

Mechanical skills: Offensive skills forbidden.

Perception skills: High *Perception* attribute die. High skill die to all skills associated with this attribute. Emphasis on *con*, *con: disguise*, *persuasion: negotiation*, *search*, and *sneak*.

Strength skills: *Climbing/jumping*, *stamina*, and *swimming*.

*Brawling* is forbidden.

Technical skills: Destructive skills and skills dealing with offensive weapons forbidden.

Force skills: Above normal *control* and *sense* die. Normal *Alter* die.

Force powers: All the powers listed in this section, with *immersion* being one of the first powers learned. The following powers are forbidden: *burst of speed*, *combat sense*, *enhance attribute*, *lightsaber combat*, offensive powers, and most powers that are associated with the Dark Side in some manner. The one dark side power that a Fallanassi might learn would be *doppelgänger*, but there are alternative powers that yield the same results. Additional powers from the Jedi and other Force traditions are permitted so long as they are illusion-based, can be used for stealth or sensing danger, or can be used without attracting attention from outsiders. *Force haze*, *Force stealth*, and *illusion* are three such powers.

# Follower of Palawa Powers

**Restriction:** This power is generally exclusive to the Followers of Palawa, though with experimentation other Force traditions can duplicate this power.

The canonicity of all entries in this section is Legends.

## Control Powers

### Palawa Hibernation Trance

**Control Difficulty:** Very Difficult

*This power may be kept up.*

**Prerequisites:** *Hibernation trance, resist aging*

**Effect:** This is a unique variation of the *hibernation trance* Force power used by the Followers of Palawa. Like *hibernation trance*, this power allows a Follower of Palawa to enter a deep trance state. A Jedi can stay in a *hibernation trance* for up to a week in a dry climate and up to a month in a wet climate before dying of thirst unless measures are taken beforehand that will allow a Jedi to receive sustenance and water intravenously before entering the trance. If such measures are taken, the Jedi can stay in a hibernation trance for longer, but the Jedi's body will still age as normal.

The *Palawa hibernation trance* will allow a Follower of Palawa to enter a deep trance state for decades without taking measures to ensure survival. In addition, a Follower of Palawa will not age while under a *Palawa hibernation trance*. The longest a Follower of Palawa has stayed in a *Palawa hibernation trance* is more than seventy years.

There was one unique case where the time a Follower of Palawa stayed in a Palawa hibernation trance was considerably longer. Arden Lyn, a *teräs käsi* martial arts master and member of the Legion of Lettow, used this power and the Kashi Mer talisman to enter a deep trance to survive the effects of Jedi Master Awdrysta Pina using *morichro* to stop her heart. The combination of *morichro*, Palawa hibernation trance, and the Kashi Mer talisman allowed her to survive being in that trance for 25,000 years before scouts found her tomb four years before the Battle of Yavin. The millennia of hibernation left her body badly decomposed, but when the scouts brought the Kashi Mer talisman near her body, the power from the artifact brought her out of her prolonged trance and rejuvenated her body. She eventually joined Palpatine as one of his Emperor's Hands before turning

rogue. The reborn Emperor Palpatine eventually killed her a decade after the Battle of Yavin.

**Author's Note:** This power's ability to keep the user from aging is the critical difference between it and the standard *hibernation trance*. Thus, it deserved its own entry. The Force power *resist aging* is an obscure Jedi power, though there are some who used it. It is possible through experimentation that a Jedi could combine the effects of *hibernation trance* and *resist aging* and recreate the *Palawa hibernation trance*. To date, no Jedi has done this, so while the GM should not consider making this power generally available to the Jedi, the GM can use this power a plot device for a Jedi to attempt to recreate this power.

**Source:** *Jedi vs. Sith – The Essential Guide to the Force*  
**Appeared where:** *Jedi vs. Sith – The Essential Guide to the Force*, *Star Wars: Masters of Teräs Käsi*

## Playing a Follower of Palawa

The Followers of Palawa were an ancient group who studied the Force and midi-chlorians. They fled their homeworld of Palawa to the Outer Rim planet Bunduki after Palawa was destroyed in a long-ago war involving the Jedi Council. They developed the martial art *teräs käsi* to keep the Jedi in check. Though highly revered by the natives of Pacanth Reach, during the First Great Schism, many of the Followers of Palawa, including Arden Lyn, fell to the dark side and served Xendor and the Legion of Lettow. Today, the Followers of Palawa still exist as hermits on Bunduki.

Race: Human

Gender: Both

Dexterity skills: All skills available. Place emphasis on *brawling parry* and *brawling parry: teräs käsi*.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available. Place emphasis on *brawling* and *brawling: teräs käsi*.

Technical skills: All skills available.

Force skills: High *sense* die. Normal *control* and *alter* die.

Force powers: All the powers listed in this section. All Jedi powers are available, with emphasis on *combat sense*.

Considering how many turned to the dark side, dark side powers are permitted, but not Sith powers.

# Force Traditions of the Unknown Regions

The Unknown Regions is a region of the galaxy located in the galactic west beyond the Outer Rim Territories. This region has remained largely unexplored throughout galactic history, remaining a mystery to space travelers, and serving as a source of tales and wonders.

But the Force is a part of all things. Various Force traditions have emerged in this region, while those who could sense the Force have found ways to use the Force in ways to serve their needs.

Because of the remoteness of the region and other factors, the Jedi are unaware of the various Force traditions and unique Force powers that exist in this region. The Sith might know of them, but as their focus was the establishment of remote sanctuaries in this region of space, they probably had a passing interest in how the inhabitants of this region use the Force. In time, the Sith might have taken a more active interest in these individuals, but that never happened.

As such, with one notable exception, the powers and traditions in this section are to be used for adventure scenarios in this region of the galaxy, nowhere else.

The canonicity of all entries in this section is Canon.

## Sense Powers

### Agbui Touch-telepathy

**Sense Difficulty:** Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

**Required Powers:** *life detection, life sense, receptive telepathy*

**Effect:** The Agbui are a race indigenous to the Unknown Regions that possess a limited form of telepathy. By making direct physical contact with the skin of other beings, they can sense that individual's thoughts, emotions, and desires. The more prolonged, the more directly, and the more frequently an Agbui touches another individual, the more the Agbui understands the individual's goals and desires.

In GM terms, the Agbui must make direct physical contact with the individual before using this power. If the contact is consensual and peaceful, then the Agbui will encounter no difficulty in using this power. However, should the target suspect what the Agbui is doing, the target can make a *willpower*, *Perception*, or *control* roll to resist the telepathic probe.

An Agbui can attempt to use this power during combat. For every successful brawling attack on the target that makes direct contact with the skin, the Agbui receives a momentary flash of thought or emotion from the target. Should the Agbui make a successful brawling roll for the purpose of grabbing and restraining the target, the Agbui will have obtained prolonged contact with the target, provided physical contact with the target's skin is made. Should the target make a successful Strength roll against the Agbui's brawling roll, the target breaks free, and the telepathic probe ends immediately. **Example:** Haplif and Shimkif used this against various Chiss in Thrawn Ascendancy: Greater Good. Several Agbui used this against the prisoners they captured in Thrawn: Treason. **Appeared where:** Thrawn: Treason, Thrawn Ascendancy: Greater Good

### Detect Pathfinder

**Sense Difficulty:** Moderate. Modified by proximity and relationship.

**Required Powers:** *Force track, life detection, life sense*

**Effect:** The Pathfinders are a group of Force-sensitive navigators who worked for the Navigators' Guild. They offer their services to the various races and nations in the Unknown Region. In addition to using the Force power *sky-walking* to navigate through the Unknown Regions, they can also use the Force to sense each other's presences, locate each other, and even follow one another even through hyperspace. They follow a strict code of neutrality and confidentiality; however, since their services are essential for the various races and nations traveling through the Unknown Regions, each Pathfinder learn this power to locate another Pathfinder who has disappeared or somehow comes under distress.

It is possible for a Pathfinder to sense the presence of other Force-using navigators who are not members of the Navigators' Guild. The Chiss ozyly-esehembo or sky-walkers would be one such group.

**Example:** Qilori of Uandualon used this at times.

**Appeared where:** Thrawn Ascendancy: Chaos Rising, Thrawn Ascendancy: Greater Good, Thrawn Ascendancy: Lesser Evil

### Sky-walking

**Sense Difficulty:** Moderate, modified by astrogration difficulty

**Required Powers:** *danger sense, farseeing, magnify senses, sense Force*

**Effect:** The Unknown Regions is an area of space that is deeply hazardous – a labyrinth of solar storms, rogue

magnetospheres, black holes, gravity wells, and things far stranger. Despite these hazards, civilizations do exist in this region. Once they established hyperspace travel, they too encountered these hazards. Standard procedure requires these civilizations to use a jump-by-jump approach to travel from one location to another. While making the required travel time considerably longer, this approach is considered safer than making one hyperspace jump that would allow one to reach the destination much faster but had a greater risk of running into disaster.

However, it was soon discovered that those who were Force-sensitive can use this power to find a faster, more direct route to the destination. Using this power, one can sense the dangers coming ahead of a ship in time to avoid them. While using this power to navigate and pilot ships, the user can find and map temporary hyperspace lanes even as they steer new paths along them.

The difficulty is modified by the treacherousness of the path:

<b>Task is:</b>	<b>Modifier</b>
Very Easy	0
Easy	0
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

As the pilot is using this power while flying the ship, multiple action penalties apply. The pilot cannot first sense the correct flight path and then make an Easy *astrogation* roll to plot the course into the navicomputer, as one normally would by using *instinctive astrogation*. The pilot requires total concentration when using this power, so they would normally be wearing a sensory deprivation hood to filter out distractions. If this hood is not available, then other measures must be taken to remove all distractions. Failure to do so will increase the difficulty one level. The pilot must also be fully rested before using this power and must take scheduled breaks while travelling to the destination. Should the pilot become fatigued while using this power, the GM should add +5 to the difficulty. For every hour the pilot continues to fly after becoming fatigued, the GM adds +1 to the difficulty until the ship arrives at the destination or the pilot drops out of hyperspace and rests.

Users of this power have found that when finding a route to the destination, it is more difficult to do so if the destination is a star system with multiple stars. There is a reason for this. As previously stated, the Unknown Region is replete with gravitational hazards which are avoided by using this power. As stars have gravity fields of their own, they contribute to this chaos. One stellar body contributes a finite amount to this chaos, but those using this power can tolerate this. A binary system contributes more, and it goes up from there. A tightly packed globular cluster or stellar nursery would be almost

impossible to reach. Because of training and the purpose behind this power, those who use this power almost instinctively view these systems with multiple stars as navigational hazards to avoid. A system with two stellar bodies increases the difficulty by +5, and an additional +5 is added to the difficulty for every additional stellar body after the second one.

While similar to *instinctive astrogation*, the inhabitants of the Unknown Regions have had no contact with the Jedi Order or the Sith. That, and the environmental conditions of the region, governed the creation of this power. However, because of the similarities between the two powers, there is some compatibility between them. If one knows or learns *instinctive astrogation*, they can choose to integrate it into *sky-walking*. This will result in the user gaining a +5 bonus to all *Sense* rolls when using *sky-walking*. *Instinctive astrogation control* is far more difficult than *instinctive astrogation*, but it is also very different. *Instinctive astrogation control* involves the user making the required calculations in their head before plotting the course, which is far different from sensing the correct path while flying the ship. Thus, one cannot integrate *instinctive astrogation control* into *sky-walking* and gain a bonus as a result.

There are a few ozyly-esehembo who can see more than a few seconds into the future while using this power. How much further into the future these select few can see is unknown, but understandably those who have this ability can receive a bonus to their *Sense* roll. The value of the bonus would depend on how much further into the future the individual could see. Until the exact length of time has been established, these individuals will receive a +3 circumstantial bonus to their *Sense* rolls.

While this power was designed to navigate the tumultuous hazards of the Unknown Regions, it can be used anywhere in the galaxy. With a few exceptions, like the Deep Core and the Maw Cluster, the rest of the galaxy is much less hazardous. When using this power anywhere outside the Unknown Regions, with the exceptions of the Deep Core and the Maw Cluster, the difficulty is one level lower.

**Example:** Chiss ozyly-esehembo or sky-walkers and Pathfinder Navigators use this power to navigate the ships through hyperspace in the Unknown Regions. Thrawn helped Darth Vader learn this power.

**Appeared where:** Thrawn: Alliances, Thrawn Ascendancy: Chaos Rising, Thrawn Ascendancy: Greater Good, Thrawn Ascendancy: Lesser Evil



# *Navigators' Guild*

## *Navigator*

The Unknown Regions is a region of the galaxy located in the galactic west beyond the Outer Rim Territories. The local inhabitants call the region the Chaos for good reason. Supernovae, black holes, gravity wells, and stranger phenomena make this region a very dangerous place to navigate and make navigation computers unreliable.

However, those who were Force-sensitive were able to use the Force to navigate safely through the Unknown Regions. Over time, these individuals became aware of one another and formed the Navigators' Guild. Numerous governments of the Chaos regularly hire the services of the Navigators' Guild, which dispatched Force-sensitive navigators to navigate for the paying clients.

Navigators of the Guild were bound by a strict code of neutrality. If attacked while flying a ship, they are permitted to take actions to defend themselves and the clients – performing evasive actions and raising shields. Firing upon the attacking force is generally frowned upon but can be justified under the circumstances. The Navigator is taught to avoid conflict, so if the Navigator can find a way to do so, they will. Navigators are explicitly forbidden from participating in any conflict.

The Guild has an even stricter code of confidentiality, which forbids them from discussing anything they saw working for one client with anyone other than that client.

While many of the governments found in the Chaos regularly hire the Navigators' Guild services, the Chiss Ascendancy very rarely does this. When they do, however, it is for clandestine reasons, and they, like the other governments of the Chaos, know that the Navigators' Guild will abide by their vow of confidentiality and will not discuss the details of these missions with others.

### **Playing a Navigators' Guild Navigator**

Race: Any race native to the Chaos except for Chiss

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: *Alien species, bureaucracy, business, cultures, languages, planetary systems, willpower.*

Mechanical skills: *Astrogation, capital ship gunnery, capital ship piloting, capital ship shields, space transports, starship gunnery, starship shields.*

Perception skills: All skills available. Emphasis on *sneak*.

Strength skills: All skills available.

Technical skills: *Capital ship repair* and *space transports repair*.

Force skills: Above normal *sense* die. Normal *control* and *alter* die.

Force powers: Dark Side Powers and Sith Powers forbidden. *Danger sense, detect pathfinder, farseeing, Force track, life detection, life sense, magnify senses, sense Force*, and *sky-walking* are mandatory. *Instinctive astrogation* permitted.

## *Ozyly-esehembo*

The Chiss have encountered the same difficulties in navigating the Chaos as the other governments in the regions. And like the other governments, the Chiss have found a solution – their own Force-sensitive navigators. Called the ozyly-esehembo, which translated to Galactic Basic Standard as “skywalker,” the ozyly-esehembo are Chiss children between the ages of seven and fourteen and are usually female. What makes the ozyly-esehembo unique amongst all Force traditions is that the ozyly-esehembo lose their ability to sense the Force as they age. Usually, they lose the ability at the age of fourteen, though the power sometimes last until they reach fifteen. Sometimes, the power fades earlier than fourteen. In one rare case, an ozyly-esehembo retained could use the Force until she was twenty-two.

When a Force-sensitive child is found, the girl is taken from her family and put in the service of the Sky-walker corps until she loses her Force sensitivity.

The Chiss view the ozyly-esehembo as having additional “Sights,” or categories of Force powers. All ozyly-esehembo possess Third Sight, or sight from without. Third Sight was a precognitive ability that allows the ozyly-esehembo to sense dangers coming ahead of a ship in time to avoid them. They use this to navigate and pilot ships, finding and mapping temporary hyperspace lanes even as they steen new paths along them. Some ozyly-esehembo can use Third Sight can sense the presence of others and to look briefly into the future to anticipate when someone is going to be somewhere.

A few ozyly-esehembo can also gain the power of Second Sight, or Sight from within. Second Sight usually manifests in ozyly-esehembo around the age of ten or eleven. It is a form of telepathy, but there is a danger with this ability. An ozyly-esehembo can use Second Sight to read the mind of an ozyly-esehembo with Third Sight safely. But if the other ozyly-esehembo has Second Sight as well, both ozyly-esehembo may become lost within each other's souls.

### **Playing an Ozyly-esehembo**

Race: Chiss only

Gender: Female

Age: Seven to fourteen years of age. GM has discretion to have ozyly-esehembo lose power sooner or have power longer, but not longer than twenty-two years of age.

Dexterity skills: *Running* only.

Knowledge skills: *Alien species, planetary systems.*

## Star Wars

Mechanical skills: *Astrogation, capital ship piloting, space transports.*

Perception skills: All skills available.

Strength skills: *Climbing/jumping* and *swimming.*

Technical skills: None.

Force skills: Above normal *Sense* die. Considering the circumstances surrounding the ozyly-esehembo, *Control* and *Alter* die are generally at 1D. Very rarely can they be increased to 2D.

Force powers: Dark Side Powers and Sith Powers forbidden.

Third Sight allows an ozyly-esehembo access to the following powers: *danger sense, farseeing, life detection, magnify senses, sense Force, sky-walking.* Second Sight allows an ozyly-esehembo access to the following powers: *life detection, life sense, receptive telepathy.* However, the GM must keep in mind the risk of using the receptive telepathy feature of the Second Sight. Should both ozyly-esehembos have Second Sight, the GM must roll a wild die. If the result is a 1, then the minds of both ozyly-esehembos are lost, and both are considered dead. As the Chiss have limited contact with other alien species and Force traditions, what would happen if an ozyly-esehembo with Second Sight reads the mind of a Force-sensitive of another species is unknown.

# Force Traditions of Weik

Survivors of a colony ship carrying Core World colonists established a new society on the planet Weik after crashing on this planet in Wild Space. Most of the space-age technology had been lost in the crash, and the various nation states on the world are currently at the iron age with their origins fading into myths and legends. Only a few remnants of the space age technology remain, most of which are nonfunctional.

Some of the survivors were Force-sensitive, and over time established several Force traditions on this world. Considering their common planet of origin, these traditions will be consolidated here.

This world has yet to reestablish contact with the galaxy. As such, the powers and traditions in this section are to be used for adventure scenarios on Weik, nowhere else.

The canonicity of all entries in this section is Legends.

## Cendiary Priest

### Sense Powers

#### Sense Structural Integrity

**Sense Difficulty:** Easy

**Time to Use:** One round

**Effect:** The Cendiary Priest is responsible for maintaining the duracrete incendiifiers that transport lava, providing heat to the cities that the surviving colonists and their descendants built on the perpetually cool to cold planet. This power allows the Cendiary Priest to sense the structural integrity of the duracrete incendiifier to determine if any cracks have formed that are out of sight.

The range of this power is a 50-meter radius. The Cendiary Priest can extend the range in 10-meter increments but doing so adds +5 to the difficulty.

If the Cendiary Priest succeeds in making the difficulty roll, the Cendiary Priest receives a bonus to their (A) *civil/industrial engineering* roll when determining if the section can be safely repaired without sealing off the lava flow and/or making any repairs to the section of the duracrete incendiifier the priest used this power on. If the Cendiary Priest were to repair a part of the duracrete incendiifier not affected by this power, the priest loses this bonus.

<b>Sense roll <math>\geq</math> difficulty by</b>	<b>Bonus</b>
0-8	+2 pips
9-16	+1D
17+	+1D+1

A Cendiary Priest can use this power on other structures made from duracrete, but the GM must add +5 to the difficulty. A Cendiary Priest can also use this power on structures not made from duracrete; however, since a Cendiary Priest's primary role is the maintenance of the duracrete incendiifiers, the Cendiary Priest would be examining a structure and materials with which they is not trained to sense. Since stone is the closest material to duracrete, the GM adds +10 to the difficulty. Analyzing wooden structures would incur a +20 penalty to the difficulty. As the society on Weik is in the feudal era, metallic structures are unknown, so any attempt to use this power on such a structure automatically fails.

### Alter Powers

#### Repair Structure

**Alter Difficulty:** Moderate or Difficult

**Required Powers:** *Concentration, thermokinesis (Cendiary Priest), telekinesis*

**Time to Use:** Five rounds

**Effect:** The Cendiary Priest is responsible for maintaining the duracrete incendiifiers that transport lava, providing heat to the cities that the surviving colonists and their descendants built on the perpetually cool to cold planet. This power allows the Cendiary Priest to use secret rituals to conjure the power of the Force to smooth out any cracks in the duracrete with a mere touch.

When using this power, the location of the crack must be determined. If the crack is in the inner tube of the incendiifier where the lava flows, the Cendiary Priest uses the Force to slow down the molecules in the lava above and within the crack. This cools down the lava and seals up the crack. Because of the intense heat and the flowing lava, using the power in this manner requires making a Difficult roll. If the crack is located anywhere else, the Cendiary Priest heats up the area surrounding the crack until it is filled and smoothed out. Doing this requires the Cendiary Priest to make a Moderate roll.

As the Cendiary Priests are charged with maintaining the duracrete incendiifiers, most have the (A) *civil/industrial engineering* skill. Since the power and the skill go hand-in-hand, the Cendiary Priest receives a +1 bonus to their roll for every D assigned to their (A) *civil/industrial engineering* skill above 1D, rounded down. For example, a Cendiary Priest with a (A) *civil/industrial engineering* skill of 1D, 1D+1, or

1D+2 receives no bonus. At 2D, the Cendiary Priest receives a +1 bonus up to 2D+2, +2 bonus for 3D up to 3D+2, etc.

If the Cendiary Priest uses *sense structural integrity* beforehand, the Cendiary Priest can apply the same bonus received from the successful roll to *sense structural integrity* to his *repair structure* roll. The rules that apply to the *sense structural integrity* bonus will apply to this bonus as well.

The Cendiary Priest must be touching the section of the incendiary where the crack is located and must make a successful roll each round. If the Cendiary Priest loses contact with the section, or if the priest fails any roll, the power ends, and the priest must start over. After the first round, if the priest fails the roll by more than 10, the GM must make a wild die roll. A roll of 1 means that something went wrong, and the crack has worsened. The GM can choose how much the failed attempt has compounded the damage based on the failed roll.

<b>Alter roll ≤ difficulty by</b>	<b>Effect</b>
11-15	Add +10 to the Difficulty
16-20	Difficulty increases by one level
21-25	Difficulty increases by two levels
26+	Difficulty increases by three levels

If the Difficulty level is increased to Heroic, the portion of the incendiary should be considered extremely weakened, and GM must make another wild die roll. A roll of 1 means that the structure breaches or collapses, resulting in a disaster. Otherwise, the structure is considered stable for the moment. At this point, the structure is considered unsafe and should be shut down. In fact, the structure is so unsafe that it is too risky to use *repair structure* on it safely. The entire structure would need to be demolished, and a new structure built in its place.

## Thermokinesis (Cendiary Prest)

**Alter Difficulty:** Moderate

**Required Powers:** *Telekinesis*

**Time to Use:** One round

**Effect:** This power allows the user to speed the vibration of the molecules in most solid objects, increasing or decreasing the object's ambient heat.

As the Cendiary priests are part of a mendicant order, they are nonviolent and therefore will not use this power against others.

## Control and Alter Powers

### Force Forging

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** By using this power and spending a Force point, a Cendiary Priest can draw on the Force while forging tools.

The resulting tools are stronger and of higher quality than those created by ordinary blacksmiths.

The Cendiary Priest first makes a *control* roll, with the result granting a bonus to the *equipment repair* roll when forging a tool.

<b>Control roll ≥ difficulty by</b>	<b>Bonus</b>
0-8	+1 pip
9-16	+2 pips
17-24	+1D
25+	+1D+1

The Cendiary Priest then makes an *alter* roll, which grants a bonus to the tool being forged.

<b>Alter roll ≥ difficulty by</b>	<b>Bonus</b>
0-8	+2 pips
9-16	+1D
17+	+1D+1

The bonus has several uses. First, it is added to the tool's *Strength* to resist damage. Second, the bonus is automatically added to any rolls the tool's wielder makes while using the tool in question.

The Cendiary Priest uses this power in crafting tools, not weapons or armor. Any attempt to use this to forge armor or weapons automatically fails.

**Author's Note:** I drew upon the powers *create Force talisman*, the *Jal Shey attune item (Jal Shey)*, and the *Jensaarai attune armor* when creating this power.

## Playing a Cendiary Priest

Race: Human, Twi'lek, Duros, Zabrak, Lannik

Gender: Both

Dexterity skills: *Running*.

Knowledge skills: *Alien species, bureaucracy, business, cultures, languages, planetary systems: Weik only, scholar, streetwise, value, willpower*.

Mechanical skills: *Aquatic vehicle operation* – non hover vehicle, non repulsorlift, *beast riding*.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: (A) *Aquatic vehicle engineering, aquatic vehicle repair* – non hover vehicle, non repulsorlift, (A) *civil/industrial engineering, demolitions, (A) equipment engineering, equipment repair, first aid, (A) installation engineering, (A) medicine, security*.

Force skills: No particular emphasis.

Force powers: Dark Side Powers and Sith Powers forbidden.

All the powers listed in this section available. All Jedi powers not associated with combat except for *danger sense* available.

Force powers associated with other Force traditions not available.



Note: For *installation engineering*, prerequisites are (A) *civil/industrial engineering 4D* and *demolitions 2D*. Change in prerequisites as listed in SWRPG Sourcebook REUP to reflect the lack of space-age technology.

## Paladin of the Adamite Tower

### Control and Sense Powers

#### Sunfire sword combat

**Control Difficulty:** Moderate.

**Sense Difficulty:** Easy.

*This power may be kept up.*

**Effect:** Paladins use this power to wield this elegant but difficult-to-control weapon while also sensing their opponents' actions through the Force.

This power is called upon at the start of a battle and remains "up" until the Paladin is stunned, wounded or worse; a Paladin who has been injured or stunned may attempt to bring the power back "up."

If the Paladin is successful in using this power, she adds her *sense* dice to her *lightsaber* skill roll when attacking and parrying. The Paladin may add or subtract part or all of her *control* dice to the lightsaber's damage; players must decide how many *control* dice they are adding or subtracting when the power is activated.

A Paladin who fails when trying to activate *sunfire sword* combat may only use the *lightsaber* skill for the duration of combat.

Weik is a feudal society, so high technology like blasters do not exist. As such, Paladins do not know how to use these sunfire swords to deflect blaster fire.

#### Playing a Paladin of the Adamite Tower

Race: Human, Twi'lek, Duros, Zabrak, Lannik

Gender: Both

Dexterity skills: *Acrobatics, archaic guns, artillery, bows, brawling parry, dodge, lightsaber: sunfire sword, melee combat, melee parry, pick pocket, running, thrown weapons.*



Knowledge skills: *Alien species, bureaucracy, business, cultures, intimidation, languages, law enforcement, planetary systems: Weik only, scholar, streetwise, survival, tactics, value, willpower.*

Mechanical skills: *Aquatic vehicle operation* – non hover vehicle, non repulsorlift, *beast riding*.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: (A) *Aquatic vehicle engineering, aquatic vehicle repair* – non hover vehicle, non repulsorlift, *armor repair, (A) civil/industrial engineering, demolitions, (A) equipment engineering, equipment repair, first aid, (A) installation engineering, (A) medicine, security.*

Force skills: No particular emphasis.

Force powers: Dark Side Powers and Sith powers forbidden. All the powers listed in this section available. All other Jedi powers are available as well. Force powers associated with other Force traditions not available.

## Skyholme Astromancer

#### Playing a Skyholme Astromancer

Race: Human, Twi'lek, Duros, Zabrak, Lannik

Gender: Both

Dexterity skills: *Acrobatics, archaic guns, artillery, bows, brawling parry, dodge, melee combat, melee parry, pick pocket, running, thrown weapons.*

Knowledge skills: *Alien species, bureaucracy, business, cultures, intimidation, languages, planetary systems: Weik only, scholar, streetwise, survival, tactics, value, willpower.*

Mechanical skills: *Aquatic vehicle operation* – non hover vehicle, non repulsorlift, *beast riding*.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: (A) *Aquatic vehicle engineering, aquatic vehicle repair* – non hover vehicle, non repulsorlift, *armor repair, (A) civil/industrial engineering, demolitions, (A) equipment engineering, equipment repair, first aid, (A) installation engineering, (A) medicine, security.*

Force skills: Below normal *control* and *sense* die. Far below normal *alter* die.

Force powers: Emphasis on *farseeing*. *Create Force talisman* is strongly considered. Dark Side Powers and Sith powers forbidden. All other Jedi powers are available as well. Force powers associated with other Force traditions not available.

## Skyholme Lucite

#### Playing a Skyholme Lucite

Race: Human, Twi'lek, Duros, Zabrak, Lannik

Gender: Both

## Star Wars

Dexterity skills: *Acrobatics, archaic guns, artillery, bows, brawling parry, dodge, melee combat, melee parry, pick pocket, running, thrown weapons.*

Knowledge skills: *Alien species, bureaucracy, business, cultures, intimidation, languages, planetary systems: Weak only, scholar, streetwise, survival, tactics, value, willpower.*

Mechanical skills: *Aquatic vehicle operation* – non hover vehicle, non repulsorlift, *beast riding.*

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: (A) *Aquatic vehicle engineering, aquatic vehicle repair* – non hover vehicle, non repulsorlift, *armor repair, (A) civil/industrial engineering, demolitions, (A) equipment engineering, equipment repair, first aid, (A) installation engineering, (A) medicine, security.*

Force skills: Below normal *control* and *sense* die. Far below normal *alter* die.

Force powers: Emphasis on *farseeing*. *Create Force talisman* is strongly considered. Dark Side Powers allowed, but Sith powers forbidden. All other Jedi powers are available as well.

Force powers associated with other Force traditions not available.

# Gand Findsman Powers



**Restriction:** These powers are generally restricted to the Gand Findsman, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

## Control Powers

### Swirling Mist

**Control Difficulty:** Easy

**Required Powers:** *Concentration*

**Time to Use:** 10 minutes

**Effect:** Much of the Gand homeworld is shrouded in mists, and Findsmen visualize them or some other visualization technique to “center” themselves before going on hunts.

The Findsman spends ten minutes visualizing a serene environment that they find most relaxing. While in this meditation, the Findsman loses perception of everything and is therefore considered helpless and vulnerable to sneak attacks.

When the Findsman successfully navigates the mists or whatever environment they chooses for the visualization, they “emerges” with special clarity. This clarity grants the Findsman a competence bonus to one of the following skills for a certain length of time: *astrogation, culture, investigation, planetary systems, scholar, search, streetwise, survival, or willpower*, and *sense* rolls for using *receptive telepathy* only.

<b>Control roll <math>\geq</math> difficulty by</b>	<b>Bonus</b>	<b>Duration</b>
0-8	+1 pip	3 hours
9-16	+2 pips	2 hours
17+	+1D	1 hour

One unique quality of this power was that sometimes the bonus is automatically applied to a certain skill depending on where the ritual took place, even if the Findsman would want to apply the bonus to another skill. Those who meditated within a crowded city were said to become mindful of the actions of those around them. Meditating in planetary orbit granted the practitioner foreknowledge of the cultures and customs of the planet’s inhabitants. Findsmen claim that

meditating during a trip in hyperspace allowed them to sense the underlying feelings motivating the galaxy’s countless sentients. It is under the GM’s discretion whether the Findsman has the choice to apply the bonus as they wish.

**Source:** Findsman class feature Swirling Mists from [Ultimate Alien Anthology](#) page 217, Gand Findsman Talent Findsman Ceremonies from [Scum and Villainy](#) page 26, Wookieepedia entry for Meditation/Legends.

## Target Meditation

**Control Difficulty:** Moderate

**Required Powers:** *Concentration*

**Effect:** The Findsman uses meditation techniques to gain an uncanny familiarity with his target. Upon completing this meditation, the Findsman gains a Force bonus on all attack rolls against the target and a Force bonus on the following attributes and skills when tracking the target or otherwise using these skills against the target: *astrogation, Perception, con, search, survival, and willpower*.

<b>Control roll <math>\geq</math> difficulty by</b>	<b>Bonus</b>
0-8	+1 pip
9-16	+2 pips
17-24	+1D
25+	+1D+1

When the Findsman uses this power against a target, the Findsman must mediate for eight hours to gain the benefits. If the mediation is disturbed, the Findsman must start over. The benefits last until the Findsman selects a new target and completes another eight hours of deep meditation.

The Findsman can use this power to help track more than one individual; however, the difficulty increases by +5 for each individual after the first, and the benefit is only half for all of them.

**Source:** Findsman class feature Target Bonus from [Ultimate Alien Anthology](#) pages 216-1

## Sense Powers

### Locate Target

**Sense Difficulty:** Easy; modified by proximity.

**Required Powers:** *Concentration, Force track, life detection, life sense, target meditation*.

**Effect:** The Findsman can use the Force to sense when if the target of their previous *target meditation* is nearby. If successful, the Findsman can discern the precise distance and direction of the target, but the power only works if the target is a single individual, not a small group.

If the target is Force-sensitive and knows *Force stealth*, the target can use it to evade detection by this power. In which case, the Findsman must make a successful check against the

target's *control* roll to determine the target's precise distance and direction. The Findsman can also add the bonus they received from the *target meditation* power to the roll, but if the target is more than a hundred kilometers away, the Findsman automatically fails.

**Source:** Findsman class feature Locate Target from Ultimate Alien Anthology page 21783

## Temporal Awareness

**Sense Difficulty:** Moderate

**Required Powers:** *Concentration, danger sense, life detection, swirling mist*

**Effect:** For a Findsman, timing is crucial. With this power, a Findsman can sense an imminent attack and evade at the last moment.

Once per encounter, upon making a successful roll the Findsman gains a Force bonus to his *dodge* or *Dexterity* roll for the purpose of evading an imminent attack. This can be done only *once* per encounter, and only for the purpose of dodging an *imminent* attack. If the Findsman tries to apply the bonus to avoid an attack in the next round, the bonus is negated.

<b>Sense roll <math>\geq</math> difficulty by</b>	<b>Bonus</b>
0-8	+1 pip
9-16	+2 pips
17-24	+1D
25+	+1D+1

**Source:** Gand Findsman Talent Temporal Awareness from Scum and Villainy page 26

## Control and Sense Powers

### Target Visions

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Required Powers:** *Concentration, farseeing, life detection, life sense, swirling mist.*

**Effect:** The Findsman can have visions that tell them what the enemies are likely to do before they do it.

Once per encounter, when the target is within 10 meters of the Findsman, the Findsman can make a melee or ranged attack against that target as a reaction to the movement.

**Source:** Gand Findsman Talent Target Visions from Scum and Villainy page 26

## Playing a Gand Findsman

Gand Findsmen are religious hunters who track their prey by divining omens they receive while performing mystic rituals. They are hired to serve as security advisors, bodyguards, bounty hunters, investigators, and assassins.

**Race:** Generally, Gands, but exceptions are permitted.

**Gender:** Both

**Dexterity skills:** All skills available.

**Knowledge skills:** All skills available with preference for intimidation, language, scholar, survival, and willpower.

**Mechanical skills:** All skills available with preference for *astrogation* and piloting skills

**Perception skills:** All skills available with preference for *investigation, search, and sneak.*

**Strength skills:** All skills available.

**Technical skills:** All skills available with preference for *computer programming/repair.*

**Force skills:** *Sense* die slightly higher than *control* and *alter* dice.

**Force powers:** All the powers listed in this section. All Jedi powers available.



# Imperial Knights Powers



**Restriction:** These powers are generally restricted to the Imperial Knights. Since they appear in the Legacy Era, these powers are generally restricted to that era. In addition, the strict lifetime membership of the Imperial Knights precludes any possibility that a member of a different Force-using tradition can learn this power from an Imperial Knight. However, there is always the remote possibility a Force-user who is not an Imperial Knight and/or from a different era can

discover this power by other means.

The canonicity of all entries in this section is Legends.

## Control Powers

### Oath of Duty

**Control Difficulty:** Moderate

**Effect:** When an ally within 20 meters of the Imperial Knight and within the Imperial Knight's line of sight hits with a lightsaber attack, the Imperial Knight will gain a soak dice against damage they might receive in that turn. When the Imperial Knight suffers an attack, the soak dice will receive damage from the attack rather than the Imperial Knight. Once the soak dice is reduced to 0D, it dissipates, and the Imperial Knight receives any remaining damage from the attack. The soak dice lasts until the end of the encounter.

<b>Control roll <math>\geq</math> difficulty by:</b>	<b>Soak Dice</b>
0-5	1D
6-10	2D
11-15	3D
16-20	4D
21+	5D

**Source:** Knight's Resolve Talent Oath of Duty from [Legacy Era Campaign Guide](#) page 45

## Alter Powers

### Knight's Morale

**Alter Difficulty:** Moderate

**Effect:** When an ally within 20 meters of the Imperial Knight and within the Imperial Knight's line of sight hits with a lightsaber attack, the Imperial Knight gains a +1 morale bonus to *dodge*, *Dexterity*, *willpower*, *stamina*, and *Strength* defense rolls.

**Source:** Knight's Resolve Talent Knight's Morale from [Legacy Era Campaign Guide](#) page 45

### Strength of the Empire

**Alter Difficulty:** Moderate

**Required Powers:** *Knight's morale*

**Effect:** When an ally within 20 meters of the Imperial Knight and within the Imperial Knight's line of sight hits with a lightsaber attack, the Imperial Knight deals an additional die of damage with the next lightsaber attack before the end of the next turn.

**Source:** Knight's Resolve Talent Strength of the Empire from [Legacy Era Campaign Guide](#) page 45

## Control and Sense Powers

### Cortosis Gauntlet Combat

**Control Difficulty:** Easy

**Sense Difficulty:** Easy

**Effect:** Even if an Imperial Knight is not armed with their lightsaber, they can use the cortosis gauntlets they are wearing to parry a lightsaber blade. This power enables an Imperial Knight to do this – wielding the cortosis gauntlets effectively while also sensing their opponent's actions through their connection to the Force.

This power is called upon at the start of a battle and remains up until the Imperial Knight is stunned or injured; an Imperial Knight who has been injured or stunned may attempt to bring the power back up.

If the Imperial Knight is successful in using this power, the Imperial Knight adds their *sense* dice to their *melee parry* skill roll when trying to parry a lightsaber, and they add or subtract up to the number of his control dice to their brawling when striking an opponent with the cortosis gauntlets. Players must decide how many *control* dice they are adding or subtracting before they roll damage.

If the Imperial Knight fails the power roll, they must use the cortosis gauntlets with only their brawling roll to hit and their *Strength* dice to determine damage in combat. They cannot attempt to use this power again for the duration of the combat.

**Source:** Lightsaber Combat Talent Cortosis Gauntlet Block from Legacy Era Campaign Guide page 27, Knight's Armor Talents Cortosis Defense and Cortosis Retaliation from Legacy Era Campaign Guide page 45

Race: Any  
 Gender: Both  
 Dexterity skills: All skills available.  
 Knowledge skills: All skills available.  
 Mechanical skills: All skills available.  
 Perception skills: All skills available.  
 Strength skills: All skills available.  
 Technical skills: All skills available.  
 Force skills: No particular emphasis.  
 Force powers: All the powers listed in this section. All Jedi powers available.

## Control and Alter Powers

### Empower Armor

**Control Difficulty:** Easy for light armor, Moderate for medium armor, Difficult for heavy armor

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration*

**Effect:** Inspired by Vodo-Siosk Baas' ability to empower his staff so he could parry a lightsaber blade, the Imperial Knights have developed a means of empowering their body armor by imbuing it with the Force. The amount of additional protection the armor receives depends on the *alter* difficulty roll, but since area imbued by the Force is much larger than a melee weapon, the amount of additional protection is less than the amount of additional damage a Jedi could inflict on an opponent with a melee weapon affected by *Force weapon*.

**Alter roll  $\geq$  difficulty by:**    **Armor bonus**

0-10	+1 pip
11-20	+2 pips
21+	+1D

The additional protection is enough to withstand ordinary melee weapons and vibroweapons. It can also deflect a few blaster shots.

When it comes to a lightsaber, the protection is enough to withstand only one glancing blow. Had Darth Vader used this power on his own suit in Episode V: The Empire Strikes Back, it would have deflected the glancing blow Luke inflicted on his upper right arm, leaving the area uninjured. However, after deflecting the glancing blow, the protection granted by this power would have ended immediately. In addition, this power does not offer any protection against a solid blow given by a lightsaber, such as a stab through the chest or being cut from shoulder to hip.

**Source:** Knight's Armor Talent Armored Augmentation I and Armored Augmentation II from Legacy Era Campaign Guide page 45

## Playing an Imperial Knight

As an Imperial Knight, your loyalty is to the Emperor, who is viewed as the embodiment of the Force. Should the Emperor stray towards the dark side, you are tasked to do everything you can to turn him back to the correct path. If that is not possible, you must stop him no matter the cost.

# Iron Knight Powers



**Restriction:** These powers and *Force repair* are restricted to the Iron Knights, given the Shard's unique nature.

The canonicity of all entries in this section is Legends.

## Control Powers

### Mask Presence

**Control Difficulty:** Easy  
**Required Powers:** *Force stealth*

**Effect:** The Shard can mask its presence in the Force to the point where no Force-users can detect them and will mistake their droid bodies for ordinary

droids. Force-users trying to detect them must make a successful *sense* roll, but due to the silicon-based nature of the Shards, the Shard automatically add a +10 bonus to the *control* roll it makes when activating this power.

**Source:** Iron Knight Talent Mask Presence from the [Jedi Academy Training Manual](#) page 79

### Silicon Mind

**Control Difficulty:** Easy

**Required Powers:** *Force of will*

**Effect:** The Shard can use this power to make it harder for other Force-users to affect it with the Force. A successful roll grants a bonus to the Shard's control, Perception, or willpower roll to resist any Force powers made against it.

<b>Control roll <math>\geq</math> difficulty by:</b>	<b>Bonus</b>
0-5	+1 pip
6-10	+2 pips
11-15	+1D
16-20	+1D+1
21+	+1D+2

its presence in the Force to the point where no Force-users can detect them and will mistake their droid bodies for

ordinary droids. Force-users trying to detect them a successful *Sense* roll, but due to the silicon-based nature of the Shards, the Shard automatically add a +10 bonus to the control roll it makes when activating this power.

**Source:** Iron Knight Talent Silicon Mind from the [Jedi Academy Training Manual](#) page 79

## Control and Alter Powers

### Force Repair Another

**Control Difficulty:** Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, Force repair, telekinesis*

**Effect:** As rare as the power *Force repair* is, a rarer still power, *Force repair another*, exists. Just as Shards can use the Force to make subtle changes to their own droid housing, they can do the same thing to the housings of other droids, whether a Shard is housed within the droid or not.

In GM terms, the Shard may spend time in dedicated concentration to make natural healing rolls for damage done to the droid body. This power allows them to follow the natural healing rules as described on pages 98-99 of [The Star Wars Roleplaying Game, Second Edition Revised and Expanded](#). Once the power is successfully activated, the gamemaster guidelines on the natural healing chart. However, instead of the resting prescribed by page 98, the Shard must spend its time in dedicated meditation, slowly using the Force to mend the broken connections within its body. Further, instead of rolling the droid body's *Strength* attribute, the Shard must use its *control* roll to see if it successfully heals.

**Source:** Iron Knight Talent Heal Droid from the [Jedi Academy Training Manual](#) page 79

## Playing an Iron Knight

The Iron Knights are Force-sensitive Shards trained in the Force and encased in the bodies of ancient war droids.

Race: Shard only

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers available.

# Jal Shey Powers

**Restriction:** These powers are generally restricted to the Jal Shey, though members of other Force-using traditions can learn these powers.

<b>Jal Shey rank</b>	<b>Corresponding Jedi rank</b>
Neophyte	Jedi Initiate, Jedi Padawan
Advisor	Jedi Knight
Mentor	Jedi Master

The canonicity of all entries in this section is Legends.

## Control and Alter Powers

### Attune Armor (Jal Shey)

**Control Difficulty:** Moderate, Difficult, or Very Difficult

**Alter Difficulty:** Moderate, Difficult, or Very Difficult

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** The Jal Shey concentrate on the intellectual study of the Force, seeking to understand it at a mental level rather than a spiritual level. Thus, they are typically exceptional diplomats, but are less successful in physical pursuits. Nevertheless, the Jal Shey do craft light armor for themselves that are more for conveying an aura of dignity and competence than for protection.

There are three sets of light armor worn by the Jal Shey. The Jal Shey Neophyte armor is worn by the Jal Shey Neophytes who have begun their lifelong quest to understand the nature of the Force. The Jal Shey Advisor armor is worn by Jal Shey Advisors who possess a strong understanding of the Force and are widely respected for their wisdom. The Jal Shey Mentor armor is worn by the Jal Shey Mentors who are unparalleled in their intellect and often serve as highly respected advisors and teachers.

Attuning a Jal Shey Neophyte armor requires Moderate rolls, while the Jal Shey Advisor armor requires Difficult rolls, and the Jal Shey Mentor armor requires Very Difficult rolls.

<b>Armor</b>	<b>Neophyte</b>	<b>Advisor</b>	<b>Mentor</b>
<b>Bonus against physical/energy attacks</b>	+0	+0	+1
<b>Knowledge attribute bonus</b>	+0	+1	+1
<b>Perception attribute bonus</b>	+1	+1	+2
<b>Persuasion skill bonus</b>	+1	+1	+1

While meant for the Jal Shey, these robes can be worn by members of other Force traditions; however, they are not large enough to be worn by Wookies and similarly-sized alien races.

This power is not to be confused with the *attune item (Jal Shey)* power. That power allows a Jal Shey to store a Force Point in an item for later use. This power infuses the armor with the Force, granting the Jal Shey bonuses to his skills.

**Author's Note:** These armors appeared in the Knights of the Old Republic II: The Sith Lords video game. Since they helped the players defend against attacks and gave bonuses to their Wisdom, Charisma, and Persuade, I decided to create this power to explain how the robes could do this. I used the table on The Rebellion website to convert the bonus granted to Wisdom, Charisma, and Persuade in d20 to the bonuses granted to Knowledge, Perception, and *persuasion* in d6. I drew upon the Jal Shey power *attune item (Jal Shey)* and the Jensaarai power *attune armor* when creating this.

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

### Attune Item (Jal Shey)

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** By using this power and spending a Force point, a Jal Shey adept can imbue a specially crafted weapon, item, armor, or article of clothing with the Force. In game terms, this process allows the Jal Shey to place one of his Force points into the object as though they were charging a backup generator. When the Jal Shey needs to use a Force point, they can choose to use the Force point stored in the object rather than a Force point from his pool.

There are limits to this power. The object in question can only receive one "charge," to speak. The "charged" object will work for only the Jal Shey who originally charged the object. And the "charge" last for twenty-four hours, after which the "charge" is lost, and so is the Force point. A Jal Shey can only wear one "charged" item at a time, and if the Jal Shey does choose to use the Force point that was stored in the object, they can only draw an additional Force point from their pool in the same round.

**Author's Note:** This is very similar to the Jensaarai *attune armor* power, but there are marked differences between them. However, since both powers involve imbuing an item to the Force, I decided to give them the same prerequisites.

**Restriction:** Only a Jal Shey can normally learn this power. Practitioners of other Force traditions can learn this power only from a Jal Shey. The Jal Shey were occasionally encountered during the times of the ancient Republic, but by the time of the New Sith Wars and the Prequel Trilogy, they have vanished into obscurity. They still exist in the galaxy in other time periods, but the odds of a Jedi encountering one are



about the same a Jedi encountering a member of the Fallanassi. Therefore, this power should not be available for Jedi to learn except under exceptional circumstances.

**Source:** Jal Shey Talent Imbue Item from Knights of the Old Republic Campaign Guide page 58

## Knowledge of the Force

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Prerequisites:** *Alter 1D, Control 1D, Sense 1D, control another's pain, control pain, enhance another's attribute, enhance attribute, transfer Force, scholar: the Force 4D.*

**Effect:** The Jal Shey adept can use their scholarly knowledge of the Force to help others reach their full potential.

By spending a Force point, the Jal Shey can aid an ally within 10 meters in making their Force skills check by granting them a 1D Force bonus to their skill check. The number of skills to which this Force bonus can be applied depends on the result of the alter roll.

<b>Alter Roll <math>\geq</math> Difficulty</b>	<b>Number of Force Skills</b>
0-13	One
14-25	Two
26	All three

If the bonus goes to only one or two of the target's Force skills, the Jal Shey adept must declare to which ones the bonus will be added.

**Source:** Jal Shey Talent Knowledge of the Force from Knights of the Old Republic Campaign Guide page 58

## Sense and Alter Powers

### Amplify Voice (Jal Shey)

**Sense Difficulty:** Easy

**Alter Difficulty:** Very Easy for 1-meter radius or 10-meter straight line, Easy for 10-meter radius or 100-meter straight line, Moderate for 100-meter radius or 1-km straight line.

**Required Powers:** *Concentration, magnify senses, telekinesis*

**Effect:** Sound travels through material by vibrating the molecules of the medium. A Jal Shey adept can manipulate the molecules in the medium, allowing their voices to carry for a certain distance without a reduction in the volume of the sound. In this way, the Jal Shey could address an amphitheater filled with spectators without raising their voice or using a microphone or other sound-amplifying device, or call out to someone some distance away and might be beyond normal hearing range.

Sound travels better in liquids than in air, and similarly travels better in solids than in liquids. This power has been successfully used in water, but there is no recorded instance of this being successful with solids. Because of the physics

involved between sounds and liquids, if one were to use this power underwater, all difficulty rolls are reduced by one.

A Jal Shey can also use this power to amplify their voice for a moment for the purposes of startling an opponent for that moment. In this case, upon making the successful rolls, the Jal Shey can take difference between his roll and the *sense* or *alter* Difficulty, whichever is lower, and add it as a bonus to their *sneak* roll. The target then makes a *control* or *Perception* roll. If the target succeeds, the target is not affected. If the target fails, the target is surprised and is unable to do anything for that round. Used in this manner, the maximum range of this power is a 10-meter radius.

**Author's Note:** This power is almost identical to the Jedi power *amplify voice*. But there are two key differences between the two. First, the Jal Shey use their powers for scholarly and intellectual pursuits. Thus, they are more peaceful in nature than even Jedi are, and therefore do not need to intimidate their opponents. Second, the Jal Shey very rarely address a hall of Senators; thus, they have no need to amplify their voice any further.

**Source:** Jal Shey Talent Force Delay from Knights of the Old Republic Campaign Guide pages 57-8

## Playing a Jal Shey

The Jal Shey have an intellectual and scientific mentality despite their nomadic nature. Their primary roles in society are diplomats and negotiators.

Race: Any

Gender: Both

Dexterity skills: *Dodge, lightsaber, melee parry, and running.* Lack of emphasis on combat makes all other combat-based skills forbidden. Furthermore, their lack of combat focus and skill makes their *lightsaber* and *melee parry* skills lower than their corresponding Jedi counterparts. For example, a Jal Shey advisor's *lightsaber* will always be lower than a Jedi Knight's.

Knowledge skills: High *Knowledge* attribute die. All skills available. Place emphasis on *scholar*-based skills

Mechanical skills: All skills available

Perception skills: High *Perception* attribute die. All skills available. Place emphasis on *bargain, persuasion, persuasion: debate, persuasion: negotiation, and persuasion: oration*

Strength skills: *Climbing/jumping, stamina, and swimming*

Technical skills: All skills available. Place emphasis on *armor repair* and *item creation*

Force skills: No particular emphasis

Force powers: All the powers listed in this section. *Affect mind, friendship, and sense Force* available. All offensive and/or combat-oriented powers are forbidden.

# Jensaarai Powers



**Restriction:** These powers are generally restricted to the Jensaarai, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

**Author's Note:** When these powers were originally released on the SWRPGNetwork, there was another power associated with the Jensaarai – *ballistakinesis*. This power has been previously listed in the

[Legacy Era Campaign Guide](#) and has subsequently been converted to D6. As such, there is no reason for this power to be listed as it has been listed in a previously released work.

## Control and Alter Powers

### Attune Armor (Jensaarai)

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult for light armor, Very Difficult for medium armor, Heroic for heavy armor

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** An important part of becoming a Jensaarai is the crafting of one's own armor. It is as significant to them as crafting a lightsaber is to a Jedi. Since the Jensaarai have rejoined the galaxy, several of them have traveled offworld. On occasions, they need to travel in secrecy and are therefore unable to bring along their armor. On these occasions, they can sometime come across vests or armor, and when they do, they use this power, which they use to craft their own Jensaarai armor, to enhance it.

By using this power and spending a Force point, a Jensaarai can imbue a suit of armor with the Force. Once complete, the armor's bonus to *Strength* to resist damage is increased by +2. In addition, any penalty the armor inflicts to *Dexterity* is reduced by a pip. This power creates a bond of sorts between the Jensaarai and the armor. As such, these

bonuses only apply to the Jensaarai who used this power on the armor. If anyone else, even another Jensaarai, wears the imbued armor, the individual does not receive the bonuses.

**Author's Note:** I chose this approach to achieve a balance between the *create Force talisman, lightsaber construction, and harmonize lightsaber crystal* powers. The description of the Attune Armor talent sounds similar to the description of the *create Force talisman* power. But since the Jensaarai view the construction of the armor in the same light as the Jedi view the construction of a lightsaber, I chose to generally restrict this power to the Jensaarai.

**Restriction:** Only a Jensaarai can normally learn this power. Practitioners of other Force traditions can learn this power, but only if instructed by a Jensaarai.

**Source:** Jensaarai Defender Talent Attune Armor from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) page 107

### Linked Defense

**Control Difficulty:** Easy

**Alter Difficulty:** Moderate

**Required Powers:** *Enhance another's attribute, enhance attribute, control pain, control another's pain, transfer Force*

**Effect:** With this power, a Jensaarai can take a penalty to their attack roll and increase an ally's reflex roll by the same amount.

In game terms, the user can reduce their *blaster, brawling, lightsaber, or melee combat* roll by a set amount and apply that amount to an ally's *Dexterity* or *dodge* roll. This lasts for one round only. The user cannot reduce the die code below the associated Attribute die code. Also, only one ally can receive this bonus, and the ally must be within their line of sight.

Alter roll $\geq$ difficulty by:	Die code alteration
0-5	+1 pip
6-10	+2 pips
11-15	+1D
16-20	+1D+1
21+	+1D+2

**Restriction:** Only a Jensaarai can normally learn this power. Practitioners of other Force traditions can learn this power, but only if instructed by a Jensaarai.

**Source:** Jensaarai Defender Talent Linked Defense from [Star Wars: The Roleplaying Game Core Rulebook Saga Edition](#) page 107

## Sense and Alter Powers

### Block Force Sense

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Required Powers:** *dim another's senses, life detection, life sense, sense Force*

*This power may be kept up.*

**Effect:** When this power is implemented, the user creates a bubble that blocks out many kinds of Force probes, much like attempting to probe an area where the Force has been negated by a ysalamiri. Force powers still function inside the bubble; however, anyone outside trying to probe the area contained by the power's field will detect absolutely nothing. This power negates the use of the following powers from outside against the area inside the bubble: *dim another's senses, enhanced coordination, farseeing, life detection, life sense, projective telepathy, sense Force, sense Force potential, and shift sense*. Several Force users may overlap their blocking bubbles for a more widespread effect.

**Source:** SWRPGNetwork – created by Rodney “Moridin” Thompson.

Race: Any

Gender: Both

Dexterity skills: All skills available. Place emphasis on *blaster, lightsaber, melee combat, and melee parry*.

Knowledge skills: All skills available. Place emphasis on *intimidation, languages, scholar: Jensaarai lore, and survival*.

Mechanical skills: All skills available.

Perception skills: All skills available. Place emphasis on *con, investigation, search, sneak*.

Strength skills: All skills available.

Technical skills: All skills available. Place emphasis on *armor repair and lightsaber repair/engineering*.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section, in addition to *ballistakinesis*. All Jedi powers are available. Place emphasis on *combat sense, Force stealth, and lightsaber combat*, and a preference for *absorb/dissipate energy, burst of speed, enhance another's attribute*, and any *control-based* powers.

## Control, Sense, and Alter Powers

### Force Cloak

**Control Difficulty:** Easy (modified by area affected)

**Sense Difficulty:** Moderate

**Alter Difficulty:** Difficult (modified by area affected)

**Required Powers:** *dim another's senses, farseeing, life detection, life sense*

*This power may be kept up.*

**Effect:** This power helps protect the user from sensor probes of a computerized nature. Note that it does not protect against visual or Force detection, only by any sort of computerized sensors. When implemented, the difficulty to detect the character (and any surrounding area protected by this power) by two difficulty levels. Even if the character making the *sensors* roll succeeds, the character and anything they is trying to protect appears only as a phantom sensor anomaly, which may be overlooked by many sensor operators. Several Force users may overlap their *Force cloaks* to cover a larger area, but they must physically spread further apart.

**Source:** SWRPGNetwork – created by Rodney “Moridin” Thompson.

## Playing a Jensaarai Defender

Though their origins can be traced to the Sith, the Jensaarai Defenders have always used their powers and training to defend others. At first it was the colony on Susevfi. After Leonia Tavira was defeated, they have entered an uneasy alliance with the Jedi – one that had become more amicable as the years passed.

# Keetael Powers

**Restriction:** These powers are generally restricted to the Keetael, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

## Control Powers

### Conceal Force Use

**Control Difficulty:** Difficult

**Required Powers:** *Concentration*

**Effect:** When one uses the Force, disturbances in the Force are generated. People using the Force always use telltale gestures which add to the disturbances. The Keetael have learned to use the Force without these telltale gestures, reducing the disturbances in the Force they generate from using the Force and concealing themselves from others. When a Keetael successfully makes the required roll, they add +10 to the *sense* difficulty roll others must make to use any sensory Force powers to detect their presence.

**Source:** Keetael Talent Conceal Force Use from [Knights of the Old Republic Campaign Guide](#) page 58

## Alter Powers

### Force Direction

**Alter Difficulty:** Moderate

**Effect:** The Keetael can use the Force to guide their ranged attacks to their targets. When a Keetael uses a Force point to add to their ranged attack roll, they can add +3 to the attack roll instead of rolling the die from the Force point.

**Source:** Keetael Talent Force Direction from [Knights of the Old Republic Campaign Guide](#) page 58

### Force Momentum

**Alter Difficulty:** Moderate

**Effect:** The Keetael can use the Force to add to the impact of their melee weapons, increasing the damage. When a Keetael uses a Force point to add to their *melee combat* roll, if the attack hits, the Keetael can add the results of the Force point roll to the damage roll as well.

**Source:** Keetael Talent Force Momentum from [Knights of the Old Republic Campaign Guide](#) page 58

## Control and Sense Powers

### Past Visions

**Control Difficulty:** Very Easy, modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see something in the past. Add +10 to +30 for the future.

**Sense Difficulty:** Very Easy if the target is friendly and does not resist. If the target resists, make a *control* or *Perception* total for the difficulty. Modified by relationship.

**Required Powers:** *Farseeing, life detection, life sense*

**Time to Use:** At least one minute.

**Effect:** The Keetael have very long lives and are particularly adept at searching and understanding the past. *Past visions* is exactly like *farseeing* with two differences. First, when using *past visions* to look into the past, after the GM determines the difficulty rolls to use the power, the GM cuts the numbers in half and rounds up. When using this power to look into the present or the future, the GM does not alter the difficulty rolls. Second, the Keetael can see everything within ten meters of the target when using this power.

**Source:** Keetael Talent Past Visions from [Knights of the Old Republic Campaign Guide](#) page 58

## Playing a Keetael Adept

The Keetael adept receives training to hone and control their skills and participates in the hunts that occur in the wilds of Thosa.

Race: Draethos only

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: *Survival, willpower.*

Mechanical skills: *Beast riding.*

Perception skills: All skills available. Place emphasis on *search, search: track, sneak.*

Strength skills: All skills available.

Technical skills: *First aid.*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available. Place emphasis on *combat sense, danger sense, enhance attribute, farseeing, Force shot, Force stealth, Force track, Force weapon, and guided attack.*



# Kilian Ranger Powers

## Playing a Kilian Ranger

The Kilian Rangers are a group of Force adepts native to Kilia IV in the Unknown Regions. Though isolated from the rest of the galaxy, they have styled themselves after the Jedi Order.

Race: Human

Gender: Both

Dexterity skills: All skills available. Place emphasis on *melee combat* and *melee parry*.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available.



**Restriction:** These powers are generally restricted to the Kilian Rangers, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

**Author's Note:** *Shield gauntlet defense* has already been stated and published in a previous work. It has been listed in the

References section of this work.

## Control and Alter Powers

### Empower Siang Lance

**Control Difficulty:** Easy

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** A Kilian Ranger imbues his siang lance with the Force, adding +1D to the damage roll when using the siang lance as a melee weapon. Using this power while using the siang lance as a blaster will result in automatic failure.

A Kilian Ranger who uses this power to injure or kill a helpless being immediately gains a Dark Side Point.

**Author's Note:** This power is almost identical to the Jedi power *Force weapon*. But there are two key differences between the two. First, the increase in damage is only 1D, while when using *Force weapon*, the increase in damage is variable. Second, the siang lance can be used in two ways – a blaster and a melee weapon. *Force weapon* is used exclusively on melee weapons.

**Source:** Kilian Ranger Talent Empower Siang Lance from [Rebellion Era Campaign Guide](#) page 37

# Krath Powers



**Restriction:** These powers are generally restricted to the Krath, though members of other Force-using traditions can learn these powers

The canonicity of all entries in this section is Legends.

## Alter Powers

## Dark Side

### Manipulation

**Alter Difficulty:** Moderate

**Required Powers:** *Enhance attribute, feed on dark side, life detection, life sense, sense Force, Sith sorcery*

**Effect:** Experimentation with Sith sorcery has provided the Krath with a means of manipulating the dark side. Once per encounter, when a Krath uses a Force point that would give the Krath a dark side point, the Krath may treat the Force point as though the Krath had rolled the maximum on the die - +6.

Any Krath using this power automatically receives a Dark Side Point.

**Source:** Krath Talent Dark Side Manipulation from [Knights of the Old Republic Campaign Guide](#) page 59

### Krath Intuition

**Alter Difficulty:** Moderate

**Effect:** Some Krath have a natural ability to use dark-side artifacts like Sith talismans and alchemical weapons. Once per encounter, the Krath can spend a Force point to treat the damage from a Sith alchemical weapon as though the Krath had rolled maximum damage on the dice.

Any Krath using this power automatically receives a Dark Side Point.

**Source:** Krath Talent Krath Intuition from [Knights of the Old Republic Campaign Guide](#) page 59

## Control and Sense Powers

### Krath Surge

**Control Difficulty:** Difficult

**Sense Difficulty:** Moderate



**Effect:** Once per encounter, the Krath can use rudimentary Sith sorcery to channel dark side energy in a manner that boosts one use of one Force power. The Krath can choose to add an additional die of damage (if the power deals damage) or extend the range of the power by ten meters (if the power has a range beyond the Krath or a single target).

Any Krath using this power automatically receives a Dark Side Point.

**Source:** Krath Talent Krath Surge from [Knights of the Old Republic Campaign Guide](#) page 59

## Playing a member of the Krath

The Krath was a dark side cult that fought against the Jedi during the Great Sith War four thousand years ago.

Race: Human

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available. *Sith sorcery* mandatory. Establish preference for *illusion*.

## Krath weapons

The Krath typically employed a variety of swords when they fought against the Jedi. What made these blades noteworthy was that most of them, specifically the Krath blood blade, the Krath dire sword, and the Krath double blade, were laced with cortosis to make the lightsaber resistant, while the Krath war blade was forged through the dark side of the Force, suggesting the use of alchemy in its creation. Thus, these weapons are listed here. These weapons are only available in the Knights of the Old Republic video game.

**Author's Note:** There are no official d6 stats for some of these weapons, so I made them from converting what is listed for these weapons in the Knights of the Old Republic section of the GameFaqs website using conversion rules listed on The Rebellion website. I also made annotations on how certain damage ranges could be converted to D6 and are not to be confused with the annotations listed in the Lightsaber section of this work. what certain lightsaber blade features mean in

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D6. These annotations are listed here, so if the readers see an superscript letter, refer to here on what it means.

<sup>a</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D, then accept result. If result is 4 or more, roll 2D. If result is higher than 10, reroll. After getting result from the roll, add +1.

<sup>b</sup> – to determine the value, roll 1D, then add 1. Repeat, then add together to get total.

<sup>c</sup> – to determine the value, roll 1D. If result is 3 or less, roll 1D. If result is 4 or more, roll 2D. Then add +1 to result.



*Krath dire sword*



**Model:** Krath blood blade  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: Krath blood blade  
**Availability:** 4, X  
**Difficulty:** Easy  
**Damage:** 2-11<sup>a</sup>  
**Game Notes:** Damage doubles when landing a critical hit. Adds +1 to *melee combat* roll.



**Model:** Krath double sword  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: Krath double sword  
**Availability:** 4, X  
**Difficulty:** Easy  
**Damage:** 4-14<sup>b</sup>  
**Game Notes:** Damage doubles when landing a critical hit. Inflicts +1 cold damage unless target makes a *stamina* roll or is wearing cold-resistant gear. Adds +2 to *melee combat* roll.



**Model:** Krath war blade  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: Krath war blade  
**Availability:** 4, X  
**Difficulty:** Easy  
**Damage:** 2-13<sup>c</sup>  
**Game Notes:** Damage doubles when landing a critical hit. Adds +1 to *melee combat* roll.

# Lonto Powers



**Restriction:** These powers are generally restricted to the Lonto, though members of other Force-using traditions may learn these powers.

The canonicity of all entries in this section is Canon.

Lonto  
Attribute Dice: 12D  
Dexterity 2D/4D  
Knowledge 2D/4D  
Mechanical 2D/4D  
Perception 2D/4D

Strength 2D/4D  
Technical 2D/4D

## Special abilities:

**Plant manipulation:** The Lonto can control the growth of plants and to manipulate various aspects of the plant, such as the amount of useful healing sap produced by tragia leaves or the amount of fruit that a tree might bear. Depending on what they intend to do, the GM sets a target number for the difficulty, so causing a tree to double its size might require a Heroic roll, to get it to spontaneously grow fruit Difficult. But for these effects to take place over a longer period or to have a lesser effect, then the target number might be as low as Easy. The Lonto must then make a *willpower* or *control* (if they have it) roll against this target number for their ability to work.

## Story factors:

**Natural Force-users:** All Lonto can use the Force and are Force-sensitive. Even if untrained, they have access to the plant manipulation ability above. As such, they were hunted to near extinction during the Imperial Era.

Move: 10/12

Stats created by FreddyD at RPGGamer.org.

## Control and Alter Powers

### Alter Plant Metabolism

**Status:** Homebrew

**Control Difficulty:** Variable

**Alter Difficulty:** Variable

**Required Powers:** *Accelerate plant healing, concentration, control another's pain, control pain, plant surge, telekinesis*

**Effect:** Having witnessed the Lonto's ability to control the growth of plants and to manipulate various aspect of the plant, the Jedi, through careful study and collaboration with the Lonto, have created this power to duplicate the Lonto's ability.

With this power, a Jedi can manipulate various aspects of a plant, such as the amount of useful healing sap produced by the tragia leaves, or the amount of fruit a tree might bear. A Jedi can also use this power to make reduce or even increase the potency of any poison that the plant might contain. For instance, a Jedi using this power on a plant similar to poison ivy may be able to reduce the inflammation caused by the plant or even increase it. Similarly, the Jedi might make a plant that is poisonous to certain species less or even more poisonous. This would allow an individual to eat a poisonous plant to stave off hunger, and be able to survive long enough to receive medical treatment for the poison contained within the plant – but this would be considered an option of last resort.

The GM must first know how the Jedi wishes to use this power to determine the difficulty. For example, making a tree double its size might require a Heroic roll, while getting a tree to grow fruit spontaneously might be Difficult. In both cases, the results are immediate. If the Jedi wishes to have these effect take place over a longer period of time or to have a lesser effect, then the target number drops accordingly – even down to Easy.

Once the difficulty number is determined, then the Jedi must make a successful *control* and *alter* roll for the power to work.

If successful, the Jedi can gain a bonus to certain skills related to plants. For instance, if using this power to increase the yield of the fruit produced by the fruit, the bonus applies to *agriculture*. When used on medicinal plants and herbs that are later used to treat injuries or create medicine, the bonus applies to *first aid* and *(A) medicine*. If the Jedi beats the *control* difficulty by +5, then the Jedi gets a bonus to the appropriate skill. Beating the *alter* difficulty grants the Jedi a +3 bonus. For every 5 by which the Jedi beats the alter difficulty, the bonus increases by +1. To get this bonus from the *alter* roll, the Jedi **must** first beat the *control* difficulty by +5.

If the Jedi has knowledge of plants, they can use their knowledge to guide the use of this power, making it more effective. Specifically, if the Jedi has *agriculture, ecology, or scholar: botany*, they gain a +5 bonus to the *control* and *alter* rolls. The Jedi also receives a +5 circumstantial bonus if they have a *planetary systems* specialization. For example, a Jedi with *planetary systems: Myrkr* gains the circumstance bonus when using this power on plant life native to Myrkr, but not on plant life native to Alderaan.

The Jedi must be within ten meters of the targeted plant for this power to work.

This power cannot be used on a sentient plant species like a Neti or a Revvien.



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While this power is aimed for beneficial uses, it can be used for nefarious uses as listed above. If used to make the poisonous properties of certain plants more potent, and that plant is later used to poison a target, be it injected or ingested, the target suffers an additional +5 damage.

If the Jedi uses this power for nefarious reasons, the Jedi gains a Dark Side Point.

**Author's Note:** This is what I believe a Jedi counterpart to the Lonto's *plant manipulation* special ability would be. The Lonto serve the light and would never use their ability to harm others; however, a Jedi who learns this power and falls to the dark side might choose to use this power in a harmful way. That is why I included the possibility of potential abuse of this power.

The only other Force tradition that might know this power would be the Ithorian priests, and like the Lonto, they would use this power to help others, not harm.

### Playing a Lonto

The Lonto are a sentient race who worship the light side. They have a strong connection to the natural world that they are very proud of and are devoted to channeling the power of the Force for the good of the natural world.

They are friends of the Matukai and have a long association with the Yacombe.

One member, Susalee, had pale green skin with lines across it, brown hair, blue eyes, and pointed ears.

All members of the Lonto race are Force-sensitive, and can use the Force to grow and manipulate plants and to heal injuries. They believed that when a person died, they passed into the Garden Beyond.

Race: Lonto

Gender: Both

Attribute Dice: 12D

Dexterity 2D/4D

Dexterity skills: *Running*.

Knowledge 2D/4D

Knowledge skills: Preference on *agriculture*, *ecology*, and *scholar* skills focused on the natural world. Skills that can be used in an aggressive manner, like *intimidation*, are forbidden.

Mechanical 2D/4D

Mechanical skills: No combat-related skills.

Perception 2D/4D

Perception skills: All skills available.

Strength 2D/4D

Strength skills: *Climbing/jumping*, *stamina*, and *swimming*.

Technical 2D/4D

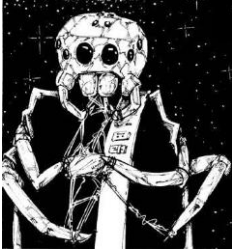
Technical skills: No combat-related skills.

Force skills: Above normal *control* and *alter* die codes.

Normal *sense* die code.

Force powers: Focus on the special ability listed above, *plant surge*, and healing powers. As they are servants of the light side, Dark Side Powers and Sith powers are forbidden, as are any combat-oriented Force powers like *combat sense* and *projected fighting*.

# Lucent Powers



**Restriction:** These powers are restricted to the Lucite.

The canonicity of all entries in this section is Legends.

Lucent  
Attribute Dice: 18D  
Dexterity 1D/4D

Knowledge 1D/4D  
Mechanical 2D+2/4D  
Perception 2D/4D  
Strength 1D/2D  
Technical 3D+1/4D+2

## Special skills:

*Astrogration:* The Lucent's have a unique ability based on their special connection with the Force and their instinctive grasp of spatial relationships. Without the use of navigation computers or astromech droids, Lucent's can calculate the safest, fastest, and (usually) the most convenient route through hyperspace between two points. This ability is similar to the Jedi ability *instinctive astrogration control*, described in the Fragments from the Rin Galaxy Guide from West End Games.

Special abilities:

Force-sensitive: The spider-like Lucent's have a different perception of the Force from other sentient creatures. As befits their physicality, they call the Force “the Life-Web” or “the Weave” and are familiar if not overly practiced in its use. All Lucent's can “see” the Weave as a web of shining crystal strands. Note that though all Lucent's are in effect Force-sensitive, it is rare member of this race who chooses to develop Force powers. Those who do cannot use the Weave to influence or read minds, and rarely use it to affect others in any way at all. They are, however, quite adept at the manipulation of the Weave for physical effects, in particular *telekinesis* and similar skills.

Move: 6

## Sense Powers

### See the Weave

**Status:** Homebrew

**Sense Difficulty:** Very Easy

**Effect:** All Lucent's can “see” the Weave, which is what they call the Force, as a web of shining crystal strands connecting all things in the universe.

**Author's Note:** I based this power on the *sense Thread* power I created for the Brendok Coven witches.

## Alter Powers

### Weave Manipulation

**Status:** Homebrew

**Sense Difficulty:** Easy

**Required Powers:** *weave sight*

**Effect:** Very few Lucent's choose to develop Force powers beyond their ability to “see” the Weave and their unique means of astrogration, which is similar to *instinctive astrogration control*. Those who do must first learn to manipulate the shining crystal strands. Only when the Lucent learns this power can the Lucent learn any other Force powers.

For a Lucent, when using any other Force power, *weave manipulation* is considered a required prerequisite for that power, even if that power does not have any prerequisites.

**Author's Note:** I based this power on the *alter Thread* power I created for the Brendok Coven witches.

## Playing a Lucent

The Lucent are a race of sentient crystal spiders from an unknown world thought to be in the Voidfire Nebula. Insatiably curious about all other races and their technologies and scientist by nature, they built Crystal Web Station as a way to meet and interact with other members of the galactic community. They are honorable and trustworthy beings who appear to want nothing more than to learn about the other inhabitants of the galaxy.

Their technology differs significantly from that of the galaxy at large. While they have hyperdrives, sublight drives, repulsors, and blasters, their technology employs crystalline webs and energy-charged gems rather than conventional means. Because of this, their ships are able to travel the Voidfire Nebula without suffering any of its ill effects.

All Lucent's are Force-sensitive.

Race: Lucent

Gender: Both

Attribute Dice: 18D

Dexterity 1D/4D

Dexterity skills: All skills available.

Knowledge 1D/4D

Knowledge skills: All skills available.

Mechanical 2D+2/4D

Mechanical skills: All skills available, with emphasis on *astrogration*. Since their technology is significantly different from the conventional technology found in the galaxy, they receive a -2D penalty when using their skills to pilot ships and

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to operate vehicles that is not their own. If they study the standard technology found in the galaxy, they can learn the specialization *galactic tech*, which will allow them to pilot ships and to operate vehicles that is not their own without penalty.

Perception 2D/4D

Perception skills: All skills available except *con*.

Strength 1D/2D

Strength skills: All skills available.

Technical 3D+1/4D+2

Technical skills: All skills available, with emphasis on *engineering* and *repair* skills. Since their technology is significantly different from the conventional technology found in the galaxy, they receive a -2D penalty when using their skills to repair technology that is not their own. If they study the standard technology found in the galaxy, they can learn the specialization *galactic tech*, which will allow them to repair technology that is not their own without penalty.

Force skills: Very high sense die code. Normal to above normal *control* die code. Normal *alter* die code.

Force powers: Both powers listed in this section.

Automatically know instinctive astrogation control. Can choose to learn instinctive astrogation, life detection, magnify senses, shift sense, and sense Force. Can definitely learn *telekinesis* and similar powers, but not mind-affecting powers or telepathic powers. Can choose to learn healing powers, but very rarely do any Lucent learn these powers. Dark Side Powers and Sith powers are forbidden.

# Luka Sene Powers



**Restriction:** Since the Luka Sene is a formal Miraluka Force organization, these powers are generally restricted to the Miraluka. It is possible that a non-Miraluka whose blindness cannot be cured or treated in any manner might be able to become a Luka Sene and/or receive training in these powers. The only way a Jedi

would know any of these powers would be for the Jedi to be a Miraluka and to have at some point in their life received training from a member of the Luka Sene organization.

The canonicity of all entries in this section is Legends.

## Sense Powers

### Electromagnetic Detection

**Sense Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, magnify senses, sense surroundings, shift sense*

**Effect:** By using this power, a Luka Sene can detect the presence of any electromagnetic or energy field within twenty meters of their location. The Luka Sene can increase this range in increments of ten meters, but each increment increases the difficulty level by one. It is possible for a Luka Sene to learn the general direction of the origin of the field if the source is out of the current search range, but the character must make the required roll after the GM adds +10 to the Difficulty. When the Luka Sene makes a roll, the GM should consult the following table for the results. The results are cumulative

<b>Sense roll <math>\geq</math> difficulty by:</b>	<b>Result</b>
0-5	Detect the presence
6-10	Ascertain origin of the field
11-15	Ascertain general strength of the field
16+	Identify type of field and type of electronic equipment creating field

A Luka Sene can also use this power against an opponent using a personal shield or against a vehicle with active shields. By making a successful roll, the character can detect any minute fluctuations in the shield. If the character aims for one of these fluctuations, the character receives a +5 circumstantial bonus to whatever skill is being used to hit the fluctuation. Should the character succeed in striking the fluctuation, the GM must roll a Wild Die. If the result is a one, striking the fluctuation will cause a backlash that will overload and short out the shield for the remainder of the combat session. However, using this power in such a manner incurs a multiple action penalty.

To learn this power, the character must first be tested by a Luka Sene Administrator, Master, or Mentor. The character must have at least 5D in the *sense* skill and must know *magnify senses, sense Force, and sense surroundings*. The teachers will then teach the character *absorb/dissipate energy* and *shift sense*, if necessary, before teaching this power to the character.

**Sources:** Luka Sene Talent Field Detection from [Knights of the Old Republic Campaign Guide](#) page 60

## Control and Sense Powers

### Quickseeing

**Control Difficulty:** Very Easy.

**Sense Difficulty:** Target's *willpower*. Modified by relationship.

**Required Powers:** *Farseeing, life detection, life sense*

**Effect:** A Luka Sene can use this power to gain insight into an opponent during combat by using this power. The target of this power must be within 10 meters of the Luka Sene. If the Luka Sene succeeds in making the rolls, the Luka Sene gains a +2 insight bonus on all attack rolls against that target for one turn.

**Sources:** Luka Sene Talent Quickseeing from [Knights of the Old Republic Campaign Guide](#) page 60

## Playing a Luka Sene

The Luka Sene are generally peaceful, focusing on teaching others that have an increased aptitude towards *sense*-based aspects of the Force. However, some are sent out to Miralukas who have fallen to the dark side and attempt to persuade them from continuing the dark path. If unsuccessful, the teams that accompany these Sene Seekers are authorized to capture the target alive or eliminate the target if necessary.

Race: Miraluka generally. Exceptions are possible.

Gender: Both

Dexterity skills: All skills available.



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Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available. Sene Seekers should place emphasis on *persuasion* and *search*.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Very high *sense* die. Normal to above normal *control* die. Normal *alter* die.

Force powers: All the powers listed in this section, in addition to *absorb/dissipate energy*, *farseeing*, *sense Force*, *sense surroundings*, and *shift sense*. All Jedi powers are available, with emphasis on *sense*-based powers and any power similar to *farseeing*.

# Matukai Adept Powers



**Restriction:** These powers were created by the Matukai adepts, so it is impossible for a Jedi to learn these powers in any era prior to the New Republic era unless the Jedi should encounter and befriend a Matukai adept, and the Matukai adept agrees to teach the Jedi these powers. With several Matukai adept joining Luke Skywalker's praxeum, it is possible that they have taught these powers to other Jedi. Therefore, Jedi from the New Republic time period onwards can learn these powers. However, it is possible for a Force-sensitive to learn these powers through

experimentation.

Matukai rank	Corresponding Jedi rank
Apprentice	Jedi Initiate, Jedi Padawan
Adept	Jedi Knight, Jedi Master

The canonicity of all entries in this section is Legends.

## Control Powers

### Moving Meditation (Matukai)

**Control Difficulty:** Easy if the Matukai is relaxed and at peace.

**Required Powers:** *Concentration*

**Description:** The art of *moving meditation* (*Jedi*) was a technique practiced in a state of wakefulness at which time a practitioner quieted all external distractions consciously by performing an activity involving movement coupled with concentration. The Matukai adept have adapted their own version of *moving meditation* (*Matukai*), applying it to their martial arts.

In GM terms, this seems very similar to *concentration*; however, there is one key difference between them. While *concentration* can be used at any time and with any skill, *moving meditation* (*Matukai*) can only be used when in calm situation where the Matukai adept is not in danger or otherwise distracted. Typically, this is when the Matukai is using a martial arts-related skill to perform a martial arts kata; specifically *acrobatics*, *brawling*, *brawling: martial arts*, *brawling parry*, *melee combat*, and *melee parry*. If the Matukai is feeling or acting on negative emotions, attempting this meditation ends in failure.

**Reward:** Add +4D to any one action in that round. If the Matukai adept successfully performs this meditation three times in succession, the Jedi increases both his *control* skill and the skill that received the +4D bonus by +1. *However*, the skill in question must have received the +4D three times in succession as well. If the Matukai adept successfully performs this meditation to boost their *melee combat* skill three times in a row, the Matukai adept's skills increase accordingly. However, if the Matukai adept performs this meditation to boost their *melee combat* skill twice, then chooses *brawling: martial arts* to receive the bonus from the third meditation, the Matukai adept's skills do not increase – neither of the skills that received the benefit, nor the *control* skill.

A Matukai adept can perform this meditation multiple times to increase his skills by +1, but the +1 increase to *control* only happens once.

### Soft to Solid

**Control Difficulty:** Varies

**Required Powers:** *Concentration*, *control pain*

**Effect:** Because the training includes learning the way the body moves and functions, a Matukai adept has learned how to use this power to make normally soft parts of their body become incredibly rigid and rough for a brief amount of time. As a result of this power, the affected area of the body becomes covered in a natural armor, which provides addition protection to any protection offered by any armor the Matukai adept is currently wearing. It is possible to use this power to harden a fist and inflict additional damage on a successful punch, but Matuaki frown on such an act. Whether or not such a use of this power incurs a dark side point is up to debate.

In game terms, the Matukai adept must first determine how strong the user wants the armor to be. Once that is determined, the Matukai adept makes the necessary *control* roll. Success grants the armor, while failure produces no armor. If one were to use this power to harden the fist and add inflict additional damage, the amount of armor that is created determines the additional damage that is inflicted.

Armor Strength	Additional Damage	Control Difficulty
STR	+1	Very Easy
STR +1	+2	Easy
STR +2	+1D	Moderate
STR +1D	+1D+1	Difficult
STR +1D+1	+1D+2	Very Difficult
STR +1D+2	+2D	Heroic

## Control and Sense Powers

### Wan-Shen Combat

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy

*This power may be kept up.*

**Effect:** This power works in a manner similar to that of *lightsaber combat*, but centers on defense. If a Matukai adept successfully uses this power, the Matukai adept adds his sense rating to their melee parry skill rolls while using a wan-shen. The Matukai adept can add or subtract part or all of his *control* dice to the wan-shen's damage. While the Matukai adept can use this power to help parry a lightsaber, the shape of the wan-shen makes it impractical to use the weapon or this power to deflect blaster bolts.

While a Matukai adept can use this power with any wan-shen, the Matukai adept would prefer to use the wan-shen they forged using *wan-shen forging* because they is intimately familiar with the specifics and peculiarities of said wan-shen. If the Matukai adept is using the wan-shen they forged with *wan-shen forging* while using this power, the Matukai adept gains a +2 bonus to their *control* and *sense* rolls.

**Author's Note:** If the wan-shen can parry a lightsaber, then I felt the Matukai adepts deserve to have a power that is similar to *lightsaber combat*. However, nothing in my research suggests a Matukai can deflect blaster bolts like a Jedi or a Sith can. So, I adopted *Sith sword combat* to fit the Matukai adept's needs. In addition, the Jedi and the Sith seem to establish a personal connection with their lightsabers when crafting them. The Jensaarai had a similar bond with the armor they craft. So, I decided to do the same with the Matukai adept, only in their case, the bond helps them use wan-shen combat with their personal wan-shen with greater results.

## Control and Alter Powers

### Attune Robe (Matukai)

**Control Difficulty:** Moderate or Difficult

**Alter Difficulty:** Moderate or Difficult

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** The Matukai use their physical bodies to channel the Force. The balance between the physical and the spiritual is a cornerstone of their philosophy. In addition to meditation bands and wan-shens, the Matukai have learned to craft robes and imbue them with the Force. When worn, these robes grant the Matukai protection against attacks and bonuses to certain attributes.

There are two robes worn by the Matukai. The Matukai Apprentice robes are worn by apprentices while practicing martial arts to master physical meditation. Their robes are designed to help them achieve harmony between the mind and the body. The Matukai Adept robes are worn by adepts who are masters at guiding their bodies with the Force and are capable of astounding physical feats.

Attuning a Matukai Apprentice robe requires Moderate rolls, while the Matukai Adept Robe requires Difficult rolls.

Robe	Apprentice	Adept
<b>Bonus against physical/energy attacks</b>	+0	+1
<b>Dexterity attribute bonus</b>	+1	+2
<b>Mechanical attribute bonus</b>	+1	+1
<b>Strength attribute bonus</b>	+1	+1

While meant for the Matukai, these robes can be worn by members of other Force traditions; however, the size of the robes limit them to Humans and similarly sized alien species.

**Author's Note:** These robes appeared in the [Knights of the Old Republic II: The Sith Lords](#) video game. Since they helped the players defend against attacks and gave bonuses to their Constitution, Dexterity, and Strength, I decided to create this power to explain how the robes could do this. I used the table on The Rebellion website to convert the bonus granted to Constitution, Dexterity, and Strength in d20 to the bonuses granted to Dexterity, Mechanical, and Strength in d6. I drew upon the Jal Shey power *attune item (Jal Shey)* and the Jensaarai power *attune armor* when creating this.

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

## Craft Meditation Band

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** By using this power and spending a Force point, a Matukai adept can special meditation bands that they wear on their heads. Matukai adepts wear these bands to aid them when performing their *Moving Meditation (Matuaki)* and to provide additional protection against the dark side. In game terms, by using this power and spending a Force point, a Matukai adept can imbue a meditation band with the Force. Once complete, the Matukai meditation band grants the wearer

a +5 bonus to their *control* roll when using *moving meditation* (*Matukai*). The +5 bonus also applies to their *willpower* roll when resisting the influence of the dark side.

**Author's Note:** These bands appeared in the [Knights of the Old Republic II: The Sith Lords](#) video game. Since they protected players from the influences of the dark side, I decided to create this power to explain how the bands could do this. This power is based on the *create Force talisman* power and the Jal Shey power *attune item* (*Jal Shey*).

**Restriction:** It is unknown if the Matukai adept learned this power on their own or encountered a Jal Shey and learned the power from them. Only a Matukai adept can normally learn this power. Practitioners of other Force traditions can learn this power only from a Matukai adept. The Matukai adepts are exceedingly few, usually no more than sixty at most at any time. The odds of a Jedi encountering one are about the same a Jedi encountering a member of the Fallanassi. Therefore, this power should not be available for Jedi to learn except under exceptional circumstances.

**Source:** Wookiepedia entry for Meditation/Legends, Wookiepedia entry for Matuaki meditation band.

## Wan-Shen Forging

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Concentration*, *control another's pain*, *control pain*, *Force weapon*, *transfer Force*

**Effect:** A important part of becoming a Matukai adept is the crafting of one's own wan-shen – a polearm with a short, single blade on one end. It is as significant to them as crafting a lightsaber is to a Jedi. When a Matukai adept is crafting a wan-shen with equipment repair, the Matukai adept uses this power while forging and molding the blade and the staff, making them exceptionally hard and strong enough to resist a lightsaber blade. While this does not increase the damage to the wan-shen that *Force weapon* would provide, it does allow a Matukai adept to block a lightsaber with their wan-shen the same way a Jedi could block a lightsaber with a simple quarterstaff while using *Force weapon*.

While using this power, the Matukai adept must spend a Force point to make the alteration to the metal during the forging process permanent. This also creates a bond between the Matukai adept and the wan-shen.

**Author's Note:** When looking through the Wookiepedia and [Jedi vs. Sith – The Essential Guide to the Force](#), I read that the Matukai adept use the Force when forging the blade of the wan-shen, so I drew upon other instances of a Force-user using the Force to craft an item and created this power.

**Source:** [Jedi vs. Sith – The Essential Guide to the Force](#), Wookiepedia entry for Wan-shen

## Playing a Matukai Adept

The Matukai adept has achieved balance and harmony between their bodies and the spiritual Force. The Matukai adept has a strong healthy body and a strong will. The Matukai adept is very aware of their body, being able to detect any ailments almost immediately.

Race: Any

Gender: Both

Dexterity skills: High *Dexterity* attribute die. All skills available. Place emphasis on *melee combat* and *melee parry*.

Knowledge skills: All skills available. Place emphasis on *scholar* skills and *survival*.

Mechanical skills: All skills available.

Perception skills: All skills available. Establish preference towards *sneak*.

Strength skills: High *Strength* attribute die. All skills available with high die codes.

Technical skills: All skills available. Place emphasis on *equipment repair* and *first aid*.

Force skills: High *control* die. Normal *sense* and *alter* die.

Force powers: All the powers listed in this section. All Jedi powers available. Force warrior powers available. Place emphasis on *biocombustion*, *combat sense*, *concentration*, *control temperature*, *enhance attribute*, and all self-healing powers. *Force weapon* is a viable option to have when facing a lightsaber. Powers to heal others are permitted.



# Mind Walker Powers

**Restriction:** These powers are generally restricted to the Mind Walkers, also known as Mind Drinkers, who consisted of members for numerous Force organizations, including members of the Old Jedi Order. The only way for anyone to learn this power is to find the Mind Walkers and become one of them. Therefore, the GM is generally forbidden to allow anyone other than Mind Walkers from learning this power. With the destruction of Sinkhole Station, the Mind Walkers are all dead and these powers should not be available unless Abeloth returns.

The canonicity of all entries in this section is Legends.

## Control and Sense Powers

### Mind Walking

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Required Powers:** *Emptiness or rage, hibernation trance*

**Effect:** Through a specific type of meditation, a Mind Walker can use this power to have their consciousness leave their body and enter and remain in the realm of the Force they call “beyond shadows.”

The Mind Walker first enters a state of meditation before picturing one number at a time, starting with the number one and finishing with the number seven. Picturing the number seven completely severs the Mind Walker’s mind from their body.

When the Mind Walker is “beyond shadows,” time holds no meaning. Every instant feels as if it lasted forever, and vice versa. Because of this, it is impossible for a Mind Walker to keep track of time while “beyond shadows,” making the journey a dangerous task. The Force sustains the Mind Walker’s body for a while, but the body cannot survive forever without nutrition. If a Mind Walker’s consciousness stays “beyond shadows” for too long, the body will die, and the consciousness will remain “beyond shadows” forever. Mind Walkers are not concerned with this fact, but that is a different story for those who are not Mind Walkers.

While “beyond shadows,” the Mind Walker can experience visions and can interact with those who have become one with the Force. However, these interactions are fraught with danger, for should one die while beyond shadows, the body

dies as well. It is up to the GM to determine how to handle such encounters.

One can safely stay “beyond shadows” for the number of days equal to the die code of their *control* or *sense* skill, rounded down, whichever is lower. If one wishes to return to their body, the user must make a Difficult *willpower* roll. One can make this roll only once per day. Each additional day the Mind Walker is “beyond shadows” after the first day adds +5 to the difficulty, with the effect being cumulative. For instance, a Jedi who wishes to return on the same day they went beyond shadows, it is a Difficult roll. If the Jedi wishes to return the next day, it will be Difficult +5. On the next day, it will be *Difficult* +10, and so forth. Should one stay “beyond shadows” one day longer than the maximum safe number, the body dies, and the individual is lost beyond shadows.

This is a dangerous power, but it is not a power of the dark side. Use of this power does not incur a Dark Side Point.

**Appeared where:** *Abyss, Allies, Apocalypse*

**Author’s Note:** Jacen Solo learned this power during his five-year journey, but he did not teach it to anyone. Luke and Ben Skywalker learned this power, and later the Sith High Lord Sarasu Taalon, Sith Saber Gavar Khai, and Captain Leeha Faal did as well, though Leeah Faal died while “beyond shadows.” The other two Siths died later. Somehow, Darth Krayt learned this power, and both he and Luke Skywalker used this to fight against Abeloth “beyond shadows.” Because of the dangerous risks of this power, it is highly unlikely that any of them will instruct this power to anyone else.

## Control and Alter Powers

### Force Sustenance

**Control Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Accelerate healing, breath control, concentration, control another’s pain, control pain, hibernation trance, remove fatigue*

*This power may be kept up.*

**Effect:** This controversial power was possibly taught to the Mind Walkers by Abeloth. With this power, a Mind Walker can sustain himself or herself with nothing but the Force. This is possible by letting the Force flow through them, which sustains the body while purging the body of toxins. While this power is active, the body will not be affected by hunger, thirst, fatigue, or a lack of oxygen.

Mind Walkers can be trained to use this power while *mind walking* “beyond shadows.” This training negates the penalty that is associated with multiple actions. To do this, the Mind Walker must make an *alter* roll against the result of the *control* roll he made when activating *mind walking*. If successful, the Mind Walker can apply a multiplier to the number of days he can stay safely beyond shadows. The GM must consult the following table to determine the multiplier.

<b>Alter roll <math>\geq</math> Control roll for <i>mind walking</i> by:</b>	<b>Multiplier</b>
0-10	$\times 2$
11-20	$\times 3$
21+	$\times 4$

**Author's Note:** It is unclear if Jacen Solo learned this power during his five-year journey, though it is highly unlikely. Luke and Ben Skywalker did not learn this power, and neither did any of the Sith Lords. For now, this power will remain with the Mind Walkers.

**Appeared where:** Abyss

**Example:** Qwallo Mode used this to survive floating in the vacuum of space without a helmet. Rhondi and Rolund Tremaine combined this power with *mind walking* to amplify the effects of this power.

## Playing a Mind Walker

Though they originally came from a medley of Force traditions, Mind Walkers have come to believe that everything but the Force was an illusion. The only thing Mind Walkers are interested in is traveling beyond shadows.

Race: Any

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All other powers are optional.

# Mist-Weaver Powers



**Restriction:** The Mist-Weavers were a mystical order that existed long before the time of the New Republic. They worshipped the Force, which they referred to as the “Luminous Mist.” They developed the art of “spinning” normally intangible strings of the Force into resilient silk strands. They were considered

long lost until Luke Skywalker came across a reference to them in the Agoliba-Tu system. While he has knowledge of their existence, how they viewed the Force, and what they could do with the Force, he has yet to show any indication that he had learned any of the powers in this section. It is possible that he had made notes on this, and Rey had found them when she took the ancient Jedi text. Since the Battle of Exegol, she might have learned to use these abilities. Until this has been resolved, the GM is strongly encouraged not to make these powers available to anyone except for a Mist-Weaver when they existed – long before the New Republic. Perhaps even long before the Jedi Order first formed. The GM can however use these abilities and the existence of the Mist-Weavers as a plot device.

The canonicity of all entries in this section is Canon.

## Detect Mist

**Difficulty:** Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

**Effect:** This power is used to sense the ambient “Luminous Mist” energy within a specified location.

*Detect mist* will tell a character the rough magnitude of the “Luminous Mist” energy in an area or object.

## Hibernation Cocoon

**Difficulty:** Difficult

**Required Spells:** *Detect mist, mist manipulation, mist spinning*

**Effect:** Through manipulation of “Luminous Mist,” a Mist-Weaver can convert the strands of mist-silk into a cocoon around themselves. The cocoon will slow the flow of time, allowing the individual to survive the passage of time. It will

have the same effect as being under a *hibernation trance* with an intravenous water drip and sugar solution attached to the individual, under the effects of *stasis*, or under a *Palawa hibernation trance*.

When entering the cocoon, the individual decides for how long they will remain in a suspended state within the cocoon. It can be a specific number of years or it can be after being affected by an outside stimulus, like the arrival of an outsider or a rescuer.

As long as the individual is wrapped within the cocoon, the effects of the cocoon will be “kept up” until the predetermined time elapses or the individual is affected by an outside stimulus.

**Source:** [The Legends of Luke Skywalker](#)

**Example:** The Mist-Weavers Shareen, Awgk, and Wkk’e used this to survive the passage of time being trapped within an exogorth until Luke Skywalker encountered them some time after the Battle of Endor.

## Mist Manipulation

**Difficulty:** Moderate

**Required Spells:** *Detect mist*

**Effect:** By tapping into the Force, or “Luminous Mist” as they called it, a Mist-Weaver can “spin” the normally intangible strings of the Force into resilient silk strands.

**Source:** [The Legends of Luke Skywalker](#)

## Mist Spinning

**Difficulty:** Moderate to Difficult

**Required Spells:** *Detect mist, mist manipulation*

**Effect:** Through manipulation of “Luminous Mist,” a Mist-Weaver can convert the strands of mist-silk into matter, allowing them to create objects or enwrap themselves in a cocoon. The object created by this power are generally small, with the noted exceptions of the cocoons. The objects will always be simple, unpowered objects; thus, blasters and machinery cannot be crafted with this power. Small melee weapons like knives and batons might be created, but there is no evidence of any Mist-Weaver ever using this power this way.

**Source:** [The Legends of Luke Skywalker](#)

## Self-healing Barrier

**Difficulty:** Difficult

**Required Spells:** *Detect mist, mist manipulation, mist spinning*

**Effect:** Through manipulation of “Luminous Mist,” a Mist-Weaver can convert the strands of mist-silk into a sheet that appears as a “frozen waterfall.” This sheet feels rubbery, but is very resilient, having a *Strength* code to resist damage equal to the die code of this power.

After creating this sheet, the Mist-Weaver wraps it around themselves or around another individual. While wrapped in

this sheet, the individual gets to make two natural healing rolls per day twelve hours apart. It will be as if the individual were under the effect of *accelerate healing* or *accelerate another's healing*.

**Source:** The Legends of Luke Skywalker

## Playing a Mist-Weaver

The Mist-Weavers were a mystical order that existed long before the time of the New Republic. Hardly anything is known about them, so playing a Mist-Weaver is impossible to do at this time. There is only the following speculation.

Force skills: The abilities might be spells, like the Dathomiri, Nightsister, and Ta-Ree spells, so no Force skills are required. If Force skills are required, then apparently the *alter* dice is higher than the *sense* dice. There is nothing yet to suggest Mist-Weavers have abilities that necessitate the presence of *control* dice.

Force powers: All the powers listed in this section. *Sense Force* and *telekinesis* might be required, but there is too little data at this time for certainty.



# Mystic Agent Powers



**Restriction:** Mystic agents are individuals who combine their strength in the Force with their skills in stealth and subterfuge. The results of this combination are several Force powers that are generally unique and restricted to the mystic agents. Despite the mercenary nature of mystic agents, the powers associated with them are not tainted with the Dark Side.

These powers are generally restricted to the mystic agents, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

## Control Powers

### Channel Vitality

**Control Difficulty:** Difficult or Difficult +10

**Required Powers:** *Control pain, enhance attribute*

**Effect:** When faced with great peril, a mystic agent can sacrifice some of their health to temporarily increasing their skills through the Force.

The mystic agent must first declare how much of their health they is willing to give up. In GM terms, the mystic agent is willing to take a *wounded once* or *wounded twice* status. Taking a *wounded once* status would require a Difficult roll. A *wounded twice* status would add an additional +10 to the difficulty.

If the roll succeeds, the mystic agent receives a bonus for one round to only one of the following skills: *acrobatics, climbing/jumping, dodge, pick pocket, sneak, or swim*. The bonus is +5 for a successful *Difficult* roll and +10 for a successful *Difficult +10* roll.

As the mystic agent must be able to move to use this power and the bonus it grants, the mystic agent cannot take a *stunned, incapacitated, or mortally wounded* status. If either already *wounded* or taking a *wounded* status from a previous use of this power, the mystic agent can only make the Difficult roll and aim for a +5 bonus. If the mystic agent's wound status is anything but none or *wounded*, the mystic agent cannot use this power.

Taking either *wounded* status will incur the usual penalties for being *wounded*.

**Sources:** Mystic Agent class feature Channel Vitality from [Ultimate Alien Anthology](#) page 219, Mystic Talent Channel Vitality from [Jedi Academy Training Manual](#) page 18

## Closed Mind

**Control Difficulty:** Moderate

**Required Powers:** *Force of will*  
*This power may be kept up.*

**Effect:** Mystic agents master several techniques to guard their minds against unwanted mental intrusions.

This power is identical to the Jedi power *force of will*. The key difference between the two is because of the additional mental shielding techniques mystic agents learn, they receive an additional bonus to their “protection number.”

Skill roll $\geq$ Difficulty by:	Bonus
0-10	+5
11-20	+10
21+	+15

**Source:** Mystic Talent Closed Mind from [Jedi Academy Training Manual](#) page 18, Mystic Agent class feature Closed Mind from [Ultimate Alien Anthology](#) page 218

## Control and Alter Powers

### Stunning Strike

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Affect mind, dim another's senses, Force stun, life detection, life sense*

**Effect:** A mystic agent can use the Force to stun opponents with unarmed attacks. The mystic agent can make a *stunning strike* once a round; however, can only perform this a number of times per day equal to their *alter* die rounded down. The mystic agent must declare they is making such an attack before making the attack roll. If the attack roll fails, the *stunning strike* is wasted.

After the opponent is struck by the unarmed attack and takes damage, the opponent then makes a *stamina* or *Strength* roll against the mystic agent's *alter* roll. Failure results in the

opponent being stunned for one round. The opponent is stunned an additional round for every 5 the roll fails.

A creature that is immune to critical strikes cannot be affected by this power.

**Sources:** Mystic Agent class features Unarmed Force Stun and Improved Force Stun from Ultimate Alien Anthology pages 219-4

## Wallwalk

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Enhance attribute, telekinesis*

*This power may be kept up.*

**Effect:** This power allows the mystic agent to adhere to solid surfaces, allowing him to climb up walls and cling to ceilings. This is very different from the Jedi power *up the walls* because the user cannot run up the wall, and the user's hands must be free.

When activated, the user can climb up walls unencumbered at half their normal rate of speed. If they is carrying any significant weight, it will slow them down accordingly.

Opponents can pry a user off the wall. If the opponent tries to physically do so, the opponent must make a *Strength* roll against the user's *willpower*. If the opponent tries to move the user via *telekinesis*, the opponent must make an *alter* roll against the user's *control*.

**Source:** Mystic Agent class feature Wallwalk from Ultimate Alien Anthology page 218

## Sense and Alter Powers

### Weapon Concealment

**Sense Difficulty:** Easy

**Alter Difficulty:** Target's *search* or *Perception* roll.

**Required Powers:** *Dim another's senses*

*This power may be kept up.*

**Effect:** A mystic agent can use the Force to conceal a weapon or other item on their person. The mystic agent must first make some effort to conceal the item or weapon in question. The item in question cannot be in their hand or holstered to their hip, for example.

In GM terms, the result of the *alter* roll determines the bonus the mystic agent receives to their *hide* skill roll to conceal the item or weapon in question.

Skill roll $\geq$ Difficulty by:	Bonus
0-5	+1
6-10	+2
11-15	+1D
16-20	+1D+1
21+	+1D+2

The mystic agent can attempt to conceal multiple weapons or items, but each item after the first will incur a -2 penalty to the *alter* roll.

In addition, the size of the item or weapon that the mystic agent is trying to conceal is a factor. The mystic agent can receive a bonus or a penalty to the alter roll depending on the size in question.

Object size	Bonus/Penalty
Fine	+3D
Diminutive	+2D
Tiny	+1D
Small	+0
Medium	-1D
Large	-2D
Huge+	Automatic fail

This power is only effective against visual or manual inspection or frisking. It is useless against electric sensors or similar devices designed to detect concealed weapons.

**Source:** Mystic Agent class feature Weapon Concealment from Ultimate Alien Anthology page 218

## Playing a Mystic Agent

Mystics agents are consummate masters of espionage – strong in the Force and masters of stealth and subterfuge. Selling their expertise as stealthy spies, swift couriers, and silent assassins. They handle infiltration, extraction, seduction, obfuscation, and assassination missions.

Race: Any

Gender: Both

Dexterity skills: All skills available with preference for *acrobatics* and *pick pocket*.

Knowledge skills: All skills available with preference for *language, scholar, and willpower*.

Mechanical skills: All skills available.

Perception skills: All skills available with preference for *con, con: disguise, hide, investigation, persuasion, and sneak*.

Strength skills: All skills available.

Technical skills: All skills available with preference for *computer programming/repair and security*.

Force skills: *Control* and *alter* dice slightly higher than *sense*.

Force powers: All the powers listed in this section. All Jedi powers available.

# Nightsister Spells



**Note:** Though the Nightsisters are native to Dathomir and can be seen as Dathomiri Witches, the spells listed here are separate from the Dathomir spells because these spells are generally associated with the Nightsisters rather than the other clans on Dathomir. In addition, most of the spells listed here have

been performed by the clan of Nightsisters led by Mother Talzin during the years leading up to and including the Clone Wars. These Nightsisters drew on “spirit ichor,” something that has yet to be witnessed among any of the other clans, even later incarnations of the Nightsisters.



Though these spells are generally restricted to the Nightsisters of Dathomir, there is nothing forbidding the

gamemaster to allow Witches from other clans from learning these spells. As for males of Dathomir and offworld Force-users, while they can learn these spells as well, there is a risk. The spirits of the Nightsisters loathe allowing non-female Witches to use these spells. They will demand a debt to be paid by the outsider, and that debt is paid by possessing the body of the outsider. The outsider will be unable to prevent this possession; however, the spirit can only possess a body if the outsider is within a fortress of a Nightsister clan with an altar of power. The reason for this is that the spirits are bound to the altar of power. They can move about the fortress with ease, but they are unable to leave it. So long as the outsider stays away from such places, the spirit will be unable to possess the body. If the outsider finds himself or herself within such a place, they can escape possession by fleeing from the fortress before being possessed. If the outsider is possessed, the spirit can be exorcised in one of several ways. First, a Jedi can use *Force light* on the possessed individual to remove the spirit. Second, if the possessed individual is taken out of the fortress, the spirit is immediately pulled out of the body and forced to return to the altar. Finally, if the altar of power is destroyed, the spirits are immediately unbound and become part of the Force.

Most of these spells have equivalent corresponding powers amongst the Jedi. These counterparts will be noted for those

spells that have them. For spells that have not had counterparts already mentioned, I have created such powers. The availability of these powers to the Jedi will be noted in the descriptions of these powers.

## Aspect of the Storm

**Status:** Canon

**Difficulty:** Difficult, modified by proximity

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the formless blue-black spirit of the weather, a Nightsister can manipulate the inky fabric of the spirit into lightning strikes that will strike down her opponents.

When the Nightsister makes a successful roll, she can designate a certain location, and the lightning will strike everything within a 100-meter radius of the location. Any target in the affected area will suffer 5D of *character-scale* damage. If the Nightsister is within the affected area, she will not be struck by the lightning. The Nightsister can increase the radius in 25-meter increments, but each increase adds +5 to the difficulty.

While this is an offensive power, using this does not automatically give the Nightsister a Dark Side Point, just as using the *spell of lightning* does not automatically give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *control weather*

## Avatar Empowerment

**Status:** Canon

**Difficulty:** Varies

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation, water of life*

**Effect:** This is one of the most difficult spells a Nightsister can perform. By channeling spirit ichor directly into the body of the recipient, the Nightsister alters the recipient’s body into a taller, physically stronger being. The Nightsister is also able to enhance the recipient’s attribute and Force abilities.

Multiple alterations require multiple rolls, with each roll taking one minute and granting the Nightsister an additional Dark Side Point. Each alteration inflicts 4D damage to the subject, though the *water of life* work on healing the damage almost instantly.

### Alteration

Add Claws or Fangs (STR +2 damage)

Add Horns (STR +1D damage)

Add Natural Armor (+1D vs. energy)\*

Add Natural Armor (+1D vs. physical)\*

Alter Physical Appearance (+1D to *intimidation*)\*

Grant Darkvision (20’)

Increase Attribute (+1 pip)

### Difficulty

Difficult

Difficult

Heroic

Very Difficult

Moderate

Very Difficult

Heroic

Increase/Decrease Size By Half*	Heroic
Increase Move Score +2 (up to twice original score)	Very Difficult
Make Target Obedient (-1D to <i>willpower</i> )	Very Difficult

\*Each additional use of this alteration on the same target increases the difficulty by 5 points and grants an additional Dark Side Point.

Though the Jedi have not had the chance to see if there is a way to counter the effects of this power on the recipient, another Clan Mother can do so. Since the alterations are unnatural, undoing the alterations would be an act of restoring balance within the recipient. The associated difficulties are reduced by one level, and the Nightsister performing this will not be receiving any Dark Side Points. However, upon death, the spirit ichor within the recipient's body leaves, causing the body to revert to its original state.

**Author's Note:** Since *alchemy* is the closest corresponding power to this spell, I used that power as a guide in creating this spell.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Monster. Jedi: Fallen Order

**Corresponding Power:** *alchemy* (closest equivalent)

**Example:** Mother Talzin used this to transform Savage Opress into an avatar of primal anger and power. Merrin used this to strengthen the Nightbrothers she summoned to fight Cal Kestis.

## Binding Ritual

**Status:** Legends

**Difficulty:** Target's *control*, *Perception*, or *willpower*

**Required Spells:** *Commune with the spirit world*, *invoke spirits*, *spirit ichor manipulation*

**Effect:** One of the most powerful spells known to the Nightsisters, and used only in times of severe distress, a shaman or a Clan Mother can use this spell to bind and imprison a spirit into a prison or containment vessel. The prison used for this spell must be specially crafted by the Nightsister to serve this purpose. If said object is destroyed, the spirit is immediately freed. If the Nightsister were to use any other object to serve as the prison, the spirit breaks free from the object, destroying it in the process.

**Appeared where:** "The Gilded Cage" – Dark Legends

**Example:** The Nightsister Zeldin knew this power. Darth Caldoth stole this knowledge from Zeldin and used it to imprison a spirit while on Obsidia.

## Blood Trail

**Status:** Legends

**Difficulty:** Easy, modified by proximity

**Required Spells:** *Commune with the spirit world*  
*This spell may be kept up.*

**Effect:** Invoking the Fanged God for this spell allows a Nightsister to infuse her blood with a connection to herself and brand a target, usually her slave, with her own blood to track the target should the target escape.

Upon casting this spell, the Nightsister must make a *grenade* roll to hit the target with her blood. The target then makes an opposed *dodge* roll, with the result determining if the target has been marked. If the target is marked, however, there is nothing the target can do to remove it. The mark will feel acidic to the target but will otherwise suffer no damage. Only the Nightsister who cast the spell can remove it.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Author's Note:** This spell is known to the Nightsisters, and they generally do not teach it to offworlders. To date, Jacen Solo is the only exception, and he has not taught this spell to anyone else.

## Bolt of Spirit Ichor

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world*, *spirit ichor manipulation*

**Effect:** By tapping into the Force and drawing from the Winged Goddess, a Nightsister can concentrate the spirit ichor into a sphere and then hurl the sphere at any target within her line of sight.

After making the successful roll to manifest the bolt of spirit ichor, the Nightsister makes a *thrown weapons* roll with a +1D bonus to throw it at her target. Characters hit by this suffer 4D damage and lose a Force Point.

While *absorb/dissipate energy* offers no defense against this spell, one can block it with an energy shield, a lightsaber, a shield gauntlet, *greater Force shield*, *lesser Force shield*, *protective bubble*, or some similar Force power.

Nightsisters using this power often do so out of anger. Using this spell gives the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Fallen Order. Jedi: Survivor

**Example:** Merrin threw several *bolts of spirit ichor* at Taron Malicos. She used this repeatedly throughout Jedi: Survivor.

## Chant of Resurrection

**Status:** Canon

**Difficulty:** Very Difficult, modified by proximity

**Required Spells:** *Commune with the spirit world*, *invoke spirits*, *spirit ichor manipulation*

**Time to Use:** Five minutes

**Effect:** One of the most powerful spells known to the Nightsisters, and used only in times of severe distress, after successfully invoking the spirits, a shaman or Clan Mother can call upon the Winged Goddess can channel them and spirit ichor into the corpses of fallen Nightsister warriors. Once infused, these reanimated corpses will follow the will of the



caster without hesitation. The reanimated warriors will run to the site of the battle and attack without mercy or hesitation.

While charging the enemy, they will release a shriek that seems to come from every direction at once. Any enemy hearing this shriek must make a Very Difficult *control* or *willpower* roll to remain unaffected. Failure will result in the enemy being frozen in fear. Should the enemy fail the roll by ten or more, the enemy will attempt to flee from the battle, but will end up being killed by the spirits. Droids are not affected by this shriek.

Since the corpses are already dead, they are immune to pain. It is possible for the enemy to destroy the body by inflicting enough damage to “kill” the zombie again; however, this is only a brief reprieve, as the dark energies that animated the corpse in the first place will remain in the area until it finds a new body to animate.

The only known way to end this spell is to kill the caster who casted the spell in the first place.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Massacre, Jedi: Fallen Order

**Corresponding Power:** *tsaiwinokka hoyakut*

**Example:** Old Daka used this to revive the dead and send them against the droid army. Merrin used this to revive the dead and send them against Cal Kestis and Taron Malicos

## Cleanse Poison

**Status:** Canon

**Difficulty:** Very Easy for a very mild poison (alcohol); Easy for mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to heroic for a neurotoxin.

**Required Spells:** *Commune with the spirit world*

**Time to Use:** Five minutes

**Effect:** By invoking the Fanged God and the quiet, content green spirits of the plants, the Nightsister can break down any poison once it enters her bloodstream.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *Detoxify poison*

## Commune with the Spirit World

**Status:** Canon

**Difficulty:** Difficult for the first time, then Easy

**Effect:** This allows a Nightsister to commune with the spirits who dwell in the realm beyond the shadows. This is essential, as it is through channeling the power of the Winged Goddess, the Fanged God, and the other spirits in the spirit world that the Nightsister can perform all other spells.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

## Conjure Object

**Status:** Canon

**Difficulty:** Moderate to Difficult

**Required Spells:** *Commune with the spirit world*, *spirit ichor manipulation*

**Effect:** Through manipulation of raw spirit ichor, a shaman can convert the spirit ichor into matter, creating any object the shaman so desires. However, there is a limit on what the shaman can create. The object, regardless of form and shape, cannot exceed ten kilograms in mass.

In addition, it is far easier to convert spirit ichor into solid matter instead of liquids.

The shaman can also use this power to conjure a weapon out of spirit ichor. Only melee-type weapons that can be wielded using the *melee combat* and *melee parry* skill have been conjured to date, though spears conjured by this power can be thrown with the *thrown weapons* skill. It is unknown if bows can be conjured with this skill. Weapons conjured by this spell can be dismissed back into spirit ichor with this spell.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Sources:** Book of Sith; Force power *conjure* from Unlimited Power

**Appeared where:** The Clone Wars: Monster, Jedi: Survivor

**Example:** Mother Talzin used this to create a cup of blackroot for Count Dooku and to create Savage Opress’ pike. Merrin conjured a staff before engaging in physical combat in Jedi: Survivor.

## Control Web

**Status:** Legends

**Difficulty:** Difficult

**Required Spells:** *Commune with the spirit world*, *spell of creature understanding*  
*This spell may be kept up.*

**Effect:** The ability to control animals is common amongst the various clans on Dathomir. But this ability only grants the Witch or Nightsister the ability to control one animal. The Nightsisters, however, have developed this spell as a means of gaining control of many animals at the same time. However, for this spell to succeed, several Nightsisters must cast this spell at the same time. The spell creates a web of Force energy over an area with the Nightsisters at the edges of the web. The Nightsisters must decide beforehand what animal they wish to control with this spell. The animals within the web can make an opposed *Perception* roll to escape being caught under the Nightsisters’ control. If the roll fails, then the animal cannot make another while the spell is active.

Once invoked, this spell can be kept up so long as the number of Nightsisters creating the web and the number of creatures caught in the web remain constant. Should either of these numbers change, the Nightsisters must make a new roll

to change the configuration of the web and maintain it. The animals within the web will also be allowed to make an opposed *Perception* roll to escape the Nightsisters' control. However, when making this new roll, each Nightsister and animal receives a modifier depending on how the numbers change. If one of the controlled animals dies, or if a new Nightsister decides to contribute to the web, then all the Nightsisters except for the new arrival receive a +2 bonus to their rolls. If a new animal arrives or if one of the Nightsisters dies, then all the animals except for the new arrival receive a +2 bonus to their rolls. The modifiers are cumulative, but last for one round.

Each Nightsister who uses this spell receives one Dark Side Point for casting it and one Dark Side Point for each evil act the animals under their command commit on their behalf.

**Author's Note:** While the Nightsisters were able to use this on sparkflies and rancors, the Lost Tribe of the Sith managed to learn this spell and use it to weaken Abeloth. Based on the results, the version used by the Lost Tribe seemed different than the Nightsisters. Until this difference is understood, this spell should be restricted to the Nightsisters.

**Appeared where:** [Backlash](#)

## Create Talisman/Totem

**Status:** Canon

**Difficulty:** Varies

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** When a shaman or Clan Mother uses this ritual, she entreats the spirits to empower a receptacle in the physical realm. While inside the receptacle, the spirits will sleep until summoned. The receptacles take the forms of talismans and totems, and the powers contained within them may last for generations; however, should the talisman or totem be destroyed, the spirit contained within returns to the spirit realm.

When creating a talisman or a totem, the shaman must first declare what kind of talisman or totem she is creating. This will determine not only the difficulty, but also any specific requirement that must be met for the spell to be successful. Even if the shaman succeeds in making the required difficulty roll, if the shaman lacks the specific requirement for the talisman or the totem, the spell will fail.

**Talisman of Age:** The wearer taps into the animal nature of humans, which results in a brief restoration of the vigor of youth. In GM terms, if the wearer has attributes and skills that have been reduced due to age, the affected attributes are restored to what they were during the wearer's youth for as long as the talisman is active. Difficulty: Moderate

**Talisman of Counterspell:** This talisman creates a protective shield of spirit ichor around the wearer. While active, not only will the wearer be safe from all spells and Force powers cast

upon her, but the shield will reflect these spells and Force powers back at the original casters, forcing them to make the saving throws the wearer would have made otherwise to avoid being affected. This shield, however, offers no protection from mundane attacks. Difficulty: Moderate

**Talisman of Focus:** This talisman aids the user in focusing the spirit ichor necessary to perform a spell. In GM terms, if the user this talisman while performing any spell, the user gains a temporary bonus to any rolls made to cast the spell. The bonus depends on by how much the user beats the difficulty in creating the talisman in the first place. Difficulty: Moderate

Roll $\geq$ difficulty by:	Bonus
0-8	+2
9-16	+1D
17+	+1D+1



**Talisman of Finding:** This talisman is shaped like a compass. Once activated, it will guide the wearer to any target that has been imprinted on it, regardless of where the target might be in the galaxy.

The talisman will cease to function once the target is found or if the target dies before being found. In crafting this talisman, the crafter must add a drop of blood from the target onto the talisman before empowering it. Difficulty: Moderate

**Talisman of Resurrection:** This talisman functions the same way as the *chant of resurrection* spell. It will bring the spirits of the dead back to their physical bodies. Depending on how much time has passed since death, the results might not be favorable. For instance, the reanimated dead might be nothing more than a mummified skeleton. Difficulty: Very Difficult

**Talisman of Transformation:** The wearer can change into the form of an animal in the physical realm. Be able to tap into the animal's spirit essence. When creating such a totem, the crafter must decide which animal will be associated with the totem. Once that is done, the crafter then seeks the ur-spirit of the specific animal in question and transfers it into the totem. Examples of these talismans are the Talisman of the Bolma, Talisman of the Brackaset, Talisman of the Eollu, Talisman of the Burra Fish, and the Talisman of the Raven. Difficulty: Difficult

**Totem of the Elementals:** The totem allows the user to summon one of six powerful, primal entities to do her bidding. Since these are primal entities, they may not always obey the one who summoned them. Each round, the wearer must make a Difficult willpower roll to enforce her will on the entity. The Nightsister can invoke one primal entity at a time and must dismiss one entity before summoning a different one.

## Star Wars

There are six entities that can be summoned with this totem. Each has different powers.

**Clay:** A human-sized golem made completely of clay; it will attack the wearer's enemies physically. Each punch can inflict 3D damage. Brawling and melee attacks inflict no damage. Furthermore, there is a risk of the weapon or the fist becoming stuck in the clay. The attacker must make a Moderate *Strength* roll to pull the weapon or fist out of the clay. Regular blaster fire will only chip away at the clay. Only grenades, missiles, sonic weapons, and blaster fire from *speeder*-scale or higher blasters can destroy these things.

**Flame:** A humanoid shape made completely of fire; it will attack by sending streams of fire at the enemies. Only those who are properly protected will be unharmed from this attack. Being made of fire, nearly all attacks made against it will be ineffective. Explosions will snuff out the fire, while water will douse it.

**Ice:** A humanoid shape made completely of ice, the surface is covered with sharp edges. It is very similar to the clay golem with several differences. It can swipe at the enemies, inflicting 2D of slashing damage because of its sharp edges. It can inflict the same amount of damage by trapping an enemy in a bear hug. In addition, anyone caught in the bear hug has two rounds to make a successful *Strength* roll to break free or else die from extreme hypothermia. Melee attacks against it inflict half damage, while regular blaster fire will inflict normal damage because of the heat. Exposure to fire will melt the body.

**Woodrot:** A wriggling mass of decaying vines, it will strike enemies by lashing at them with its vines as if they were whips. It will also try to strangle opponents with its vines. The greatest danger this entity poses is the decay on the vines. If the vines touch the skin, it will cause a severe rash that will become infected if left untreated. Treating the rash requires a Moderate *first aid* roll, while treating the infection requires a Difficult one. Being made of plants, it is very vulnerable to fire, blaster fire, and melee attacks made by bladed weapons.

**Smoke:** A mass of thick smoke, the entity attacks by enveloping its enemy, causing the enemy to suffocate to death unless the enemy can escape. The only means of escape is by somehow blowing away the entity with a violent gust of wind or a shockwave. The "body" of this entity cannot be destroyed.

**Sunlight:** A glowing body that will emit bright flashes of light that will blind any enemy, affecting their skill rolls accordingly. Only those who are wearing protective eyewear will avoid being blinded. The "body" of this entity cannot be destroyed.

**Night:** An inky black body that will expand and cover an area in complete darkness. Though it cannot attack, the enemies that are trapped inside the darkness will have their skill rolls affected accordingly. The "body" of this entity cannot be destroyed.

Whenever the body of the entity is destroyed, the spirit will survive and return to the spirit world. Difficulty: Moderate for

clay, ice, and woodrot; Difficult for fire and smoke; Very Difficult for night and sunlight.

**Totem of Familiars:** With this totem, a Nightsister can summon an animal to her side and hold the animal there for as long as the totem is active. The totem will also augment one of the animal's attributes. The GM will make a roll to determine which attribute is augmented.

### **Roll Augmentation**

1	<i>Perception</i> and associated skills augmented by 1D
2-3	<i>Strength</i> and associated skills augmented by 1D
4-6	<i>Dexterity</i> and associated skills augmented by 1D

The totems and talismans listed here can be activated and deactivated by the wearer's choice. The only way the powers they invoke will end will be if the wearer is killed. The power of the talisman or totem will also cease in most cases when it is separated from the wearer. The one exception is the Talisman of Transformation. If the wearer is in an animal form and is separated from the talisman, the wearer is stuck in the animal form until she retrieves the talisman. Should the talisman be destroyed while the wearer is in the animal form, she is stuck in that form permanently.

The wearer can swallow a talisman or totem, resulting in the release of the spirit ichor within the item into the body. This release empowers the Nightsister, but the empowerment lasts only moments, as the spirit will return to the spirit realm after being released. When that happens, the Nightsister's spirit joins the released spirit as it returns to the spirit realm, and the body is reduced to ash.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Witches of the Mist, Ewoks: The Battle for Endor

**Corresponding Power:** *Create Force talisman* (closest thing, yet the powers exhibited by the talismans and totems have yet to be duplicated)

**Example:** This spell was never witnessed, but Mother Talzin did give a talisman to Savage Opress which would guide him to his brother Darth Maul. This talisman was created by this power. Charal used a talisman to transform into a raven.

## **Divination/Heartshadow**

**Status:** Canon

**Difficulty:** Difficult, modified by proximity and relationship

**Required Spells:** *Commune with the spirit world*, *spirit ichor manipulation*

**Time to Use:** One minute

**Effect:** The shaman shapes the spirit ichor into a sphere and peers into its depths. After a minute of concentration, the shaman can see visions of possible futures. The GM should consult the table below for details on the accuracy of the vision she sees.

**Roll  $\geq$  difficulty by:** **Vision accuracy**

0-10	25%
11-20	50%
21-30	75%

This spell cannot be used to see the past or the present.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Witches of the Mist

**Corresponding Power:** *farseeing* (looking to see possible futures)

**Example:** Mother Talzin used this to show Savage Opress his future.

## Dreamspeech

**Status:** Canon

**Difficulty:** Moderate; modified by proximity

**Required Spells:** *Seeking spell 3D, spell of discovery 5D, spell of open mind 3D, spell of thought-touch*

**Effect:** The Great Mothers on Peridea can communicate with other Nightsisters by sending messages and visions to them in their dreams. This has the benefit of not being detected by other Force users. There are two downsides to this form of communication. One is that the Nightsister can only receive these messages while sleeping; thus, a Nightsister might miss an urgent message from a Great Mother because she is awake rather than asleep. The other is it does not allow two-way communication. The targeted Nightsister can receive these messages, but cannot respond in kind. She can only act upon them.

Even though this spell is used by the Great Mothers, it is not tainted by the dark side. Using this spell does not give the Great Mother a Dark Side Point.

**Appeared where:** Ahsoka Part 6: Far, Far Away

**Corresponding Power:** *affect mind (possible), illusion (possible), perfect telepathy (possible), projective telepathy (possible)*

**Example:** Aktropaw, Klothow, and Lakesis used this to communicate with Morgan Elsbeth across the vast distance between Peridea and the Star Wars galaxy.

## Ears of the Chiroptix

**Status:** Canon

**Difficulty:** Very Easy

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the raw, red ur-spirit of the chirpotix, the Nightsister will temporarily gain the heightened hearing of the chirpotix. While the spell is active, she can hear whispers and be able to create a mental map of the area based on the sounds she hears.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *magnify senses* (sense of hearing)

## Earth Surge

**Status:** Canon

**Required Spells:** *Concentration 3D, Telekinesis 5D*

**Effect:** With this, a Nightsister can manipulate the ground, causing platforms to rise up or pits to form.

The Nightsister must first declare what she wants to create – a platform or a pit. She then declares how large an area she wants to affect.

Radius	Difficulty
2-meter radius	Easy
4-meter radius	Moderate
6-meter radius	Difficult
8-meter radius	Very Difficult

If the Nightsister wishes to create a pit, the pit will be one meter deep. If the Nightsister wishes to create a platform, she can create one up to three meters in height. If she wishes to make the platform higher, the GM adds +5 for every meter above three.

The GM also needs to consider the nature of the ground. If the ground is just ordinary earth, there is no modifier to consider. If the ground is loose particulates like sand, the GM grants a +1D bonus to the Nightsister's roll. The same thing applies to moist ground, like mud or swampy terrain. However, any platform made of sand or mud will last only one round before collapsing. If the ground is solid rock, the GM adds +10 to the difficulty.

The Nightsister can create a pit quickly, catching her opponent off-guard. Any creature caught by the spell falls into the pit, being unable to move until the next turn.

The Nightsister can also use this spell to create a pit or a pillar for the express purpose of knocking over a ground vehicle, a walker, a hover vehicle, or a landspeeder, although pits will be ineffective against hover vehicles and landspeeders. If the Nightsister is successful in casting this spell at the right moment, the operator of the vehicle must make a successful *ground vehicle operation, hover vehicle operation, repulsorlift operation, or walker operation* roll against the Nightsister's roll. Success means the operator was able to react fast enough to avoid the pit or pillar. If the operator fails, then the operator must make another roll to prevent the vehicle from tipping over. Walkers would have the addition risk of tripping and falling. For ground vehicles and landspeeders, it is a Moderate roll. For walkers, the difficulty depends on the number of legs the walker has.



Number of legs	Difficulty
2	Very Difficult
3-4	Difficult
5-6	Moderate
7-8	Easy

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Fallen Order

**Example:** Merrin used this to create stone platforms on Dathomir.

## Entomb

**Status:** Canon

**Difficulty:** Varies

**Required Spells:** *Concentration 5D, earth surge 5D, telekinesis 7D*

**Effect:** A Nightsister can choose to restrain her target by first restraining the target with the Force and then cause the ground to open up and swallow the target either partly or completely.

The Nightsister must first make a successful roll against the target's *Strength* or *control* to restrain the target. If the target succeeds, then the power fails automatically. If the target is already partly restrained – arms or legs bound in some fashion – the Nightsister gains a +5 bonus to her spell. If the target has both sets of limbs restrained, the bonus is +10.

Once restrained, the Nightsister can then make the ground open to swallow the target either in part or completely. How long this takes depends on how much of the target the Nightsister wishes to bury.

Body part buried	Time
Up to knees	1 round
Up to waist	2 rounds
Up to shoulders	3 rounds
Completely	4 rounds

The Nightsister can choose to stop the burial process at any point. The Nightsister can choose to bury just a foot, up to the target's chest or neck, etc.

The target can continue to resist while the spell is in effect and can even attempt to free himself or herself after the Nightsister ends the spell by making an opposed *Strength* or *control* roll. Success means the target breaks free and can extricate himself or herself. However, when making the opposed roll, the GM must also factor in the nature of the ground. If the ground is just ordinary earth, there is no modifier to consider. If the ground is loose particulates like sand, the GM grants a +1D bonus to the target's roll only if buried up to the knees. Any deeper, and the bonus is negated. If the ground is moist, like mud or a swampy terrain, the GM must impose a -1D penalty to the target's roll, as the material is denser than ordinary earth. If the surface is solid stone, the

penalty is -2D. This spell does not work on water, metal, ice, or any other substance. If the target has the burrowing or tunneling special ability, the target can choose to escape after being buried if it is possible to do so.

Typically, the Nightsister uses this spell to entomb a character, but the Nightsister can choose to entomb a creature. The Nightsister can use this spell to its full effect on a creature that is character-scale or smaller. If the creature is speeder-scale or larger, the Nightsister can only use this spell to trap one or several of the creature's feet. Success means the creature cannot move until the next turn. If the creature is bipedal and fails the opposed roll, the GM must roll a wild die. On a roll of 1 or 2, the creature trips, falls to the ground, and cannot move for two turns. If the creature is quadruped, tripping only occurs on a successful wild die roll of 1. If the creature has more than four legs, the creature cannot be tripped.

The Nightsister can attempt to do the same thing against a walker. The Nightsister must make a successful roll against the operator's *walker operation* roll. Hover, repulsorlift, and treaded vehicles cannot be trapped with this spell. Wheeled vehicles cannot be tripped, but walkers can be, should the operator fail to keep the walker steady. After trapping the walker's leg, the operator must make a *walker operation* roll to prevent the walker from tripping.

Number of legs	Difficulty
2	Very Difficult
3-4	Difficult
5-6	Moderate
7-8	Easy

If the Nightsister can entomb more than one leg for non-bipedal walkers, the difficulty level increases by one for each additional leg ensnared.

If a Nightsister used this spell to completely bury a character or a creature, she receives a Dark Side Point. Using this spell to ensnare her target does not give the Nightsister a Dark Side Point; however, should the target be unable to escape and is hurt while trapped or dies, then the Nightsister receives a Dark Side Point.

**Appeared where:** Jedi: Fallen Order

**Example:** Merrin used this to restrain and bury Taron Malicos in stone alive.

## Flight

**Status:** Canon

**Difficulty:** Equal to the number of meters the Nightsister wishes to move herself, with 20 being the maximum.

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the formless blue-black spirit of the weather, the Nightsister can manipulate the winds and create winds strong enough to carry her through the sky.

This spell will allow the Nightsister to move a certain number of meters in any direction, with the maximum limit being twenty meters. She must land at the end of the round or else risk suffering falling damage, which is at the GM's discretion.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *Force flight*

## Gift of Shadow

**Status:** Canon

**Difficulty:** Variable

**Required Spells:** *Avatar of empowerment, commune with the spirit world, spirit ichor manipulation, water of life*

**Effect:** This may be a ritual of sorts that allow a Great Mother to “promote” a Nightsister to Mother status. The Nightsister must first pledge herself to the sisterhood, the magicks, and the “old ways.” The Great Mother then asks the Nightsister if she is willing to abandon her old life. If the Nightsister agrees and pledges her life and loyalty, the Great Mother places her hands on the Nightsister's face and eyes. She infuses the face with spirit ichor, making the recipient's eyes light up in green fire. This fire and the infusion of spirit ichor burns parts of the Nightsister's face, creating black markings around the eyes and across the face.

In GM terms, this spell allows a Great Mother to increase the targeted Nightsister's powers to the level appropriate for a Mother. The minimum die code for the Mothers is 8D, so if the spell is successful, the GM then increases the die codes of *all* the Nightsister's spells to 8D.

This might be used on Jedi or other Force users who use the standard Force skills when using the Force. The procedure is the same – find the Force skill with the lowest die code, increase that skill to 8D, then increase the other Force skills by the same amount.

This is a spell that only a Great Mother can perform. And even then, the Great Mother only performs this spell on the Nightsister as a reward for a significant accomplishment or for years of unswerving, dedicated loyalty to the Nightsisters.

A Great Mother must make a successful Heroic roll to perform this spell. Several Great Mothers can combine their powers to perform this spell on the targeted Nightsister at once. For each additional Great Mother performing this spell, the difficulty level is reduced by one.

This is an unnatural means of empowering a Nightsister and increasing her skills in the Force. As such, every Great Mother using this spell on a Nightsister receives a Dark Side Point.

If a Nightsister manages to get the die codes of *all* her spells up to 8D *on her own*, she becomes qualified to become a Great Mother. A Great Mother can perform this spell to give the Nightsister the burns on her face, making her a Great

Mother, but since the die code of all her spells are already at 8D, they will not increase any further. Thus, the difficulty in performing this spell is Moderate, and the Great Mother receives no Dark Side Points in this case.

**Author's Note:** I admit that this spell has the potential to become very unbalancing. That is why I have added the restrictions mentioned above. I chose 8D because on the RPGGamer.org website, there are stats for the Nightsisters that appeared on *Ahsoka*. And according to those stats, the lowest Force skill present amongst the three are Aktropaw's and Lakesis's *alter* skill of 8D. Thus, I set this as the limit. While that still seems unbalancing, the stats on RPGGamer.org has the standard Force skills of Control, Sense, and Alter. The stats for the Witches of Dathomir and Nightsisters in Legends continuity assigns a die code for *each* spell the individual knows. So, it is a choice between increasing three sets of die codes, or a larger number. Should new information about this spell come to light in any future seasons of *Ahsoka*, this spell will be adjusted according to this new information.

**Appeared where:** Ahsoka Part 8: The Jedi, The Witch, and The Warlord

**Corresponding Power:** *enhance Force sensitivity*

**Example:** Aktropaw, Klothow, and Lakesis performed this ritual on Morgan Elsbeth.

## Green Lightning

**Status:** Canon

**Difficulty:** Difficult, modified by proximity. Limited to line of sight. If used to attack, the difficulty is the target's *Dexterity* or *dodge* roll, unless the Difficulty rating is higher.

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** Successful casting of this spell causes the Nightsister to channel the spirit ichor through her body, releasing it as bolts of green energy from the fingertips. *Green lightning* courses over the target, inflicting great amount of pain and damage, eventually killing him. *Green lightning* causes damage equal to half of the spell's dice, rounded down (if the caster has *green lightning 5D*, the damage would be 2D).

**Author's Note:** While this power greatly resembles *Force lightning* and *spell of lightning*, Mother Talzin draws on spirit ichor when she uses her powers rather than the dark side exclusively. As such, *spirit ichor manipulation* should be a prerequisite, and manifestations of spirit ichor are green in color – thus the green lightning she used.

**Appeared where:** The Clone Wars: Massacre, Darth Maul – Son of Dathomir

**Example:** Mother Talzin used this against the droid army during the Battle of Dathomir in The Clone Wars: Massacre. Mother Talzin used this against Palpatine and Dooku in Darth Maul – Son of Dathomir.

## Invoke Spirits

**Status:** Canon

**Difficulty:** Difficult

**Required Spells:** *Commune with the spirit world*

**Time to Use:** Five minutes

**Effect:** Used in times of severe distress, a Clan Mother can call upon the Winged Goddess to invoke the spirits to come to her clan's aid. Once summoned, the ethereal forms of the deceased warriors will appear and attack the designated enemy. While charging the enemy, they will release a shriek that seems to come from every direction at once. Any enemy hearing this shriek must make a Very Difficult *control* or *willpower* roll to remain unaffected. Failure will result in the enemy being frozen in fear. Should the enemy fail the roll by ten or more, the enemy will attempt to flee from the battle, but will end up being killed by the spirits. Droids are not affected by this shriek.

Since the spirits lack a physical body, conventional means of attack and most Force powers will have no effect on them. The only Force powers that might affect them are *ball lightning*, *beam of light*, *bolt of corruption*, *bolt of hatred* (*sutta chwituskak*), *consume essence*, *dark side web* (*odojinya*), *electric judgment*, *Force bolt*, *Force harmony*, *Force light*, *Force lightning*, *Force net*, *Force walk*, *kinetite*, *lightning burst*, *mind crush*, *thought bomb*, and *wall of light*. However, there have been no official confirmation yet that any of these powers will be effective. The only known way to end this spell is to kill the caster who casted the spell in the first place.

Use of this spell is against the flow of life and the Force. Any Nightsister using this spell receives a Dark Side Point.

**Source:** *Book of Sith*

**Appeared where:** *The Clone Wars: Massacre*

**Corresponding Power:** *Sith sorcery* (closest corresponding power)

**Example:** Mother Daka summoned the spirits before reanimating the dead

## Lightning Storm

**Status:** Legends

**Difficulty:** Difficult

**Required Spells:** *Spell of lightning 5D*

*This spell may be kept active.*

**Effect:** The Nightsisters derived this spell from the *spell of lightning*. Visually, it is identical to *spell of lightning*. However, any sentient or creature struck by this spell suffers no harm. The purpose of this spell is to disable machinery by shorting out electronics, thus this spell is capable of inflicting ion damage. Any machine, electronic, or droid struck by this spell suffers ion damage equal to the die code of this spell. As for cybernetics, most artificial organs are not affected because the skin will serve as an insulator against this spell. The one exception is the artificial eye. Prosthetic limbs that are covered in synthflesh are similarly protected, but those that are

not, like Cay Qel-Droma's left arm and Anakin Skywalker's right hand, are vulnerable to this power.

**Appeared where:** *Backlash*

**Corresponding Power:** *disable droid*

**Example:** Kaminne Sihm used this against Luke and Ben Skywalker.

## Mesmerism

**Status:** Canon

**Difficulty:** Easy for males and offworlders, Difficult for other Dathomiri Witches, Very Difficult for Nightsisters

**Required Spells:** *Commune with the spirit world*, *spirit ichor manipulation*

**Effect:** This spell allows a Nightsister to override the thoughts of those weaker than herself. After focusing her power on the target, the Nightsister can place the target into a trancelike state with a tap on the target's forehead. While in this trancelike state, the target is unable to resist any action the Nightsister might perform on them.

While the target is in this state, the Nightsister can place subliminal commands in the target's subconscious. Once in place, these commands cannot be removed except by another Nightsister. Furthermore, should a Nightsister tap an individual with a subconscious command on the forehead, the hidden commands will surface, and the target will automatically follow them.

A Nightsister performing this spell to hypnotize the target will receive a Dark Side Point. A Nightsister who uses this spell to release the hidden command will receive a Dark Side Point, plus an additional Dark Side Point for every evil act the target performs while under the effects of the command.

**Source:** *Book of Sith*

**Appeared where:** *The Clone Wars: Monster*, *The Clone Wars: Witches of the Mist*

**Corresponding Power:** *affect mind* and *control mind* (closest corresponding powers)

**Example:** Mother Talzin did this to render Savage Opress unconscious before she augmented his abilities. Asajj Ventress did this to Savage Opress to make him follow her commands.

## Portal

**Status:** Canon

**Difficulty:** Very Difficult

**Required Spells:** *Commune with the spirit world*, *spirit ichor manipulation*, *teleport (Nightsister)*

**Effect:** Derived from the *teleport (Nightsister)* spell, Merrin is the only known individual to date to use this spell. Channeling spirit ichor through a talisman, she drew a circle in the air, creating a portal that would take anyone who dove into it to a destination of her choosing. The difference between this power and *teleport (Nightsister)* is that after Merrin jumped through the entrance, the entrance would remain open

long enough for another individual to enter it and follow her to the destination.

The individual accompanying Merrin cannot simply walk into the entrance and travel through the tunnel created by portal until arriving at the destination. The individual must be moving at a sufficient velocity to accomplish this, and the individual can reach that velocity by entering the portal while using *mid-air dash*. Thus, to date, only Cal Kestis could successfully accompany Merrin when traveling via this power.

Considering how this power is designed to allow another individual to travel from one place to another in a manner like the *teleport (Nightsister)* power used by the Nightsisters, it is limited in its range. Then again, it is possible that Merrin lacked the power to travel from one planet to another that Mother Talzin seemed able to do. Then again, Merrin might not have encountered a situation where she needed to travel off-world with this power. In any case, the range of this power is significantly lower than that of *teleport (Nightsister)*. The location of the destination and the Nightsister's familiarity with the destination are important factors in the success of this power. As such, the GM should consult the following tables when determining the modifier to the difficulty.

	<b>Modifiers</b>	
<b>Destination is:</b>		<b>Add to difficulty:</b>
In line of sight		+2
Very familiar (home)		+4
Not in line of sight, but 1-100 meters away		+5
101 meters to 10 km away		+7
Fairly familiar (friend's home), or within clear sight		+8

To use this spell, the Nightsister must have at least 7D in both *commune with the spirit world* and *spirit ichor manipulation* and at least 5D in *teleport (Nightsister)* before learning this power.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Survivor

**Example:** Merrin used this spell to make a rapid escape for herself and Cal Kestis on Jedha.

## Possession

**Status:** Canon

**Difficulty:** Target's *control* or *Perception*

**Required Spells:** *Commune with the spirit world*, *invoke spirits*, *spirit ichor manipulation*

**Effect:** One of the most powerful spells known to the Nightsisters, and used only in times of severe distress, a shaman or a Clan Mother can transfer her spirit into the body

of another individual. Success allows the Clan Mother to possess and control the victim's body.

Unlike *transfer life*, the possession is not permanent. Once every five rounds, the Nightsister must make a successful roll to maintain this spell. Failure will result in the Nightsister's spirit being forced out of the victim's body and returning to her original body.

If the Nightsister fails the roll, she can attempt to drain part of the victim's life energy and restore her body. To accomplish this, the Nightsister must make a *willpower* roll against the victim's *control*, *Perception*, or *willpower*. Success means that the Nightsister was successful in draining some of the victim's life energy to restore her body. In GM terms, the victim's wound level is now whatever the Nightsister's wound level was before casting the spell, while the Nightsister's health is fully restored.

The spirits of deceased Nightsisters can use this spell to possess victims as well. The above rules apply here as well, but there is an additional limitation to this spell in this case. The spirits of the deceased Nightsisters are bound to a site of great power, like an altar. Even if the spirit is successful in possessing a victim, the spirit is still bound to the site. The spirit cannot travel more than a hundred meters from the site. If the body possessed by the spirit is taken beyond this range, the spirit is forced out of the victim's body and is drawn back to the site of power. Should the site of power be destroyed, the spirits of the Nightsisters lose their power as well and cease to exist. Any possessed individual is instantly freed.

**Appeared where:** Darth Maul – Son of Dathomir, Rebels: Visions and Voices

**Corresponding Power:** *transfer life*

**Example:** Mother Talzin used this to possess Dooku and drain him of his strength during the Second Battle of Dathomir. The spirits of the Nightsisters possessed Kanan Jarrus and Sabine Wren.

## Potion of Empowerment

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world*, *spirit ichor manipulation*, *water of life*

**Effect:** After transmuting spirit ichor into the *water of life*, the Nightsister then mixes in additional ingredients while the liquid stands upon the altar that serves as the focus of power for her clan. While on the altar, the potion absorbs power from the Force and the spirits. Once the potion has been completed, the Nightsister can drink the potion to focus and enhance her powers for the task at hand.

In GM terms, once this potion is consumed, the Nightsister will receive a temporary +3D bonus to whatever spell she wishes to perform in the next round. This bonus only lasts for one round. If a Jedi or other Force-user not native to Dathomir were to drink this potion, the individual will receive



a +1D bonus to all Force skill rolls for the same amount of time.

While enough of this potion can be made for more than one person, this potion can only be taken once a day. Should one try to consume additional doses, the potion will have no effect. This has no effect on non-Force-sensitives.

**Appeared where:** Rebels: Visions and Voices

**Example:** Darth Maul created this potion, and then he and Ezra Bridger drank it to enhance their powers enough to join their minds and find the answers they were previously looking for from the Jedi and Sith Holocrons.

## Protective Bubble

**Status:** Canon

**Difficulty:** Easy

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the formless blue-black spirit of the weather, the Nightsister can wrap herself in a protective green sphere of energy, shielding herself from enemy attacks. The shield can repel energy and physical matter away from her body, down to the molecular level.

The shield acts as a STR+1D armor to all energy and physical attacks made against the Nightsister, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but it can sometimes be just enough to protect the Nightsister from serious injury.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Massacre

**Corresponding Power:** *lesser Force shield*

**Example:** Mother Talzin used this to shield herself during the battle against the droid army.

## Red Ichor

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** The Great Mothers on Peridea can gather the spirit ichor into specially crafted orbs that they move about using *telekinesis*. When they levitate the orbs, each orb emits a beam of red ichor, interlinking them and forming a triangle.

The Great Mothers uses this spell in two ways. One is to ensnare a prisoner in a noose of spirit ichor that binds the target's arms to their sides. The orbs surround the target and forms the interlinking triangle. The orbs then project a strand of red ichor which reduces the triangle's area until it forms a binding noose around the target. Once ensnared, the orbs drag the target as they move to wherever the Great Mothers desire. There are three ways for the prisoner to escape from this binding. The first is to make an opposed *Strength* roll against the Great Mother who makes the *lowest* roll when casting this

spell. Success means that the target breaks free. The second way is to destroy any of the three orbs from which the red ichor is emanating. The third is to use a lightsaber to cut the strand of red ichor connecting the orb to the binding noose that is ensnaring the target. That will break the coordinating link between the orbs and end the power.

The other way the Great Mothers use this power is to help pinpoint the location of an individual on a map. The Great Mothers first activate the globes and the red ichor triangle. They then use their powers, most likely *spell of discovery*, to detect the individual in question. Once found, the orbs emit a strand of red ichor that shortens the triangle's area until all three beams converge at a single point. The Great Mothers then direct the convergence point to a map to indicate the location of the individual at that moment. If the individual can elude detection by the Great Mothers, then this power fails.

The most critical part of this power is that all three Great Mothers must make a successful roll for this power to work. If any of the Great Mothers fail to make the roll, the spell automatically fails. In addition, should any of the orbs be destroyed, not only does this spell automatically end, but the Great Mothers will be unable to use this spell until they craft a replacement orb.

Also, the Great Mothers are using *telekinesis* to move the orbs about while using this spell. In addition, when they are trying to detect an individual with their powers, they are keeping the orbs levitated and the red ichor triangle active at the same time. Either use of this spell incurs a multiple action penalty.

The reason for these strands of ichor to be red rather than green is unknown. The change in color may be due to how the spirit ichor is placed into and then confined within the orbs. It may be that spirit ichor on Peridea is red instead of green, like on Dathomir and other planets in the main Star Wars galaxy. This may be clarified in the future.

This allows a Nightsister to commune with the spirits who dwell in the realm beyond the shadows. This is essential, as it is through channeling the power of the Winged Goddess, the Fanged God, and the other spirits in the spirit world that the Nightsister can perform all other spells.

Even though this spell is used by the Great Mothers, it is not tainted by the dark side. Using this spell does not give the Great Mother a Dark Side Point.

**Appeared where:** Ahsoka Part 6: Far, Far Away, Ahsoka Part 7: Dreams and Madness

**Example:** Aktropaw, Klothow, and Lakesis used this to bind Sabine Wren in a loop of red ichor. They then used this to point out the exact location of Ahsoka Tano's shuttle on the holomap.

## Revitalization of the Whuffa

**Status:** Canon

**Difficulty:** Moderate (fatigue) or Very Difficult (regeneration)

**Required Spells:** *Commune with the spirit world*

*This spell may be kept up.*

**Time to Use:** Ten minutes

**Effect:** By invoking the Fanged God and the raw, red ur-spirit of the whuffa, the Nightsister can augment her will on her body, refreshing it and removing it of fatigue. If the Nightsister's will is strong enough, she might even be able to regenerate any lost limbs.

When used to remove fatigue, this power grants the Nightsister greater stamina by causing the bodily toxins to be ejected more efficiently. While active, the Nightsister must make a *stamina* check once per day. While using this power, a Nightsister must fail two *stamina* checks before becoming fatigued. The character still must eat and drink normally. If the Nightsister does fail two *stamina* checks and becomes fatigued, a penalty of -1D is applied to all attributes and skills for 1D hours.

When used to regenerate a lost limb, the Nightsister must prepare herself mentally and physically beforehand. Once she starts, she must remain immobile and is unable to do anything else. The process takes ten rounds to complete, and she must make a successful each round. If she fails one roll, the process ends immediately, and she will be unable to make another attempt until a week passes. Succeed or fail, the Nightsister must rest for three days afterwards. If successful, it will take a week before the new limb functions normally.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *remove fatigue (revitalizing the body only)*

## Scream of the Ssurrian

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the raw, red ur-spirit of the ssurrian, the Nightsister can perform one of two things normally associated with the ssurrian. She can bring forth the deep thrumming vibrations of the ssurrian's hunting call. This adds a bonus to her *intimidation* rolls.

Roll $\geq$ difficulty by:	Bonus
0-10	+1D
11-20	+2D
21+	+3D

The Nightsister can also unleash an earsplitting shriek like the ssurrian's territorial warning. The shriek is powerful enough to pop eardrums and shatter teeth. The shriek can inflict 2D of sonic damage to the target. The target can reduce this damage in half by making a Difficult *stamina* roll. If the target has heightened hearing, the difficulty is Very Difficult. If the roll fails, the GM must roll a wild die. If the result is a

one, the victim's eardrums are damage, and he suffers a -1D to all *Perception* rolls until they seeks treatment. If the victim is wearing protective earwear or is deaf, the GM does not need to roll a wild die.

**Source:** Book of Sith

**Corresponding Power:** *amplify voice (Ithorian bellow)*

## Scrying

**Status:** Canon

**Difficulty:** Moderate, modified by proximity and relationship

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Time to Use:** One minute

**Effect:** The shaman shapes the spirit ichor into a sphere and peers into its depths. After a minute of concentration, the shaman can see what is taking place concurrently elsewhere in the galaxy. The GM should consult the table below for details on the accuracy of the vision she sees.

Roll $\geq$ difficulty by:	Vision accuracy
0-10	50%
11-20	75%
21-30	90%

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Witches of the Mist

**Corresponding Power:** *farseeing* (looking to see what's occurring elsewhere in the galaxy)

**Example:** Mother Talzin used this to show Anakin and Obi-Wan that Savage Opress was heading for Toydaria.

## Sense of the Ueshet

**Status:** Canon

**Difficulty:** Very Easy

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the raw, red ur-spirit of the ueshet, the Nightsister temporarily gains the heightened senses of the ueshet. While the spell is active, she can distinguish scents carried on the winds from hundreds of meters away and to have vision in complete darkness.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *magnify senses (sense of smell and vision [possible]), shadow vision (possible)*

## Speed of the Toocho

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the raw, red ur-spirit of the toocha, the Nightsister will temporarily gain the heightened speed of the toocha. While active, she can move at blindingly fast speeds in short bursts and perform leaps to cover remarkable distance.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Nightsisters

**Corresponding Power:** *burst of speed* and *Force jump*

**Example:** Karis and Naa'leth used this to jump from tree to tree while approaching Dooku's estate on Serenno.

## Spirit Ichor Flare

**Status:** Canon

**Difficulty:** Easy

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** By tapping into the Force and drawing from the Winged Goddess, a Nightsister can manipulate the spirit ichor into a fiery form. With this, she can ignite a campfire, or have the fire encase her hand and serve as a signal flare. This fire is only strong enough to light a campfire. It cannot be used to harm others.

When used as a signal flare, it will negate any *sneak* rolls the Nightsister might make.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Survivor

**Example:** Merrin learned this spell when she returned to Dathomir between the events of Jedi: Battle Scars and Jedi: Survivor. She used this to guide herself and Cal Kestis to safety during a sandstorm on Jedha and to ignite a campfire after she and Cal Kestis found shelter in a cave.

## Spirit Ichor Manipulation

**Status:** Canon

**Difficulty:** Very Difficult

**Required Spells:** *Commune with the spirit world*

**Effect:** By tapping into the Force and drawing from the Winged Goddess, a Nightsister can manifest the energy of the Force into a physical form – a strand of green smoke.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Nightsisters, The Clone Wars: Monster, The Clone Wars: Witches of the Mist, The Clone Wars: Massacre, The Clone Wars: Revenge, Jedi: Fallen Order

**Example:** Mother Talzin could draw forth spirit ichor when performing her spells. The spirit ichor appeared many times when Merrin performed her spells.

## Spirit Ichor Vines

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** By tapping into the Force and drawing from the Winged Goddess, a Nightsister can strands of spirit ichor to spring forth from the ground and latch onto the target, trapping and paralyzing the target for three rounds. While ensnared, the target is unable to do anything and is vulnerable to attack. The Nightsister can use this opportunity to cast another spell upon the victim.

At the end of each round, the target can make an opposed Strength roll against the Nightsister's roll to activate this spell. A successful roll means the target has managed to break free from the *spirit ichor vines*.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Fallen Order, Jedi: Survivor

**Example:** Merrin used this to restrain Taron Malicos before burying him with *entomb*. She used this repeatedly against many enemies in Jedi: Survivor.

## Spirit Mist

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation, water of life*

**Effect:** Through manipulation of the spirit ichor, a shaman or Clan Mother can make an ethereal vapor rise from the *water of life*. Anyone stepping through this mist will be covered by the vapors and will enter a state of existence halfway between the physical realm and the spirit realm. While existing between realms, as it were, those covered in *spirit mist* are undetectable by anyone else except for Nightsisters from the same clan. The Jedi and the Sith have tried to use the Force to detect those covered in *spirit mist*, but such attempts have failed. It is possible that while in this state, the living Force within the body of those covered in *spirit mist* is intermixed with the spirit ichor of the spirit realm, making it impossible for them to detect one presence amongst the sea of Force energy.

Even though the Nightsister is in between realms while covered in *spirit mist*, she can still interact with the physical realm, such as picking up and holding items and physically striking opponents. She can also use the Force or cast spells other than *spirit mist*. *Spirit mist* will also affect anything on her possession when she steps through the mist, but it will not affect anything she might pick up after being affected by the

spell. Conversely, though opponents cannot detect them, Nightsisters covered in *spirit mist* can be harmed physically.

This spell can last for several days, but it is still temporary.

This spell can only be cast if the Nightsister is near the *water of life*. Attempts to cast this spell at a location where the *water of life* is not present automatically fail.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Nightsisters

**Corresponding Power:** *phase* (closest corresponding power)

**Example:** Mother Talzin created this mist to make Asajj Ventress, Karis, and Naa'leth invisible.

## Strength Enhancement

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** By channeling spirit ichor directly into the body of the recipient, the Nightsister infuses the recipient's body with power, increasing the recipient's Strength. By increasing the recipient's Strength, all the recipient's skills associated with Strength are similarly increased.

Roll > Difficulty by:	Strength increase	Duration
0-13	+1D	3 rounds
14-25	+2D	2 rounds
26+	+3D	1 round

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Author's Note:** Merrill used this many times, but aside from the green glow, the Nightbrothers' appearances did not change. So, I cannot say it is *avatar empowerment*. And while she has done some things that would warrant Dark Side Points, like reanimating the dead Nightsisters, I do not believe she earned as many Dark Side Points as Palpatine has.

**Appeared where:** Jedi: Fallen Order

**Corresponding Power:** *enhance another's attribute*

**Example:** Merrill used this to strengthen the Nightbrothers before they fought against Cal Kestis.

## Structure Restoration

**Status:** Canon

**Difficulty:** Difficult

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation, telekinesis*

**Effect:** By tapping into the Force and drawing from the Winged Goddess, a Nightsister can manipulate the spirit ichor to move the remains of a structure and place them as they were before the structure's collapse. In essence, she can

rebuild the structure to the way it was before it collapsed. This can only be done with archways and entrances to buildings. It cannot be used to rebuild a building, a temple, or any similar structure.

For this spell to work, the rubble from the structure must be of sufficient size – the size of boulders – to allow reconstruction. The surrounding dirt and sand will fill any cracks that might remain after the structure has been rebuilt, thus stabilizing the structure. If the rubble is the size of rocks and pebbles, either from the original collapse or destruction of the structure, or from the passage of time and erosion, there will not be enough pieces of the original structure for the Nightsister to work with, and the spell fails automatically.

If the Nightsister has seen a picture of how the structure was originally, she gets a +5 circumstantial bonus when casting the spell. If she has seen the structure in person as it was before its collapse, she receives a +10 circumstantial bonus.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Survivor

**Example:** Merrin learned this spell when she returned to Dathomir between the events of Jedi: Battle Scars and Jedi: Survivor. She used this to restore several archways on Jedha.

## Surge of the Brier

**Status:** Canon

**Difficulty:** *Brawling parry* or *control* roll of the target

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the quiet, content green spirits of the plants, the Nightsister can reach into the spirit realm and grab the essence of a plant. Once the essence is in her hands, she can pull and twist the plant into any form or shape she wishes. She can entwine her enemies with restricting vines or impale them with thorny vines.

If the Nightsister succeeds in making the roll, the target or targets are entangled in the vines, suffering a -1D penalty to all attack rolls, a -2D to all *Dexterity* rolls, and can only move at half their normal Movement score. The entangled target must make a Difficult *Strength* roll to break free.

If the target is entangled in thorny vines and lacks the proper protection, the target sustains 1D of damage from the initial capture. The target also sustains 1D of damage should the target break free.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Corresponding Power:** *plant surge*

## Teleport (Nightsister)

**Status:** Canon

**Difficulty:** Very Difficult



**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Effect:** This spell allows a Clan Mother to transform herself into spirit ichor which would allow her to travel into the spirit realm. While in the spirit realm, she can travel a specific distance and then transfer back to the physical realm. When she returns to the physical realm, she will have arrived at a different location from where she originally was. It is unknown if a Nightsister can use this power to travel to another planet, either in the Dathomir system or in another planetary system entirely. Since spirit ichor seems to be a key component in performing this spell, it would stand to reason that if a source of spirit ichor were to exist on another planet, then travel to that planet with this spell might be possible. But this is a theory that has yet to be confirmed.

The location of the destination and the Nightsister's familiarity with the destination are important factors in the success of this power. As such, the GM should consult the following tables when determining the modifier to the difficulty.

<b>Destination is:</b>	<b>Modifiers</b>	<b>Add to difficulty:</b>
In line of sight		+2
Very familiar (home)		+4
Not in line of sight, but 1-100 meters away		+5
101 meters to 10 km away		+7
Fairly familiar (friend's home), or within clear sight		+8
11 to 1,000 km away		+10
Visited once, or partially visible		+12
Same planet but more than 1,000 km away		+15
Never visited, but well reproduced visually		+16
Same star system but not on the same planet		+20
Never visited, but carefully described		+30
Not in the same star system		+30

A Nightsister can use this power to transport others alongside herself, but the range is limited to 10 kilometers. Doing this adds +5 to the difficulty for every person she teleports alongside herself.

A Nightsister can also teleport others to her current location, but the Nightsister must first know the exact location of the individual she is transporting to her location. Even then, the range is similarly limited to 10 kilometers. Doing this adds +10 to the difficulty for the first person being teleported to her location, and an addition +5 for each additional person afterwards.

To use this spell, the Nightsister must have at least 7D in both *commune with the spirit world* and *spirit ichor manipulation* before learning this power.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Massacre, Jedi: Fallen Order, Jedi: Survivor

**Corresponding Power:** *Teleport (Jedi)*

**Example:** Mother Talzin uses this to escape from General Grievous and to appear before Dooku while she was torturing him. Merrin used this spell frequently.

## Touch of the Kiin'Dray

**Status:** Canon

**Difficulty:** Moderate

**Required Spells:** *Commune with the spirit world*

**Effect:** By invoking the Fanged God and the raw, red ur-spirit of the kiin'dray, the Nightsister's hands and feet will be covered in a binding force that will allow her to scale a cliff face or hold onto an object with an unbreakable grip. While this power is active, the Nightsister will gain a bonus to her *climbing/jumping* roll and her *Strength* roll when maintaining a grip on her weapon.

<b>Roll ≥ difficulty by:</b>	<b>Bonus</b>
0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Author's Note:** It is possible that this spell and the Dark Force Witch class feature *spider walk* are one and the same. However, the enhanced grasp that is part of this spell is not featured in the description of *spider walk*. Then again, it is possible that the enhanced grasp might be a part of the *spider walk* ability that is not well known. It is akin to the little-known fact that a Sith can use *dark side web* to block a sword.

**Sources:** Book of Sith, Dark Side Sourcebook

**Appeared where:** The Clone Wars: Nightsisters

**Corresponding Power:** Dark Side Sourcebook Dark Force Witch class feature *spider walk*.

**Example:** Karis and Naa'leth used this to cling to the cliff briefly after being defeated by Dooku.

## Ur-spirit Speech

**Status:** Canon

**Difficulty:** Easy if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild rancor).

**Required Spells:** *Commune with the spirit world*  
*This spell may be kept active.*

**Effect:** In the spirit world, there is an ur-spirit associated with each of the galaxy's animal species. Through communion with the spirit world, the Nightsister can learn to speak with the ur-spirit. Once the Nightsister learns the tongue of the ur-spirit, the Nightsister can use this spell to speak with any creature associated with the ur-spirit. This spell may be kept active if the Nightsister needs to continue communicating with the creature. Over time and through communication, the Nightsister can even learn to ride the beast with which she communicates. For such beasts, subtract -2D from their *Orneriness* code while the spell is in effect.

**Source:** Book of Sith

**Corresponding Power/Spell:** *beast languages/spell of creature understanding*

## Veil of Invisibility

**Status:** Canon

**Difficulty:** Variable

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation, spirit mist, water of life*

**Effect:** While the *spirit mist* has its uses, it also has limitations. First off, it can only be used on individuals. Secondly, when the *spirit mist* is cast, the *water of life* is near the caster. But there are times where a Nightsister needs to cast the *spirit mist* and the *water of life* is not present. Or the Nightsister needs to use the *spirit mist* on something larger than an individual. In response, the Nightsisters have managed to develop this spell to compensate for these shortcomings.

By casting the *veil of invisibility*, the Nightsister brings forth the same ethereal vapor that the *spirit mist* conjures forth. Anything coated by the vapors will enter a state of existence halfway between the physical realm and the spirit realm. While existing between realms, as it were, anything covered in these vapors are undetectable by anyone else except for Nightsisters from the same clan. The Jedi and the Sith have tried to use the Force to detect those covered in the *veil of invisibility*, but such attempts have failed. It is possible that while in this state, the living Force within the body of those covered in the *veil of invisibility* is intermixed with the spirit ichor of the spirit realm, making it impossible for them to detect one presence amongst the sea of Force energy.

Even though the target is in between realms while covered in the *veil of invisibility*, the target can still interact with the physical realm, such as picking up and holding items and physically striking opponents. She can also use the Force or cast spells other than *veil of invisibility*. *Veil of invisibility* will also affect anything on her possession when she steps through the mist, but it will not affect anything she might pick up after being affected by the spell. Conversely, though opponents cannot detect them, targets covered in the *veil of invisibility* can be harmed physically. If anyone were to leave

a vehicle covered in the *veil of invisibility*, that person loses the benefits provided by the *veil of invisibility* and becomes visible.

This spell can last for several days, but it is still temporary.

As the Nightsister is away from the *water of life* when casting the *veil of invisibility*, it is much more difficult to cast the spell. The difficulty of this spell depends on the scale of the object that is the target of the spell.

Scale	Difficulty
Character	Difficult
Speeder	Very Difficult
Walker	Heroic
Starfighter	Heroic
Capital	Heroic +10

There is a limit as to how large a target a Nightsister can cast this spell on. The maximum length is 156 meters – any attempt to use this spell on anything larger than this fails automatically.

Even though this spell is used by the Nightsisters, it is not tainted by the dark side. Using this spell does not give the Nightsister a Dark Side Point.

**Appeared where:** Jedi: Fallen Order, Jedi: Survivor

**Corresponding Power/Spell:** *cloak*

**Example:** Merrin used this to make the *Stinger Mantis* invisible on several occasions.

**Author's Note:** Merrin was able to cast this spell on the *Stinger Mantis*, but the size of the *Stinger Mantis* is unknown. I am sure the *Stinger Mantis* is larger than a Skipray blastboat, which is a capital-scale starfighter. For now, I am placing the maximum size at 156 meters – the same size as a Corellian Corvette. Once the size of the *Stinger Mantis* has been made official, either on Wookieepedia or on The Rancor Pit, I will make the proper changes.

## Voodoo

**Status:** Canon

**Difficulty:** Difficult, modified by proximity

**Required Spells:** *Commune with the spirit world, concentration, spirit ichor manipulation, water of life*

**Time to Use:** One minute

**Effect:** This is a powerful and subtle spell that only a shaman or Clan Mother can perform. First, she must craft a small statue in the likeness of the victim. Next, she must establish anchor points between the statue and the victim. She must place something of the victim on the statue – a strand of hair or a drop of blood. She must also somehow place spirit ichor or the *water of life* inside the victim's body. This can be done in several ways, but the usual method would be to have the victim consume a liquid that was created from the spell *conjure object*. The consumed spirit ichor will remain inside the victim's body until the caster is dead, the statue is

destroyed before it is used, or the caster releases the spell, willingly or otherwise.

When the shaman is ready, she holds the statue over a roiling cauldron filled with the *water of life*. The vapors and miasma rising from the cauldron covers the statue, establishing a link between the statue and the victim. Once the link is established, whatever happens to the statue will be felt by the victim. If the statue should be burned, the victim will suffer a burn on the corresponding part of their body. If she stabs the statue with a pin, the victim will feel pain from that part of the body. If the shaman does something that would kill the victim, the victim dies.

This spell is extremely taxing. The shaman is unable to perform any other action while this spell is active. Once the spell ends, the shaman collapses and must rest for a full day.

Since the victim is completely unaware of the presence of the spirit ichor or *water of life* inside their body, this and the suddenness of the attack makes it impossible for the victim to mount any form of defense against the spell. Once the spell is released, the victim will vomit the *spirit ichor* or *water of life* out of their body.

Taking measures to create this spell will grant the shaman a Dark Side Point. She will receive an additional Dark Side Point for every act of pain the shaman inflicts on the victim with this spell. If the victim dies because of this spell, the shaman receives two Dark Side Points.

**Source:** Book of Sith

**Appeared where:** The Clone Wars: Massacre

**Example:** Mother Talzin used this spell to torture Dooku to force him to call off the attack.

## Water of Life

**Status:** Canon

**Difficulty:** Moderate to Very Difficult

**Required Spells:** *Commune with the spirit world, spirit ichor manipulation*

**Time to Use:** Five minutes

**Effect:** The Nightsister can transmute the spirit ichor into the *water of life*, an elixir that can heal many injuries. Through chanting and invocation, a shaman can send the *water of life* and spirit ichor into the body of the individual she is trying to heal. While the *water of life* heals the body, the spirit ichor heals the mind and the spirit. It is possible to use the *water of life* and spirit ichor to restore the lost limb of the target by grafting metal and machinery to the body, creating a fully functional cybernetic limb.

The difficulty in using this spell to heal the body is Moderate, while healing the mind and/or spirit requires making a Difficult roll. Because metal and machinery have no spirit or spirit ichor, using this spell to create cybernetic limbs requires the shaman to make a Very Difficult roll. Only a shaman or a Clan Mother has the power and the control necessary to perform the last task.

Through experimentation, the Nightsister have found that using the water of life on a kyber crystal from a Jedi's lightsaber will pervert the crystal's connection to the Force. Doing so also allows the Nightsister to establish a connection with the now perverted kyber crystal. Should they somehow come across a lightsaber and place the perverted kyber crystal in it, the lightsaber blade will be green in color and emit a putrid, choking green smoke. As the Nightsister is attempting to taint the kyber crystal against its will,

Using this spell to heal does not give the Nightsister a Dark Side Point. Using this spell to pervert a kyber crystal grants the Nightsister a Dark Side Point.

**Author's Note:** In the episode Rebels: Visions and Voices, Darth Maul used some form of Nightsister magic to briefly augment his and Ezra Bridger's power so they could sever the link that had been formed between them when the Jedi and Sith Holocrons were forcibly separated and destroyed. This also allowed both to reach into the Force and find the answers to their questions. I do not have enough information to write up a proper spell for this, though I do know that *water of life* is a prerequisite. *Divination/heartshadow* and/or *scrying* might be prerequisites as well. If anyone wishes to attempt to create a spell, they are free to do so.

**Source:** Book of Sith, Unlimited Power

**Appeared where:** The Clone Wars: Nightsisters, The Clone Wars: Revenge

**Corresponding Power/Spell:** *accelerate another's healing, accelerate healing/spell of assistance, bleeding*

**Example:** Mother Talzin used this to heal Asajj Ventress' injuries. Mother Talzin also used this to heal Darth Maul's body and mind and to give Darth Maul cybernetic legs.

## Alter Powers

### Enshroud

**Status:** Homebrew

**Alter Difficulty:** Moderate

*This power may be kept up.*

**Effect:** This power allows the user to create a shroud of darkness around himself. While he can see clearly out of the shroud, opponents are unable to see clearly into the shroud. Opponents within five meters of the user suffer a -1D penalty to all attack rolls. Opponents that are more than five meters away from the user suffer a -2D penalty. Using this power does not give the Jedi a Dark Side Point.

**Source:** Dark Side Sourcebook Dark Force Witch class feature *enshroud*.

## Control and Alter Powers

### Binding Grip

**Status:** Homebrew

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *enhance attribute, telekinesis*

*This power may be kept up.*

**Effect:** This power allows the user to hold onto an object.

This makes it more difficult for an opponent to disarm him or to knock him off a tree, rock wall, or other structure through conventional means or the Force.

When activated, the user gains a bonus to all *Strength* rolls when maintaining a grip on their weapon or on a surface.

Roll $\geq$ difficulty by:	Bonus
0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

Using this power does not give the user a Dark Side Point.

**Source:** Book of the Sith Nightsister spell *touch of the kiin'dray*.

### Spider Walk

**Status:** Homebrew

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *enhance attribute, telekinesis*

*This power may be kept up.*

**Effect:** This power allows the user to adhere to solid surfaces, allowing him to climb up walls and cling to ceilings. This is quite different from the Jedi power *up the walls* because the user cannot run up the wall, and the user's hands and feet must be bare. It is akin to the Mystic Agent power *wallwalk*.

When activated, the user can climb up walls unencumbered at half her normal rate of speed. If he is carrying any significant weight, it will slow him down accordingly.

Opponents can pry a user off the wall. If the opponent tries to physically do so, the opponent must make a *Strength* roll against the user's *willpower*. If the opponent tries to move the user via *telekinesis*, the opponent must make an *alter* roll against the user's *control*.

Using this power does not give the user a Dark Side Point.

**Source:** Dark Side Sourcebook Dark Force Witch class feature *spider walk*.

### Terrain Surge

**Status:** Homebrew

**Control Difficulty:** Varies. See chart below.

**Alter Difficulty:** Varies. See chart below.

**Required Powers:** *Concentration, telekinesis*

**Effect:** With this, the user can manipulate the ground, causing platforms to rise from the ground or pits to form.

The user must first declare what she wants to create – a platform or a pit. He then declares how large an area she wants to affect, which determines the *control* difficulty.

Radius	Control Difficulty
2-meter radius	Easy
4-meter radius	Moderate
6-meter radius	Difficult
8-meter radius	Very Difficult

The user must then consider the nature of the ground that is being manipulated. This determines the *alter* difficulty.

Ground type	Alter Difficulty
Loose particulates, sand, snow	Easy
Ordinary earth	Moderate
Moist ground, mud, swampy terrain	Difficult
Ice, rocky terrain, stone or smiliar walkway	Very Difficult

If the user wishes to create a pit, the pit will be one meter deep. If the user wishes to create a platform, he can create one up to three meters in height. If the use wishes to make the platform higher, the GM adds +5 for every meter above three.

The user can create a pit quickly, catching the opponent off-guard. Any creature caught by the spell falls into the pit, being unable to move until the next turn.

The user can also use this spell to create a pit or a pillar for the express purpose of knocking over a ground vehicle, a walker, or a landspeeder, although pits will be ineffective against landspeeders. If the user is successful in casting this spell at the right moment, the operator of the vehicle must make a successful *ground vehicle operation, repulsorlift operation, or walker operation* roll against the Jedi's *alter* roll. Success means the operator was able to react fast enough to avoid the pit or pillar. If the operator fails, then the operator must make another roll to prevent the vehicle from tipping over. Walkers would have the addition risk of tripping and falling. For ground vehicles and landspeeders, it is a Moderate roll. For walkers, the difficulty depends on the number of legs the walker has.

Number of legs	Difficulty
2	Very Difficult
3-4	Difficult
5-6	Moderate
7-8	Easy

Using this power does not give the user a Dark Side Point.



## Control, Sense, and Alter Powers

### Blood Trail (Jedi)

**Status:** Legends

**Control Difficulty:** Easy

**Sense Difficulty:** Easy, modified by proximity

**Alter Difficulty:** Easy

**Required Powers:** *control another's pain, control pain, Force track, life detection, life sense, transfer Force*  
*This power may be kept up.*

**Effect:** By studying the effects of the *blood trail* Jacen Solo, then Darth Caedus, used on his sister Jaina Solo Fel, Luke Skywalker was able to create this Jedi power counterpart to the Nightsister spell. By infusing his blood with the Force, Luke was able to mark Vestara Khai with his own blood, which allowed him to track her after the duel on Sinkhole Station.

Upon activating this power, the Jedi must make a *grenade* roll to hit the target with their blood. The target then makes an opposed *dodge* roll, with the result determining if the target has been marked. If the target is marked, however, there is nothing the target can do to remove it. The mark will feel acidic to the target but will otherwise suffer no damage. Only the Jedi who branded the target can remove the *blood trail*.

Despite its origins, this is not tainted by the dark side, so Jedi who use this power do not receive a Dark Side Point.

**Author's Note:** For the moment, Luke Skywalker is the only one who knows this power. It is unknown if he had taught this power to anyone else, or if he will allow this power to be available for any other Jedi to learn. This power can only be learned by Jedi from the time of the *Fate of the Jedi* series onward.

Mechanical skills: *Beast riding, repuloslift operation* (rare before and during Clone Wars, more available post-Clone Wars).

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: *Armor repair, first aid, primitive construction*.

Force skills: Not available because of tradition.

Force powers: In the form of spells. All spells listed here are available. Spells associated with Dathomiri Witches are available but optional. Additional powers are not available unless Nightsister has contact with a Force-user not native to Dathomir.

## Playing a Nightsister

The Nightsisters have lived for centuries on a harsh planet devoid of technology. That had shaped their upbringing and the skills that are generally available to them. Some of the Nightsisters have offered their services to offworld patrons, thus allowing them to bring either advanced technology to the tribe or financial means to obtain said technology. It is only when Palpatine quarantined the planet and placed a garrison there that advanced technology generally became more available for the Nightsisters.

Race: Human

Gender: Female only

Dexterity skills: *Blaster* (rare before and during Clone Wars, more available post-Clone Wars), *bows, brawling parry, dodge, melee combat, melee parry, running, thrown weapons*.

Knowledge skills: *Clan lore, cultures, law enforcement, survival, willpower*.

# Nightsister Artifacts

The Nightsisters have managed to make quite an impact on galactic affairs, the Jedi, and the Sith. This is due not only to their unique magicks, but also to the few artifacts they have been able to create.

## Bardottan Sphere

Status: Canon



The Bardottan Sphere was an orb created by the Nightsisters of Dathomir. A crystalline sphere of milky glass, the Bardottan Sphere could only be activated by Force-sensitives. Taking on the semblance of mineral life when activated, the sphere had its own internal light when

triggered and would form a link with nearby sentient beings as directed by the Force-sensitive individual wielding it. Once activated, the Bardottan Sphere had the ability to close off a being's connection to the Force and then extract the Living Force from the target, killing them and leaving behind a husk.

The exact mechanisms for this process are unclear, though the Bardottan Sphere was not mechanical in nature. Nor could it be said that it was alive. It had been theorized that considering how it worked, the Bardottan Sphere was a Force vacuum – it reflected the Force when it was inert, and attracted the Force when activated. Thus, it could be considered an anti-Force artifact. With the Force stored inside it, the Sphere worked like a type of battery, slowly losing charge if not used. But when one used the Bardottan Sphere, their powers were increased significantly for a brief period of time until the Bardottan Sphere lost its charge.

Nineteen years before the Battle of Yavin, towards the end of the Clone Wars, members of the Frangawl Cult used the Bardottan Sphere to attack the Bahk-tov Council and drain the Living Force from kidnapped masters of the Dagoyan Order on the planet Bardotta. Later, Nightsister Mother Talzin attempted to use the Bardottan Sphere and the captive Queen Julia as part of a ritual on Zardossa Stix to increase her own Force powers. Mother Talzin and the Frangawl Cult were thwarted by Jedi Master Mace Windu and the Gungan Junior Representative Jar Jar Binks.

While Mace Windu fought Mother Talzin, Jar Jar Binks saved Queen Julia and destroyed the Bardottan Sphere. The

shards of the Bardottan Sphere were collected by members of the Dagoyan Order and were kept in the Royal Palace under close guard. Scholars studied the fragments in hope of finding a benign use for them. Despite attempts to do so, the Bahk-tov Council has largely rejected attempts to study it before a clear, detailed plan of its use could be compiled and scrutinized.

During the Imperial Era, the Imperial officer Zaaryn tried to sell information about the Bardottan Sphere to the former Sith Lord Maul, the son of Talzin.

In game terms: the Nightsister can use the Bardottan Sphere to perform one of two actions. First, she can use the Bardottan sphere to close off a being's connection to the Force. This is the same as casting the *severance* spell, which is listed below. Second, she can use the Bardottan Sphere to extract the Living Force from the target, killing them. This is the same as casting the *life drain* spell, which is listed below, but using the Bardottan Sphere changes the effects of the *life drain* spell. In using the Bardottan Sphere to cast *life drain*, instead of the Nightsister receiving the Living Force of the victims directly, the Living Force of the victims goes into the Bardottan Sphere, which serves as a repository for the Force Points accumulated by *life drain*. She does not receive the Force Points directly, nor does the strength of her spells increase immediately. Starting the next round after using the Bardottan Sphere, the Nightsister can choose to use up to three Force points that have been drawn into the Bardottan Sphere, but only when using her spells. If she were to use the Force Points when making rolls for skills other than her spells, the roll does not receive the benefit of the Force Points, and the Force Points are wasted.

While the Nightsister can use *life drain* whenever she wants, she generally uses *severance* first, followed by *life drain*. Using the Bardottan Sphere in this manner makes it easier to drain the Living Force from her targets.

The Bardottan Sphere has a value of 50,000 credits.

## Life Drain

**Status:** Homebrew

**Difficulty:** Heroic, modified by proximity, limited to line of sight, inversely modified by relationship. For example, a close relative would add +30 to difficulty, while a total stranger of an alien species would add nothing.

**Required Spells:** *Ears of the chiroptix*, *seeking spell* 5D, *sense of the ueshet*, *spell of comfort* 5D, *spell of discovery* 5D, *spell of open mind* 5D, *spell of thought-touch* 5D, *telekinesis (Dathomiri)* 5D, *water of life*

**Effect:** This is a very rare Nightsister spell, as only Mothers and Great Mothers have the strength to cast it. When cast, the Nightsister can drain the Living Force from her targets and become stronger in the process.

In game terms, when casting the spell, the Nightsister makes the appropriate roll to cast the spell upon the target. The Nightsister can cast this spell upon multiple target; however, for each target after the first, the difficulty increases

by +5. Each target then makes an opposed *control*, *Perception*, or *willpower* roll. If the target wins, then the spell has no effect. If the Nightsister wins, the Nightsister will gain one Force Point and +1D to all spells rolls for every individual affected by this spell. In addition, the affected target *wound* status will increase by one level.

The Nightsister can make a roll to keep this power in subsequent rounds. Each round this power is active, the affected target will suffer the same effect, and the Nightsister will receive the same bonus. This continues until the character dies – either by having all their Force Points drained, or their *wound* level reaches *killed*, whichever happens first.

A Nightsister who uses a Bardottan Sphere to cast this spell lowers the difficulty level by one.

Any Nightsister who uses this spell gains Dark Side Point. If a target is killed because of this spell, the Nightsister gains an additional Dark Side Point.

**Author's Note:** Since *drain life essence* is the closest corresponding power to this spell, I used that power as a guide in creating this spell.

**Corresponding Power:** *drain life essence* (closest equivalent)

## Severance

**Status:** Homebrew

**Difficulty:** Very Easy or target's *control* or *willpower*.

**Special:** Any Nightsister Mother using this spell must spend a Force point.

**Required Spells:** *Battle meditation 5D*, *commune with spirit world*, *concentration 5D*, *force of will*, *5D seeking spell 5D*, *spell of discovery 5D*, *spell of thought-touch 5D*, *spell of open mind 5D*, *spirit ichor manipulation*

**Effect:** This is a very rare Nightsister spell, as only Mothers and Great Mothers have the strength to cast it. When cast, the Nightsister can close off a being's connection to the Force.

In game terms, when casting the spell, the Nightsister must first consider the target of the spell. If the target is not Force-sensitive, then the difficulty for the spell is Very Easy. If the Nightsister is successful, then the target is unable to use any Force Points when making any rolls until the end of the encounter.

If the target is Force-sensitive, then the Nightsister must make a difficulty roll based on the target's *control* or *willpower* die. If the Nightsister is successful in the roll, then the target will have their connection to the Force affected, making it more difficult for the target to use Force skills and powers. The amount by which the Nightsister beats the difficulty determines the control check the target must make each time the target attempts to use a Force power. Only by making a successful control check roll can the target then use the Force that round.

Roll > Difficulty	Force Use Difficulty
0-10	Moderate
11-20	Difficult
21-35	Very Difficult

36-50	Heroic
51+	Heroic +5

The effect of this spell lasts until the end of the encounter.

A Nightsister who uses a Bardottan Sphere to cast this spell will gain +2D to the difficulty roll against Force-sensitive targets, while targets that are not Force-sensitive are automatically affected, making a difficulty roll unnecessary.

Any Nightsister who uses this spell gains Dark Side Point.

**Author's Note:** Since *sever Force* is the closest corresponding power to this spell, I used that power as a guide in creating this spell. As such, the power as written in d20 rules seems to be extremely unbalancing. The ones who created the Force Powers PDF, cheshire and Thiago S. Aranha, have tried to adapt the power to d6 while maintaining the flavor of the power. They also stated that individual gamemasters may not wish to allow players access to *sever Force* for obvious reasons. With that in mind, I have attempted to do the same with this spell.

**Corresponding Power:** *Sever Force* (closest equivalent)

## Ichor sword

**Status:** Canon

Using the *conjure object* spell, a Nightsister can convert spirit ichor into matter and shape it into a sword. The sword is strong enough to resist a lightsaber blade without damage, as though the Nightsister were using Force weapon on the sword.

**Name:** Ichor sword

**Type:** Magick-created sword

**Scale:** Character

**Skill:** Melee combat: ichor sword/melee parry: ichor sword

**Availability:** Nightsisters only

**Difficulty:** Difficult

**Damage:** STR+2D

**Game Notes:** When used by a Nightsister, green flames ignite around the blade. The weapon does STR+5D or Control+3D damage, determined by the wielder.

**Source:** RPGGamer.org website

## The Blade of Talzin

One such ichor sword was the Blade of Talzin – the sword Mother Talzin summoned from the ether when she dueled Mace Windu during the Clone Wars. The hilt of this particular sword closely resembled the face of Malmourral, the demon worshiped by the Frangawl Cult. The blade protruding from the “mouth” of the hilt was wreathed in green flames of magical ichor, and like any ichor sword, it was strong enough to resist the lightsaber strikes. When the blade is swung, it leaves green smoke in its wake. The weapon even produced a sound like that of lightsabers.



Towards the end of the Clone Wars, Mother Talzin gained the allegiance of the Frangawl Clan, who came to worship her as the Great Mother. The cult gathered

the Living Force from several Dagoyan Masters and kidnapped Queen Julia of Bardotta. They brought her to the Temple of Malmourral on Zardossa Stix to steal her life force. Talzin arrived on the moon as the ritual began, but was confronted by Jedi Master Mace Windu and Jar Jar Binks. Talzin summoned her sword from the spirit ichor and fought against Mace Windu, but Jar Jar Binks managed to free Queen Julia and shatter the Bardottan Sphere containing the stolen life force, causing a massive explosion. Talzin disappeared after the battle.



Nine years after the Battle of Yavin, on the extragalactic planet Peridea, the Great Mothers gave Morgan Elsbeth the Blade

of Talzin after bequeathing to her the gift of shadows as a reward for arriving with the Eye of Sion, making possible their departure and Grand Admiral Thrawn's from Peridea. Whether it was the same blade Talzin wielded against Mace Windu or another sword crafted in its likeness is unclear. Morgan Elsbeth wielded the sword against the former Jedi Ahsoka Tano. During their duel, Ahsoka Tano took the sword from Morgan Elsbeth and used it, alongside her own lightsaber, to kill Morgan Elsbeth with two slashes to the abdomen.

### Mother Talzin's Crystal Ball

**Status:** Canon



This was an orb crafted from an orange crystal native to Dathomir and used as a magical focus by Mother Talzin of the Nightsisters. She kept it on a small gray pedestal on a table. When Mother Talzin used the *divination/heartshadow* or *scrying* spell on it, it amplified the power of

the spell, allowing her to see visions of the future and to determine the location of individuals. She was even able to project her mental image into the crystal ball for others to see, even those with no Force-sensitivity.

When Jedi Master Obi-Wan Kenobi and Jedi Knight Anakin Skywalker went to Dathomir to learn the location of her son Savage Opress, she used her crystal ball to see where he was in the galaxy, revealing an image of Opress to the two Jedi.

When Savage Opress returned to Dathomir after fleeing from the Jedi, Dooku, and Asajj Ventress, she used the crystal ball to find the one who would help Savage Opress grow more powerful – her other son and former Sith Lord Darth Maul,

who was residing on the Outer Rim world of Lotho Minor. As Savage Opress left, the image of Maul appeared in the crystal ball.

After Darth Maul escaped from Malachor, having survived further run-ins with the Jedi and Darth Sidious, he gathered many items of past importance to him within the former lair of the Nightsisters. Among the items was the crystal ball his mother used, which he showed to Ezra Bridger when he came to Dathomir two years before the Battle of Yavin.

In game terms, this orb granted Mother Talzin a +3D bonus when she used it to amplify any use of *divination/heartshadow* or *scrying*.

### Nardithi Cluster

**Status:** Canon



This was a collection of hexagonal, spiky crystals on Dathomir that allowed powerful Force-sensitives to amplify their powers. However, it also pulled the Force from nearby life, which sometimes had deadly consequences. After its discovery, a group of Nightsisters occupied the cluster and moved the cluster from its original location, which caused the cluster to become steeped in the dark side of the Force.

The clan that took possession of the cluster called themselves the Nardithi Nightsisters. One of them, Jerserra, took a shard before leaving to be trained by her master. The two studied the shard over the course of several years.

When a salvage expert found a piece of the cluster, the salvage operative Aloan Dresk felt a connection with it through the Force and stole it. The piece was passed down in his family until it came in possession of Yeel Dresk, who hired the Corellian artist Quek Rai to add it to the *Tragic Hope*. The *Tragic Hope* eventually found its way to the shop of the Toydarian merchant Walisi on Toydaria.

A group of adventurers came across the *Tragic Hope* and the Nardithi shard within it, and eventually led them to face Jerserra, who had become an Imperial Inquisitor.

If a Force-sensitive individual were to channel a Force Point through a Nardithi shard, it would double the bonus granted by the Force Point. However, the Nardithi shard would pull the Force from nearby life to do this. For every Force Point a Force-sensitive individual channel through a Nardithi shard, the individual would receive a Dark Side Point.



# Order of Shasa Powers



**Restriction:** These powers are generally restricted to the Order of Shasa, though members of other Force-using traditions can learn these powers.

The canonicity of all entries in this section is Legends.

## Sense Powers

### Deception Awareness

**Sense Difficulty:** Moderate, modified by proximity

**Required Powers:** *Life detection, life sense, receptive telepathy*

**Effect:** In response to realizing how devastating the consequences would have been if the Sith had successfully deceived her and her companions during the Jedi Civil War, Shasa developed this power for the purpose of sensing deceptions. A successful roll grants a member of the Order of Shasa a +5 bonus to their *willpower* roll for the purpose of resisting an opponent's *con* roll. A member of the Order can also choose to use their *sense* dice instead of their *Perception* dice to sense deception and influence.

**Source:** Order of Shasa Talent Deception Awareness from [Knights of the Old Republic Campaign Guide](#) page 61

## Alter Powers

### Waveform

**Alter Difficulty:** Difficult for solid matter, Very Difficult for liquids, Heroic for gas and air

**Required Powers:** *Telekinesis*

**Effect:** By studying the waves that course through their planetary ocean, members of the Order of Shasa can manipulate the particles of the surrounding environment in a way that it would accompany the Force energy of the following powers: *Force blast (TFU)*, *Force push*, *repulse*,

and *projected fighting*. If the member makes the successful roll, the member adds a bonus to the damage roll of the accompany power. The amount of damage depends on the matter accompanying the attack.

Matter	Additional Damage
Gas (air, water vapor)	+2
Liquid (water)	+1D+1
Solid (sand, dirt, gravel)	+2D

**Source:** Order of Shasa Talent Waveform from [Knights of the Old Republic Campaign Guide](#) page 61

## Control, Sense, and Alter Powers

### Progenitor's Call

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate, modified by proximity

**Alter Difficulty:** Target's *control* or *Strength* roll.

**Required Powers:** *Affect mind, life detection, life sense, projective telepathy, receptive telepathy*

**Effect:** A member of the Order of Shasa can sense the call of their ancestors and wield it through the Force, allowing the member to telepathically disrupt their target. If the rolls are successful, the target is confused and considered *stunned* for 2D rounds.

**Source:** Order of Shasa Talent Progenitor's Call from [Knights of the Old Republic Campaign Guide](#) page 61

## Playing a member of the Order of Shasa

As a member of the Order of Shasa, your first duty is to the protection of your fellow Selkath. Because of the deception that the Sith played on Selkath society during the Jedi Civil War, you are on constant guard against being deceived and seek to imprison those who deceive others for their own selfish needs.

Race: Selkath only

Gender: Both

Dexterity skills: All skills available. Place emphasis on *melee combat* and *melee parry* (fira specialization for both skills optional).

Knowledge skills: All skills available. Place emphasis on *scholar: Manaan history*.

Mechanical skills: All skills available.

Perception skills: Above average *Perception* attribute die. All skills available.

Strength skills: All skills available. Place emphasis on *swimming*.

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Technical skills: All skills available. Place emphasis on (A) *equipment engineering* and *equipment repair* in order to forge a fire blade.

Force skills: Above normal *sense* and *alter* die. Normal *control* die.

Force powers: All the powers listed in this section. All Jedi powers are available, with emphasis on *receptive telepathy*.

Offensive abilities like *Force blast*, *Force push*, *repulse*, and *projected fighting* are strongly considered.

# Pelekotan Powers



**Restriction:** These powers are restricted to the Korun only. While similar powers exist in other Force-using traditions, the powers listed are exclusive to the Korun.

The canonicity of all entries in this section is Legends.

## Sense Powers

### Finding the Path

**Sense Difficulty:** Easy if the user is familiar with the area, Moderate if the user is in unfamiliar territory. Modified by the local terrain.

**Required Powers:** *sense Force*

*This power may be kept up.*

**Effect:** This power allows a Korun to find a safe path in the jungle through which he and his companions can travel safely.

Upon making a successful roll, the chance that the user and his party will have a random encounter is reduced by one level.

## Control and Sense Powers

### Akk Dog Bond



**Control Difficulty:** Moderate.

**Sense Difficulty:** Moderate.

**Required Powers:** *Friendship, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** This power allows a Korun to bond with an akk dog. Once complete, the akk dog will serve as the user's faithful companion. The akk dog will follow any command given to it by its bonded partner. If the akk dog senses that its bonded

partner is in danger, it will do whatever it can to protect its partner, even if it means risking death.

When the user rides a bonded akk dog, the *orneriness* is reduced by -2D.

Bonding with an akk dog takes 1D weeks to complete, during which all rolls suffer a -1D penalty. Thus, it is generally best for the bond to occur during times of relative peace.

The Korun can only use this power on one akk dog at a time, which lasts until one of the bonded pair dies. If the Korun attempts to use this power on a different akk dog, the attempt will fail.

Should one of the bonded pair dies, be it the Korun or the akk dog, the surviving partner is left in a state of shock and grief which lasts for the same amount of time as it took for the bond to be forged in the first place. During this time, all die codes for the surviving partner are reduced by -1D. Once this time has passed, all penalties are removed, and the partner is free to bond with a new partner.

## Force-call

**Control Difficulty:** Very Easy. Modified by proximity.

**Sense Difficulty:** Very Easy. Modified by proximity.

**Required Powers:** *Life detection, life sense, projective telepathy, receptive telepathy*

*This power may be kept up.*

**Effect:** This power allows a Korun to call out to a bonded akk dog and ask for its assistance.

This power will only work with the akk dog to which the Korun is bonded. If the Korun attempts to use this power on a different akk dog, the attempt will fail. Should the bonded akk dog die, the Korun is forbidden from using this power again until the Korun has bonded with a new akk dog.

## Control, Sense, and Alter Powers

### Wasp Fever Treatment

**Control Difficulty:** Difficult, modified by relationship.

**Sense Difficulty:** Moderate.

**Alter Difficulty:** Difficult, modified by relationship.

**Required Powers:** *Affect mind, control another's disease, control another's pain, control pain, life detection, life sense, projective telepathy, receptive telepathy, sense Force*

**Effect:** Fever wasps are insects native to Haruun Kal that are the source of wasp fever. They implant larvae into their victims whenever they sting or bite. They also lay their larvae in the bark of thysse trees, and anyone chewing thysse bark risk ingesting fever wasp larvae. Once inside the host, the larvae grow and feed on the brain cells of the host, causing the host to experience dementia, then severe seizures and spasms before dying. Usually, victims of wasp fever are considered dead on the spot and are therefore killed. Their bodies are

then burned to prevent the larvae from hatching. Lor peleks, the shamans who embodied the power of pelekotan, have found a means of curing victims of wasp fever. By using this power, the lor pelek influence the larvae to burrow their way out of the host's body. While his assistants quickly gather the larvae and kill them before they could return into the body, the lor pelek focuses his attention on healing the wounds caused by the emerging larvae and staving off infection.

This is a two-step process, with each step lasting five rounds. The first part is removing the larvae. The second part is healing the exit wounds and staving off infection. The lor pelek must make a successful roll each round. If the procedure is successful, the victim takes 2D weeks to recover. If the roll fails during the first part, the lor pelek must start over. Anytime the roll fails during the second part, the patient's recovery is delayed by one week.

Wasp fever generally lasts three or four days, so the sooner the victim seeks treatment the better. If the lor pelek begins the treatment within a day of the initial infection, no penalties are applied. However, for every day that passes between the initial infection and the beginning of the treatment, all difficulty rolls have +5 added to them, and this penalty is cumulative.

Only lor peleks can learn this power, and for it to be successful, the lor pelek should have at least 7D in all Force skills.

## Playing a Korun

The Korun have grown up in the harsh jungles of Haruun Kal. You draw upon the Force to survive and to protect others. To you, it is not a matter of light or dark. The Force is there, and you use it to do what you must.

Race: Korun. Offworlders are rarely accepted.

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: *Survival, willpower.*

Mechanical skills: *Beast riding.*

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: *First aid, primitive construction.*

Force skills: No particular emphasis.

Force powers: All spells listed here are available. All Jedi powers are available as well.



# Powers of Magina

**Restriction:** This power is only available to the inhabitants of Meevai village. Furthermore, the Wookieepedia has stated that the Star Wars: Visions episodes are non-canon. Thus, the canonicity of all entries in this section is Visions.

## Control, Sense, and Alter Powers

### Illusory Flashback

**Control Difficulty:** Easy +5 to +20

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Affect mind, dim another's senses, farseeing, hibernation trance, life detection, life sense, nature affinity, postcognition, projective telepathy, receptive telepathy, sense Force*

**Effect:** This is a unique ability seemingly exhibited by Asu and Princess Haru of the Meevai village. At a monolith shrine near a cave, they each individually uttered the following chant:

*We are the sky.  
We are the forest.  
We are the river.*

They then placed their hands on the shrine and said together, “We are one. Magina, rise!” A blue sphere of Force energy emerged from the monolith shrine, enveloping the area and all individuals within it. While this sphere was active, Asu and Princess Haru were able to witness a flashback of a time they shared between themselves and Haru’s sister Saku when they fished in the area.

This power seems to allow the individual to use the Force to look at the past, like *farseeing*. But the past the individual is looking at is their own, not someone else’s. This does not allow the individual to look into the future. This power does not allow the individual to look at another individual’s past except for specific moments that were shared between the one who uses this power and the other individual. The blue sphere generated by this power covers an area with a 250-meter radius. Anyone caught within this sphere will witness the

flashback, whether they are the recipient of this power or not. Whether they are willing or not.

There are details about this power that remain unknown. The fact that Asu and Princess Haru placed their hands on a monolith shrine suggests that this power can only be used at Force nexuses on the planet. But it is unknown if they can use this ability anywhere else on the planet. The flashback they witnessed seemed to be area-specific. It is unknown if they could have witnessed the same flashback at another location. It is also unknown if this power could have been performed by Princess Haru or Asu alone. Did they both need to work together to perform this power? Did having both working together make performing this power easier, or would just having one of them make things more difficult. Would the area encompassed by this power be affected by having just one individual or even more than two? This power has only been witnessed once, but too many details about this power remain unclear at this time.

This power has no practical use in combat situations; rather it can be used as a plot device, just like *ice image* could be used.

**Author’s Note:** This has only been witnessed in the episode *Star Wars: Visions – “The Village Bride.”* According to Wookieepedia, the entire series has been deemed non-canon and not even part of the Legends continuity. However, this should not discourage the GM from creating a similar power for an adventure campaign. However, given the culture of the inhabitants of Meevai village, it would have to be in a setting where the Force is presented in a manner akin to Dathomiri and Nightsister magic or the spells of Ta-Ree, rather than how the Jedi and Sith view it.

**Appeared where:** *Star Wars: Visions – “The Village Bride”*

**Example:** Asu and Princess Haru used this to recall a pleasant childhood memory they shared at the site of the monolith shrine.

# Shaper of Kro Var Powers

**Restriction:** These powers are generally restricted to the Shapers of Kro Var, though members of other Force-using can learn these powers.

The canonicity of all entries in this section is Legends.



## Control Powers

### Fluidity

**Control Difficulty:** Moderate

**Effect:** The Shaper can use this power in one of two ways. The Shaper can use the Force to make their body more fluid, allowing it to flow from one stance to another like water. In GM terms, when performing *acrobatics*, instead of using their *acrobatics* or *Strength* die to make the roll, they can use their *control* die.

The other use involves grappling. When the Shaper attempts to grapple someone or attempts to break free from a grapple, this power allows to become more forceful like a current of water. In GM terms, when this power is active while grappling or breaking free from a grapple, the Shaper is temporarily treated as one size larger than they is in terms of making a successful grapple against an opponent or breaking free from a grapple.

**Sources:** Shapers of Kro Var Talent Fluidity from [Jedi Academy Training Manual](#) page 85

## Alter Powers

### Enflame Force

**Alter Difficulty:** Difficult

**Effect:** This power allows the Shaper to intensify the energy accompanying any Force-based attack, resulting in the target suffering fire damage in addition to the normal damage. There is also the chance that the target could catch on fire as well.

In game terms, the target must first roll against the first power. If the target escapes taking damage from the first power, then the target automatically evades the effects of this power. If the target fails against the first power, the Shaper then adds an additional 1D of fire damage to the damage rolls. Whether or not the target catches on fire depends on the target's *dodge* roll. If the target's *dodge* roll is greater than the Shaper's *alter* roll, the target manages to avoid catching on fire. If the target has protection against fire or heat, such as having fire-resistant skin or wearing fire-retardant clothing, the target suffers no fire damage.

This power can be used in conjunction with the following powers: *bolt of corruption*, *bolt of hatred*, *Force blast*, *Force lightning*, *Force push*, *Force whirlwind*, *Force wind*, *lightning burst*, *projected fighting*, and *repulse*.

It might be possible to use this power in conjunction with the following powers: *dark side web*, *inflict pain*, *injure/kill*, *rend*, and *telekinetic kill*. However, there have been no recorded instance of this happening.

This power cannot be used with *combustion*, *create Force storm*, *detonate*, or with any object thrown at the target via *telekinesis*, *Force shot*, or *ballistakinesis*.

Because of the difficulty associated with this power, this power can only be used on one target at a time.

If the user uses this power on a living target, the Shaper gains a Dark Side Point.

**Sources:** Shapers of Kro Var Talent Combustion from [Jedi Academy Training Manual](#) page 85

## Thunderclap Force

**Alter Difficulty:** Difficult

**Effect:** This power allows the user to add more energy to the energy accompanying any Force-based attack, which can knock the target back an additional two meters.

In game terms, the target must first roll against the first power. If the target escapes taking damage from the first power, then the target automatically evades the effects of this power. If the target fails against the first power, the target makes a *control* or *Strength* roll in opposition to the user's *alter* roll. If the target succeeds, the target is not knocked back and suffers only the damage associated with the other Force power. If the target fails, the target is knocked back two meters and suffers an additional 2D of collision damage should the target hit a wall or other solid object.

This power can be used in conjunction with the following powers: *bolt of corruption*, *bolt of hatred*, *Force blast*, *Force lightning*, *Force push*, *Force whirlwind*, *Force wind*, *lightning burst*, *projected fighting*, and *repulse*.

If a target dies because of this power, the Shaper gains a Dark Side Point.

**Sources:** Shapers of Kro Var Talent Thunderclap from [Jedi Academy Training Manual](#) page 85

## Control and Alter Powers

### Earth Buckle

**Control Difficulty:** Varies, modified by proximity

**Alter Difficulty:** Varies, modified by proximity

**Required Powers:** *Concentration, plant surge, telekinesis*

**Effect:** This power allows the Shaper to alter the terrain, making it harder for any target trying to traverse the terrain. The Shaper, however, can traverse through the affect terrain without any difficulty.

When using this power, the Shaper must first make a *control* roll based on how large an area the Shaper wants to alter.

Radius	Control Difficulty
2-meter radius	Easy
4-meter radius	Moderate
6-meter radius	Difficult
8-meter radius	Very Difficult
10-meter radius	Heroic

The Shaper then makes an *alter* roll based on how much the Shaper wishes to impede the target.

Attack roll penalty/Vehicle maneuverability penalty	Dexterity score penalty	Movement (characters, creatures, and vehicle)	Alter Difficulty
-1	-1D-1	¾ maximum	Very Easy
-2	-1D-2	2/3 maximum	Easy
-1D	-2D	½ maximum	Moderate
-1D-1	-2D-1	1/3 maximum	Difficult
-1D-2	-2D-2	¼ maximum	Very Difficult
-2D	-3D	Immobilized	Heroic

If the person's *Dexterity* score or the vehicle's maneuverability is reduced to 0D, both are considered immobile. If the person's attack roll is reduced to 0D, the person is unable to make any attack rolls until the person is cleared of the terrain.

If the person or creature is capable of flight, they can negate the penalties upon achieving flight. Similarly, a creature capable of burrowing through the soil can achieve the same goal.

This power can affect ground vehicles utilizing wheels or treads, repulsorlift vehicles that can achieve a maximum height of two meters, and most walkers. Repulsorlift vehicles that can achieve a maximum height greater than two meters can avoid the penalties. All-Terrain Armored Transports are large enough not to be hindered, and Unstable-Terrain Armored Transports are designed to handle unstable terrain. As such, these vehicles are not affected by this power.

This power works by moving the soil, sand, rocks, and plants in the area. If this power is used in an area where there are no plants, all Difficulty rolls are reduced by one level.

**Sources:** Shapers of Kro Var Talent Earth Buckle from [Jedi Academy Training Manual](#) page 85

## Sense and Alter Powers

### Vortex Shield

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Magnify senses, shift sense, telekinesis*

**Effect:** This power allows the Shaper to channel the air currents around their body, forming a defensive shield and stirring up surrounding dust and debris.

When activated, this power creates a vortex of wind around the Shaper's body capable of deflecting any incoming projectile or thrown weapon ten pounds or less in weight. This can also protect the user from any flamethrower or gas attack. However, objects heavier than ten pounds will punch through the vortex, as will energy and laser blasts.

If there is loose dirt, debris, dust, or sand surrounding the user, the vortex will pick them up as well. The added debris will provide partial cover for the user, forcing opponents targeting the Shaper to add 1D to the *Perception* difficulty while trying to spot and target the user.

**Sources:** Shapers of Kro Var Talent Wind Vortex from [Jedi Academy Training Manual](#) page 85

## Playing a Shaper of Kro Var

The Shapers of Kro Var are highly suspicious of technology and unseen Force powers like *projective* and *receptive telepathy*. They prefer direct confrontation over diplomacy.

Race: Human

Gender: Both

Dexterity skills: *Bows, brawling parry, dodge, melee combat, melee parry, running, thrown weapons.*

Knowledge skills: *Survival, willpower.*

Mechanical skills: *Beast riding.*

Perception skills: *Search and sneak.*

Strength skills: All skills available.

Technical skills: *First aid, primitive construction.*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. The only Force powers they will accept are *telekinesis* when it is used to move air, earth, and water, and any power that involves manipulation of the elements; specifically, *adiabatic shield, cryokinesis, Force wind, Force whirlwind, generate wind,*

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*manipulate flame, plant surge, pyrospray, terrain surge, and thermokinesis. Ball lightning, electric judgment, Force lightning, generate lightning, kinetite, lightning burst, Vahl's Brand, and Vahl's Flame* might be acceptable, but these have not been confirmed yet. The same thing might apply to *control weather*.



# Singing Mountain Priestess Powers

**Restriction:** These powers are generally restricted to the priestesses of Singing Mountain, located on Jedha, though members of other Force-using can learn these powers. This is supported by their members being spotted in Jedha City during the time of the High Republic by the Jedi Order and other Force traditions.

The canonicity of all entries in this section is Canon.

## Control and Alter Powers

### Aerialwalk

**Control Difficulty:** Moderate

**Alter Difficulty:** Variable.

**Required Powers:** *Concentration, enhance attribute, telekinesis*

**Description:** This is a meditation exercise used by the Singing Mountain Priestesses. The individual will first use the Force to levitate into the air while standing up. The individual will then walk forward while using the Force to maintain a specific height. It will be as though the individual is walking through the air.

There are similarities between this and *floating meditation*, but there is a key difference between the two. The individual performing *floating meditation* remains still while floating. The individual performing *aerialwalk* is in motion while in the air.

There are three levels to this exercise. The initial *alter* difficulty depends on the height and weight of the individual. The difficulty is Easy for an individual less than a meter tall, Moderate for an individual 1-2 meters tall, and Difficult for an individual over two meters tall. The GM will then consider the weight of the individual. If the individual is of average weight for their species, the difficulty remains the same. Underweight lowers the difficulty by -5. Overweight increases the difficulty by +5.

The initial success levitates the individual several inches off the ground. The individual can choose to increase the height of the levitation, which will add to the *alter* difficulty.

Increase height to	Increase <i>Alter</i> difficulty
1 foot	+1
1 meter	+2
Each additional meter	+5

The maximum height a Singing Mountain Priestess has levitated to is 3 meters, though it is possible to reach greater heights.

Once the individual has reached the desired height, the individual must proceed to walk forward as if they were walking on the surface. The individual must concentrate on maintaining the height they have reached while walking forward. If the individual drop from the initial height, the exercise is a failure, and the individual must start over. The individual must successfully take a hundred steps to be considered successful in the exercise. This can be done over the course of five rounds, and making successful rolls all five rounds will result in success in the exercise. It does not matter if the individual walks a straight path or one with turns, as it will not affect the *alter* difficulty.

The next level is to perform *aerialwalk* while on the side. To accomplish this, the individual must first perform *aerialwalk* standing straight. Then, while walking, lean their body to one side until it is parallel to the ground. This action increases the *control* and *alter* difficulties by +5. In addition, the individual must also make a *stamina* roll to fight off the effects of disorientation and gravity. The *stamina* difficulty is determined by the *alter* difficulty. The individual must make a successful *stamina* roll each round. Failing the *stamina* roll will result in disorientation and allowing gravity to affect the individual, causing the individual to fall to the ground, even if the individual succeeded in making the *control* and *alter* rolls. The penalty for multiple actions applies as well. The individual must successfully take a hundred steps to be considered successful in the exercise. This can be done over the course of five rounds, and making successful rolls all five rounds will result in success in the exercise. It does not matter if the individual walks a straight path or one with turns, as it will not affect the *alter* difficulty.

The final level is to perform the *aerialwalk* while upside-down. The individual starts by performing *aerialwalk* standing straight. Then while walking, lean their body to one side until it is parallel to the ground. Then continue this turn until the individual is standing upside down while in the air. It will be as if the individual were floating upside down until the individual starts walking. The *control*, *alter*, and *stamina* difficulties for this level are the same as the second level. The penalty for multiple actions applies to this level as well. The individual must successfully take a hundred steps to be considered successful in the exercise. This can be done over the course of five rounds, and making successful rolls all five rounds will result in success in the exercise. It does not matter if the individual walks a straight path or one with turns, as it will not affect the *alter* difficulty.

Once the individual performs the third level, the individual can adjust their height from the ground while *aerialwalking*, by making the appropriate difficulty rolls. The individual can also use *aerialwalk* for practical purposes rather than as a meditation exercise. The individual can cross a specific distance *aerialwalking*. The distance is ten meters for every D in the individual's *alter* die code, rounded down.

The individual can carry items while *aerialwalking* from any orientation – upright, on the side, or upside-down. The individual can carry another individual while *aerialwalking*, but only from the upright position. Attempting to carry the individual from any other orientation will not guarantee the one performing *aerialwalk* will have a secure grip on the individual. The GM determines the increase to the *alter* difficulty caused by the added encumbrance.

While using *aerialwalk*, the individual can only walk. The individual **cannot** run. Any attempt to do so will cancel this power. The individual can only move as fast as their species' Move. The individual can move at a speed less than their species' Move. For every unit below the Move the individual moves, the individual gains a +1 bonus to the *alter* roll. For example, Humans have a Move of 10. If the individual chooses to move at a rate of 9, the individual gains a +1 bonus to the *alter* roll. Moving at a rate of 5 grants a +5 bonus.

If the individual knows any of the following powers, the experience in using these powers grants the individual a +1 bonus to all rolls to use *aerialwalk*: *floating meditation*, *Force flight*, *Jedi flip*, *spider walk*, *up the walls*, *wall run*, *wall stand*, or *wallwalk*.

**Reward:** Increase *alter* by +1 for each level successfully completed.

**Author's Note:** I used *floating meditation* as a guide when creating this power. Thus, the similarities between the two.

**Appeared where:** [Convergence](#)

**Example:** The Jedi Knight Gella Nattai tried to perform this after seeing a Singing Mountain Priestess perform this.

## Playing a Singing Mountain Priestess

The Singing Mountain Priestesses were an order of Force-sensitives that existed during the time of the High Republic. There is very little information about them at this time, and what information there is about them does not establish a connection between them and the Singing Mountain Clan of Dathomiri Witches. There is only the following speculation.

Gender: Female

# Sorcerer of Rhand Powers



**Restriction:** These powers are restricted to the Sorcerers of Rhand. Given their remote location, it is impossible for Jedi, Sith, or other traditional Force users to learn these powers unless they were to travel to their worlds of the Nihil Retreat near the Perann Nebula in the Unknown

Regions and devote themselves to the Way of the Dark.  
The canonicity of all entries in this section is Legends.



## Control and Sense Powers

### Darksight

**Author's Note:** Though considered the greatest power of the Dark amongst the Sorcerers of Rhand, based on the Wookieepedia I believe it to be a combination of the Jedi powers *battle meditation* and *farseeing*. The player must first describe how they intend to use this power – as *battle meditation* or as *farseeing*. Then the player and the GM should treat this power in the same manner as they would treat *battle meditation* or *farseeing*, depending on the

player's choice.

## Control, Sense, and Alter Powers

### Decaying Blast

**Control Difficulty:** Difficult. inversely modified by relationship

**Sense Difficulty:** Difficult. Modified by proximity, but target must be within line of sight.

**Alter Difficulty:** Target's *control* or *Strength*

**Required Powers:** *Absorb/dissipate energy, affect mind, concentration, control another's pain, control mind, control pain, dim another's senses, drain energy, drain life essence, farseeing, hibernation trance, inflict pain, injure/kill, life detection, life sense, magnify senses, projected fighting, projective telepathy, receptive telepathy, sense Force, telekinesis, telekinetic kill, transfer Force*

**Effect:** The Sorcerers of Rhand have learned to channel the entropic properties of the Dark into a sustained, direct burst. If the burst successfully strikes a target, the victim suffers the effect of cumulative years of entropy in a matter of moments. Any armor the victim is wearing becomes rusted and brittle, power cells are drained of their energy, and machinery jam and freeze. As for the individual, they can age thirty years in an instant, and there is a chance that any of the individual's body parts can fail.

In game terms, if the Sorcerer of Rhand succeeds in making the *alter* roll against the target, the target is immediately *incapacitated* from the shock and pain. Because of the rapid aging caused by this power, the target also suffers a permanent penalty to their *Dexterity* and *Strength* attributes. In addition, the victim must make another *stamina* or *Strength* roll to avoid having any part of their body fail. If the roll fails, the victim must make a roll and consult the table below in order to determine which body part fails.

Roll	Result
1	Limb joint failure
2	Limb failure
3	Minor organ failure (eye, ear)
4	Major organ failure (kidney, lung, digestive system organ)
5	Heart failure
6	Brain failure

A roll of 1 or 2 will cause the victim to suffer a penalty on all *Dexterity* and/or *Strength* rolls, as well as skill rolls associated with those attributes. A roll of 3 will inflict a similar penalty to all *Perception* and *search* rolls. A roll of 4 or 5 will cause the victim to fall unconscious and will be in danger of dying. A successful *first aid*, *medicine*, or *surgery* roll will save the victim from imminent death, but the victim must get to a properly equipped medical facility within a finite amount of time to survive. On a roll of 6, the victim is brain dead and is considered brain dead in game terms.

The Sorcerer of Rhand can choose to have this power perform a specific task against the victim's body, such as making the victim's heart fail. However, doing this adds +10 to the *alter* difficulty roll.

Despite the Sorcerer's refusal to acknowledge the existence of the Force, or even the light side and dark side, this power tends to inflict permanent harm upon the victim. Even if the

victim can reverse the damage to a body part via bacta or prosthetics, the affected organ is still permanently aged. Thus, a character who uses this power automatically receives a Dark Side Point. If the target should suffer a body part failure other than the brain, the character receives an additional Dark Side Point. If the target should die from brain failure or from not being able to reach a medical facility in time, the character receives an additional two Dark Side Points.

**Restricted:** This power should be restricted to the Sorcerers of Rhand, though it might be possible for a Sith to discover this power via experimentation. For a Sith to have a chance of discovering this power via experimentation, the Sith must know both *drain energy* and *drain life essence*.

**Author's Note:** This power seems to be very unbalancing, but having it restricted to the Sorcerers of Rhand counteracts the potential for unbalancing the game. In addition, I know that the d20 introduced the idea that equipment, like armor and blasters, can be damaged. I wanted to incorporate that into the description, but I am unfamiliar with the specific rules associated with damage thresholds, etc., and any d6 conversions for them. Perhaps someone else can address this.

### Playing a Sorcerer of Rhand

A Sorcerer of Rhand has embraced the One Truth: “Only power is real, and the only real power is the power to destroy. Existence is fleeting. Destruction is eternal.” The Sorcerers manipulate the forces of destruction to destroy their enemies.

Race: Any

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available. Establish preference for *battle meditation*, *control mind*, *farseeing*, and dark side powers.



# Spirit Master Powers

**Restriction:** Spirit masters are native to primitive worlds that never heard of the Force. Those who can tap into the Force on these worlds view it as a kind of “magic” manifested by nature spirits, the ghosts of their ancestors, or primitive “gods.” Their beliefs permanently color their perception of the Force, making it impossible for them to understand the Force the way Jedi and other Force-users do.

In addition, the powers manifested by the spirit masters are radically different from normal Jedi powers because the spirit masters focus on commanding the “spirit world” to accomplish many of their goals. This gives spirit masters an understanding of the Force that surpasses that of most Jedi Knights. The spirit masters can effortlessly do “small tricks” that would leave a Jedi drained because to the spirit master, the spirits (the Force) work the trick, not the Force-user. A Jedi cannot comprehend this way of thinking any more than a spirit master can understand how a Jedi can perform their own abilities without the attending rituals that a spirit master routinely employs.

Because of this distinct difference in understanding how the various powers are performed, neither Jedi nor any individual with even a trace of Jedi training can learn these powers.

The canonicity of all entries in this section is Legends.

## Alter Powers

### Telekinetic Defense

**Alter Difficulty:** Easy.

**Required Powers:** *Telekinesis*.

**Effect:** The spirit master asks the spirits for protection from physical harm, and the spirits respond by lifting small objects within a few meters of the spirit master to lift into the air and surround the individual, forming a shield that absorbs some of the incoming damage. This is a subconscious manifestation of the spirit master using *telekinesis*.

The spirit master draws on small, loose matter within a 4-meter radius. If there is no such matter available, the power automatically fails. The barrier of matter created by this power reduces the amount of damage from the attack by the spirit master’s *alter* die code. The spirit master can keep this

defense active for several rounds equal to their *sense* die code, rounded down.

**Source:** Spirit Master class feature Unseen Defender from [Hero’s Guide Web Enhancement 1 – Character Templates and Prestige Classes](#) page 5

## Control and Sense Powers

### Spirit Communing

**Control Difficulty:** Very Easy. Add +5 if seeking answers about the past. Add +10 if seeking answers about the future.

**Sense Difficulty:** Very Easy.

**Required Powers:** *Life detection, life sense, sense Force*.

**Effect:** The spirit master can commune with the spirits (or rather meditate on the Force), to ask questions that can be answered with a simple yes or no, or with a short phrase consisting of five words at most should a one-word answer be misleading.

This power only acts as an information resource for the spirit master, providing information that will aid the character in making decisions. The answers the spirit master receives will always be correct if they involve information about the past or present. Information about the future will be “unclear” since the future is always in motion.

The spirit master can ask as many questions as the number of D in their *sense* die, rounded down. Before asking each question, though, the spirit master must meditate an hour before asking each question.

**Source:** Spirit Master class feature Spirit Lore from [Hero’s Guide Web Enhancement 1 – Character Templates and Prestige Classes](#) page 5

### Spirit Totem

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Required Powers:** *Enhance attribute, sense Force*.

**Effect:** The Spirit Master gains a “spirit totem” that only they can see. This “spirit totem” is a manifestation of the spirit master’s own self-image made “real” by the Force. This “spirit totem” grants a temporary Force bonus to a certain skill or Force skill. The bonus can be applied to the following attributes or skills: *Dexterity, Perception, Strength, beast riding, con, gambling, intimidate, pick pocket, search, sneak, stamina, and willpower*.

The *control* roll determines the bonus, while the *sense* roll determines the duration.

<b>Control roll</b> ≥ <b>Difficulty</b>	<b>Bonus</b>
0-10	+1D
11-20	+2D
21+	+3D

Sense roll $\geq$ Difficulty	Duration
0-10	1 round
11-20	2 rounds
21+	3 rounds

The bonus can also be applied to the Force skills, but only when using the following powers: *drain energy*, *farseeing*, *fear*, *illusion*, *projected fighting*, *telekinesis*, and *telekinetic kill*. Furthermore, the GM must follow certain rules in applying the bonus. For *telekinesis*, which requires only one Force skill roll, the bonus, regardless of the amount, goes towards that. *Drain energy*, *farseeing*, and *fear* require rolls on two Force skills. A bonus of +1 will go to the lower of the two rolls. A +2 bonus will grant a +1 bonus to both rolls. A +3 bonus follows both – both skills will receive a +1 bonus, with the lower of the two skill rolls receiving the final +1. Illusion, projected fighting, and telekinetic kill require rolls from all three Force skills. A +1 bonus in this case follows the same rules as with two Force skills. A +2 bonus will have the bonus going towards the lowest of the three skills or be split among two skills that have the same value but are lower than the third. A +3 bonus will grant a +1 bonus to all three Force skills.

**Source:** Spirit Master class feature Spirit Totem from [Hero's Guide Web Enhancement 1 – Character Templates and Prestige Classes](#) page 5

## Sense and Alter Powers

### Spirit Focus

**Sense Difficulty:** Easy, modified by proximity

**Alter Difficulty:** Target's *control* or *Perception*.

**Required Powers:** *Dim another's senses*.

**Effect:** The spirit master can “call upon the power of the spirits” to vex foes in battle. When activated, all opponents will receive a penalty on all attribute and skill rolls for one round.

Alter roll $\geq$ Target's <i>control</i> or <i>Perception</i>	Penalty
0-5	-1 pip
6-10	-2 pips
11-15	-1D
16-20	-2D
21+	-3D

The spirit master can use this power on more than one opponent at a time but must add +3 to the *sense* difficulty for each additional opponent after the first.

**Source:** Spirit Master class feature Spirit Focus from [Hero's Guide Web Enhancement 1 – Character Templates and Prestige Classes](#) page 5

## Control, Sense, and Alter Powers

### Spirit Form

**Control Difficulty:** Easy, modified by proximity

**Sense Difficulty:** Easy, modified by proximity

**Alter Difficulty:** Target's *control* or *Perception*.

**Required Powers:** *Dim another's senses*.

**Effect:** The spirit master can enter the spirit world for a brief period and project their presence a short distance away. In effect, the spirit master creates a Force duplicate that looks, sounds, and smells like the spirit master but is intangible. The duplicate mimics the spirit master's actions; the spirit master can have it act differently, but this adds +10 to all the difficulties. The spirit master can see and hear through the spirit form's eyes and ears as if they were at that location and choose to switch back and forth between perspectives.

The spirit master can use Force powers through the spirit form, making it seem as if the spirit form itself was using the Force. However, there is a limitation to this – Force powers that affect the Force-user, such as *enhance attribute* and *magnify sense*, affect the spirit master only, not the spirit form.

The spirit form appears anywhere within 60 meters of the spirit master and can travel anywhere within that area.

Those who encounter a spirit form can detect that it is not truly the spirit master by making a successful *willpower* roll against the spirit master's *sense* die. Before making this *willpower* roll, however, a character must study the spirit form carefully (taking no other actions) or interact with the spirit form in a significant manner. Those who attempt to touch the spirit form or who successfully attack it will gain a +4 bonus to their *willpower* roll. Force spirits, be they light side or dark side, will also gain this +4 bonus to their *willpower* roll to detect that the spirit form is only a duplicate of the spirit master.

Only Force-users have a chance of landing a successful attack on the spirit form. Force-users encountering a spirit form can use Force powers against it as if the spirit master were there himself or herself. The Force power will affect the spirit master rather than the spirit form. If the attack leaves the spirit master *wounded*, the spirit form is dispelled, and the spirit master must make a *willpower* roll to avoid being stunned for 2D rounds. The difficulty is Easy plus the damage roll.

**Source:** Spirit Master class feature Spirit Form from [Hero's Guide Web Enhancement 1 – Character Templates and Prestige Classes](#) pages 5-6

## Playing a Spirit Master

Spirit masters are natives of primitive planets that have learned to listen to the spirits to gain unique Force abilities.

## Star Wars

Race: Any but must come from a primitive society.

Gender: Both

Dexterity skills: *Acrobatics, archaic guns, bows, brawling parry, dodge, grenade, melee combat, melee parry, pick pocket, running, thrown weapons.*

Knowledge skills: *Bureaucracy, cultures, intimidation, languages, law enforcement, scholar, streetwise, survival, value, willpower.*

Mechanical skills: *Aquatic vehicle operation* (primitive vehicles only), *beast riding.*

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: *Aquatic vehicle repair* (primitive vehicles only), *primitive construction.*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available, though powers that involve the use of high technology – like *instinctive astrogation, lightsaber combat*, and *blaster combat* – are inaccessible.

# Ta-Ree Spells



**Restriction:** These spells are generally restricted to the inhabitants of the Kathol Sector, particularly the inhabitants of Kathol. It is possible for offworlders to learn these spells, though the inhabitants of Kathol greatly frown on doing that. In addition, because of the unique nature of the Force in this

region of the galaxy, these spells cannot be used anywhere else in the galaxy. However, Luke Skywalker has managed to come across the records of the *FarStar*'s crew in the Kathol Sector, which includes records of these spells. Through experimentation and consultation with Holocrons, various Jedi of his order have managed to recreate these powers, which are available for other Jedi to learn. Most of these spells have equivalent corresponding powers amongst the Jedi. These counterparts will be noted for those spells that have them. For powers that have not had counterparts already mentioned, I have created such powers.

All Ta-Ree spells listed here can also be found in the The DarkStryder Campaign: Endgame, a supplement to the Star Wars Role Playing Game published by West End Game. It is the final book in the four-part series The DarkStryder Campaign.

The canonicity of all entries in this section is Legends.

## Awaken

**Difficulty:** Moderate for incapacitated characters; Difficult for mortally wounded characters. Modified by proximity and relationship.

**Required Powers:** *Stay conscious* 5D

*This power may be kept active.*

**Effect:** The target returns to consciousness. The target has the same restrictions as imposed by the *stay conscious* power. The Ascendant attempting to use *awaken* must be touching the target to use this power successfully. This power can counteract the effects of the Ta-Ree spell *sleep*.

**Corresponding Power:** *Return another to consciousness*

## Battle Mastery

**Difficulty:** Moderate + opponent's *willpower* or *Perception*

**Required Powers:** *Battle sense (Ta-Ree)* 2D

*This power may be kept active.*

**Time to Use:** One round

**Effect:** An Ascendant can learn this power to better use a hand weapon more effectively.

This power is called upon at the start of a battle and remains active until the Ascendant has been stunned or injured; an Ascendant who has been injured or stun may attempt to reactivate the power as long as they remain conscious.

If the Ascendant is successful in using this power, she adds her *battle mastery* dice to her user *melee combat* skill roll when trying to strike a target or parry an attack. This spell does not increase the damage of the weapon, however.

If the Ascendant fails the power roll, she must use the weapon with only her *melee combat* dice to hit in combat and cannot attempt to use this power again for the duration of the combat.

The Ascendant may also use this power in conjunction with *energy blade* to parry blaster bolts. To do this, the character must first declare that he is parrying that round, using his *melee combat* skill as normal.

The Ascendant may also attempt to control where deflected blaster bolts go, but this count as an additional action. The spellcaster must declare which specific shot is being directed. Then, once the roll is made to see if the blaster bolt was parried, the Ascendant makes a *melee combat* roll, with the difficulty being the new target's *dodge* or the range (figured from the Ascendant to the target).

## Battle Sense (Ta-Ree)

**Difficulty:** Moderate for one opponent, modified by +3 for each additional opponent an Ascendant wishes to defend against.

**Required Powers:** *Detect life* 5D, *sense danger* 3D

*This power may be kept active.*

**Effect:** *Battle sense* helps an Ascendant concentrate on a battle situation. All targets of this power become mentally "highlighted" in the Ascendant's mind, making it easier to attack them or defend against them. In game terms, by focusing on nearby opponents, an Ascendant gains important advantages.

First, the Ascendant can decide when to act during a round – no initiative rolls are necessary while the power is in effect. (In the case of one Ascendant using this power against another, whoever rolled highest when invoking *battle sense* determines when to act.)

Second, the Ascendant's attack and defense rolls are increased by +2D. *Battle sense* lasts for ten combat rounds and does not count as a "skill use" for determining die code penalties.

**Corresponding Power:** *Combat sense*

## Blindness (Ta-Ree)

**Difficulty:** Special (see below)

*This power may be kept active.*



**Time to Use:** One combat round

**Effect:** *Blindness* allows an Ascendant to eliminate a target's sense of sight, reducing visibility to a gray blur. The Ascendant can use this power on a number of targets equal to their blindness die code. (For example, an Ascendant with *blindness* 4D can blind four targets; an Ascendant with *blindness* 6D can blind six targets, and so forth.)

The target may use the *willpower* skill to withstand the attack, rolling versus the Ascendant's initial *blindness* roll.

<b>Blindness roll is <math>\geq</math> willpower roll</b>	<b>Effect</b>
0-5	Target's vision-based skill and attribute checks are at -1D for one round.
6-10	Target's vision-based skill and attribute checks are at -2D for two rounds.
11-15	Target's vision-based skill and attribute checks are at -2D for three rounds.
16-20	Target's vision-based skill and attribute checks are at -3D for one round.
21-25	Target's vision-based skill and attribute checks are at -3D for two rounds.
26-30	Target's vision-based skill and attribute checks are at -3D for three rounds.
31+	Target is permanently blinded.

The power is not without its disadvantages, however. If the willpower of the target is stronger than the Ascendant's spell-casting abilities, the power can be turned back against its caster.

<b>Target's willpower roll <math>\geq</math> blindness roll</b>	<b>Effect</b>
0-5	Ascendant's vision-based skill and attribute checks are at -1D for one round.
6-10	Ascendant's vision-based skill and attribute checks are at -2D for two rounds.
11-15	Ascendant's vision-based skill and attribute checks are at -2D for three rounds.
16-20	Ascendant's vision-based skill and attribute checks are at -3D for one round.
21-25	Ascendant's vision-based skill and attribute checks are at -3D for two rounds.
26-30	Ascendant's vision-based skill and attribute checks are at -3D for three rounds.
31+	Ascendant is permanently blinded.

## Block Pain

**Difficulty:** Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters.

*This power may be kept active.*

**Time to Use:** One round

**Effect:** A character can use *block pain* to ignore the effects of wounds. The character's wound is not healed, but the penalties of being *wounded* no longer apply: a wounded Ascendant does not lose 1D from all actions; an *incapacitated* character can still act normally, as can a *mortally wounded* character. This power can also be used to shrug off any stun results. The *block pain* power takes effect the round after the power roll has been made.

The power can be kept "active," so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, they must make a new *block pain* roll, using the difficulty levels indicated above. Note that the character is still injured, and these wounds can worsen. For example, a wounded character who is wounded a second time would still become *incapacitated*. If a character is *mortally wounded* while using this power, it is still necessary to roll 2D at the end of each round to determine if they die. (See page 62 of *Star Wars: The Roleplaying Game, Second Edition*).

**Notes:** *Block pain* is similar to the Jedi ability *control pain*. However, Ta-Ree Ascendants must use a simple series of chants and incantations to activate this spell. The Ascendant must continue to chant as long as they desire to keep the power "active". It is not necessary to shout these incantations; merely whispering the proper mantra is sufficient. However, in situations where stealth and secrecy are required, this facet of the power can prove dangerous.

**Corresponding Power:** *Control pain*

## Boost Attribute

**Difficulty:** Moderate

**Time to Use:** One round

**Effect:** An Ascendant can use this power to increase a single attribute for a limited period. (An increased attribute can help a character jump higher, shoot better, and so on.) All skills governed by the enhanced attribute increase by the same amount for as long as the power remains in effect.

An attribute increased in this manner remains enhanced for the duration listed below. Duration and attribute increases are determined by how much a character's *boost attribute* roll exceeds the difficulty number. Duration can be extended using Character Points – for every Character Point an Ascendant spends, the duration is increased by one combat round. The points can be spent at any time before the power's effects fade.

Roll $\geq$ difficulty by:	Attribute increases by:	Duration:
0-5	+1D	1 round
6-10	+2D	2 rounds
11-15	+3D	3 rounds
16-20	+3D	5 rounds
21+	+3D	7 rounds

**Notes:** This power is similar to the Jedi ability *enhance attribute*. When Ta-Ree Ascendants activate this power, it produces an unusual visual manifestation: a bright, flame-like swirl of light surrounds the user of the power. This “flame” does no damage to anyone it touches, although in low-light conditions, it makes the Ascendant extremely visible.

In addition, the energy-flame changes color depending on which attribute is being boosted. The “behavior” of the energy swirls also changes from attribute to attribute.

Attribute boosted	Visible effects
Dexterity	Sparkling blue-white discharge, similar to lightning; covers Ascendant’s entire body
Knowledge	Red-yellow glow, similar to mist or fog; concentrated on Ascendant’s head
Mechanical	Purple-blue aura, flickers rapidly; concentrated on Ascendant’s hands
Perception	Orange-red glow, strobes brightly; emanates from eyes
Strength	Green-yellow glow; surrounds Ascendant’s entire body
Technical	Yellow-white “speckle” pattern, similar to visual static; surrounds Ascendant’s entire body

**Corresponding Power:** *Enhance attribute*

## Boost Senses

**Difficulty:** Very Easy. Modified by proximity.

*This power may be kept active.*

**Time to Use:** One round

**Effect:** This power allows an Ascendant to increase the effectiveness of his *normal* senses to perceive things that otherwise would be impossible without aids. *Boost senses* makes it possible to identify scents and odors that are normally too faint for human olfactory senses. However, characters that use this power cannot detect sounds, scents, or objects that would be beyond the range of their normal senses; humans cannot use this power to hear ultrasonic frequencies, or see in the infrared spectrum, for example.

**Corresponding Power:** *Magnify senses*

## Cloak Presence

**Difficulty:** Moderate

**Required Powers:** *Trance 5D*

*This power may be kept active.*

**Effect:** An Ascendant can use Ta-Ree to shield their “presence” from outside observation. The character seems to be in deep meditation, and is oblivious to their surroundings. A character using the *cloak presence* power may not move or take any action except to try to disengage from the effects of the spell.

When using *cloak presence*, a character is difficult to sense or affect with the Force or Ta-Ree abilities. When another character attempts to use a Ta-Ree power on the character casting *cloak presence*, add the meditating character’s *cloak presence* roll to the difficulty for the other character’s sense Ta-Ree, *sense*, or *control* rolls.

If a Force user is attempting to find the *cloaked* character, this affects only *sense* rolls; if the power is being used to seek out the Ascendant does not use the *sense* skill, add the difficulty to the *control* roll. This difficulty is added regardless of whether or not the *cloaked* character would willingly receive the power’s effect.

Once a character gets out of *cloak presence*, the character gets a +6 bonus modifier to all Ta-Ree power rolls for a period equal to the amount of time the character spent in *cloak presence*. This bonus is reduced by 1 for every Dark Side Point the character has.

When in *cloak presence*, characters dehydrate and hunger normally – some initiates have died because they lacked enough control of Ta-Ree to bring themselves out of the cloak.

When the character activates *cloak presence*, the player must state for how long the character will be in meditation. A character must make a Difficult *cloak presence* roll to awaken; the character may attempt to deactivate *cloak presence* under the following circumstances:

- When a stated time has passed.
- Once each hour beyond the original time limit.
- The character’s body takes any damage more serious than *stun* damage.

**Corresponding Power:** *Emptiness*

## Darkness (Ta-Ree)

**Difficulty:** Moderate

**Time to Use:** One round

**Effect:** This spell allows an Ascendant to create an area in shadow for a limited period of time. This power can be dispelled by the Ta-Ree power *light*. All characters in *darkness* – including the Ascendant – suffer a -2D penalty to all vision-based attribute and skill checks. The darkness lasts for the number of rounds equal to the Ascendant’s die code.

The Ascendant casting this spell must make at least a Moderate *darkness* roll to activate the power. Once the location of the sphere is determined (see accompanying chart), the sphere is immobile; it does not follow the Ascendant, instead remaining in a fixed position.

**Ascendant's darkness roll exceeds difficulty number by:**

	<b>Result:</b>
0-3	10-meter sphere of darkness appears with Ascendant directly at the center
4-7	10-meter sphere of darkness appears; Ascendant can choose the location of the sphere's center up to 10 meters away
8-11	15-meter sphere of darkness appears with Ascendant directly at the center
12-15	15-meter sphere of darkness appears; Ascendant can choose the location of the sphere's center up to 15 meters away
16-19	20-meter sphere of darkness appears with Ascendant directly at the center
20-23	20-meter sphere of darkness appears; Ascendant can choose the location of the sphere's center up to 20 meters away
24-27	25-meter sphere of darkness appears with Ascendant directly at the center
28-31	25-meter sphere of darkness appears; Ascendant can choose the location of the sphere's center up to 25 meters away
32+	25-meter sphere of darkness appears; Ascendant can choose the location of the sphere's center up to 50 meters away

**Deadly Touch**

**Difficulty:** Target's opposing *control* or *Perception* roll

**Required Powers:** *Sense life 5D*

*This power may be kept active.*

**Effect:** An attacker must be touching the target to use this power. In combat, this means making a successful *brawling* attack in the same round that the power is to be used.

When the power is activated, the user makes one roll. If he rolls higher than the character's resisting *control* or *Perception* total, figure damage as if the power roll was a damage total and the *control* or *Perception* roll was a *Strength* roll to resist damage.

**Corresponding Power:** *Injure/kill*

**Deafness (Ta-Ree)**

**Difficulty:** Moderate

*This power may be kept active.*

**Time to Use:** One round

**Effect:** This power allows an Ascendant to cause a target to lose the sense of hearing. Targets that have been rendered deaf must make Heroic rolls to succeed at all hearing-based

attribute and skill checks. The target may make a single attempt to shrug off the effects of *deafness*, which requires a Moderate *willpower* check.

The Ascendant may deafen the number of targets equal to their *deafness* die code.

Consult the following chart to determine the spell's effects.

<b>Deafness roll ≥ difficulty number by:</b>	<b>Result:</b>
1-5	Target deafened for 1D rounds.
6-10	Target deafened for 2D rounds.
11-15	Target deafened for 3D rounds.
16-29	Target deafened for 1D hours.
31+	Target is permanently deafened.

**Notes:** The Ascendant who rolls a "one" on the Wild Die when casting this spell suffers the full brunt of *deafness*' effects; determine the "success" of the spell with the accompanying chart and apply the results to the Ascendant.

**Detect Life**

**Difficulty:** Very Easy if the subject has Ta-Ree powers; Moderate if the subject has Force skills; Difficult if the subject possesses no Ta-Ree or Force abilities.

*This power may be kept active.*

**Effect:** This power allows an Ascendant to detect sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Ascendant knows the location of all sentients within 10 meters. If the power is kept active, the Ascendant can detect a sentient within 10 meters.

When an Ascendant nears sentient creatures, roll the appropriate *detect life* dice. Each creature within 10 meters makes an opposed *Perception* roll to avoid detection. (Jedi – or other, more "traditional" Force users – can use *control* dice to oppose this role if they so desire.) Both rolls are "free" actions and do not count as a power use. If the Ascendant ties or rolls higher than the target, the target is detected.

If the Ascendant beats the target's roll by 10 or more points, the Ascendant uses Ta-Ree to "read" the target. The Ascendant can instantly determine if the target possesses Ta-Ree abilities (or is Force-sensitive), if the target is someone that the Ascendant has encountered before, and if so the target's identity.

**Notes:** This power has one unusual side effect on humans and near-human species. (Non-humans and natives of the DarkStryder planet do not experience this side effect.) When a target has been detected, the player character must make a Moderate *stamina* check or become extremely nauseated; this nausea lasts for the number of rounds equal to the amount that the character failed the stamina check by. Nauseated characters face a -1D penalty to all attribute and skill checks for the duration of the discomfort. Medpacs and other healing attempts do not alleviate the discomfort.

**Corresponding Power:** *Life detection*

## Detect Ta-Ree

**Difficulty:** Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

**Effect:** This power is used to sense the ambient Ta-Ree energy within a specified location. It cannot be used to specifically detect sentient beings.

*Detect Ta-Ree* will tell a character the rough magnitude of the Ta-Ree “presence” in an area or object.

*Detect Ta-Ree* can also tell a character about the rough magnitude of *Force* use in an area or object. However, the Ascendant must indicate that the Force is actively being sought, and the difficulty for such a search increases by one level.

**Corresponding Power:** *Sense Force*

## Duplicate

**Difficulty:** Very Difficult

**Required Powers:** *Block pain 6D, boost senses 8D, cloak presence 8D, detect life 9D, detect Ta-Ree 7D, lessen another’s pain 6D, psychokinesis 15D, projective empathy 10D, receptive empathy 10D, sense life 8D*

**Time to Use:** Five minutes

**Effect:** This power creates a mirror image of the Ascendant. This image is an illusion, but to those who interact with it, it seems real. The user can experience the duplicate’s full range of normal senses and the duplicate seems to have form and substance. These duplicates register as normal on all droid sensors and those present with the double believe it to be a real person. The duplicate acts with half the skill dice of the person using the power.

An ascendant using the creation must make a *duplicate* roll once every 10 minutes to maintain the illusion; if the Ascendant stops using the power or the double is fatally injured, it simply fades into nonexistence.

**Corresponding Power:** *Doppelgänger*

## Energy Blade

**Difficulty:** Difficult

*This power may be kept active.*

**Time to Use:** Two combat rounds

**Effect:** This power allows a character to affect the damage of a melee weapon can inflict. This power only applies to melee weapons projectile weapons of any type are not affected.

When using *energy blade*, the Ascendant uses the die code of the power for the damage code of a given melee weapon, up to a maximum of 10D. (For example, a Yapi warrior with *energy blade* of 7D can alter the damage of his spear to 7D.) Affected weapons can be used to parry lightsabers and deflect blaster bolts.

**Notes:** This spell is used only by Yapi shamans; they will not teach the power to outsiders without a show of bravery or the

promise of some kind of gain. When *energy blade* is used, a melee weapon glows brightly, and hums as it moves through the air, much like a lightsaber. This power can only affect one melee weapon at a time.

**Corresponding Power:** *Force weapon*

## Entangle

**Difficulty:** Moderate, modified by proximity

**Required Powers:** *Psychokinesis 4D*

**Time to Use:** One round

**Effect:** The Ascendant can use this power to cause nearby plant life to snare an unsuspecting target. If there is no plant life of sufficient size (vines, branches, and so forth) this spell will not work. This spell only works on one target at a time and these targets may attempt to dodge the snares. If successful at entangling target characters, the snares have a *Strength* equal to the Ascendant’s *entangle* die code. For example, an Ascendant with *entangle* of 6D rolls 6D to see if the target is ensnared, and the vines and branches used to catch the target have 6D to resist damage.

Entangled characters who attempt to break free must make an opposed *Strength* roll versus the snare or remain captured for the duration of the spell.

**Notes:** This spell remains active for the number of rounds equal to the Ascendant’s *entangle* die code; if the Ascendant has *entangle* of 5D, the spell may remain active for five rounds. Ignore pips when determining spell duration.

**Corresponding Power:** *Plant surge*

## Escape

**Difficulty:** Very Easy for loose bonds; Easy for hand binder; Moderate for serious restraints; Difficult to Heroic for maximum security (varies at gamemaster’s discretion, depending on security measures)

**Required Powers:** *Block pain 4D, boost attribute 3D*

**Effect:** The character escapes bonds by contorting in painful and difficult (but still physically possible) ways. By dislocating joints and the like, an Ascendant can escape almost any physical restraining device. While this is indeed a painful procedure, it is possible to block out the pain and focus on the task at hand.

**Corresponding Power:** *Contort/escape*

## Generate Lightning

**Difficulty:** Difficult, modified by proximity.

**Required Powers:** *Detect life 5D, psychokinesis 6D, sense life 5D*

*This power may be kept active.*

**Effect:** This power produces bolts of energy that fly from the user’s fingertips, causing painful wounds. This power can be deflected by the Ta-Ree spell *shield*, (or the Force power *absorb/dissipate energy*).



Ta-Ree lightning can also be dodged, though all *dodge* attempts are at -2D; it is very difficult to predict where the lightning will strike. *Generate lightning* causes 1D of damage for every 2D of the power that the Ascendant possesses (round down: a character with *generate lightning* of 5D would cause 2D damage).

This power can be used for a variety of purposes at sufficient strength; Ascendants can use this power to fell damaged trees, blast entrances into cave-ins, and so forth; while it is similar to the dark side Force power *Force lightning*, Dark Side Points are not automatically awarded to Ascendants using *generate lightning*. This power may be used in self-defense, in defense of others, or for constructive purposes with no penalty. However, blatantly evil use of this power (attacking unarmed opponents, for example) still earns the Ascendant a Dark Side Point.

**Corresponding Power:** *Force lightning*

## Generate Wind (Ta-Ree)

**Difficulty:** Moderate

**Time to Use:** Two rounds

**Effect:** The Ascendant can generate a gust of wind when desired. Consult the following chart to determine how strong the wind is:

Alter roll $\geq$ difficulty roll by:	Effect
0-5	Slight breeze generated, 1-5 kph
6-10	Strong breeze, 6-10 kph
11-15	Strong wind, 11-20 kph
16-20	Gale, 21-50 kph
21+	Strong gale, 51-80 kph

**Notes:** Ascendants can use this power to suit a number of purposes: the wind generated can be used to kick up a cloud of dust to hide in or to blind opponents, or to put out a fire or blow smoke away from an encampment. The gamemaster should encourage the player characters to experiment with this power (with varying degrees of success). The Ascendant can determine the direction that the wind blows, though this may have long-term effects on the weather patterns of the region.

**Required Powers:** *Detect life 3D, sense life 3D*

**Author's Notes:** This is as it is listed in DarkStryder Campaign: Endgame. Personally, I believe the wrong required powers are listed. Considering the similarity between this and the Sith power *Force wind*, I think having *boost senses, psychokinesis, and shift perceptions* would have been more appropriate.

## Heal

**Difficulty:** Easy. Modified by proximity and relationship.

**Required Powers:** *Lessen another's pain 3D*

*This power may be kept active.*

**Time to Use:** One minute

**Effect:** The target is allowed to make extra healing rolls, as outlined in *speed healing*. The Ascendant must be touching the character whenever he attempts a healing roll.

**Corresponding Power:** *Accelerate another's healing*

## Heat

**Difficulty:** Moderate, modified by proximity

**Required Powers:** *Psychokinesis 5D*

*This power may be kept active.*

**Effect:** This power allows an Ascendant to speed the vibration of the molecules in most solid objects, increasing the object's ambient heat. This is particularly effective against hand weapons and armor; heated objects inflict damage until the spell expires, or until the heated objects are dropped. This power can only be used on a single target. The spell does damage equal to the Ascendant's *heat* die code. Consult the following chart to determine *heat*'s effects:

Roll $\geq$ difficulty by:	Effect
0-5	Item heated for 1 round
6-10	Item heated for 2 rounds
11-15	Item heated for 1D rounds
16-20	Item heated for 2D rounds
21-25	Item heated for 3D rounds
26-30	Item heated for 4D rounds
31+	Item melted/incinerated

**Notes:** An Ascendant who rolls a "one" on the Wild Die when casting this spell takes the brunt of the damage. Calculate the result as indicated above and apply it to the Ascendant.

## Lessen Another's Fatigue

**Difficulty:** Moderate. Modified by proximity and relationship.

**Required Powers:** *Block pain 5D, heal 3D, lessen another's pain 5D, lessen fatigue 5D, speed healing 3D*

*This power may be kept active.*

**Effect:** This power allows the Ascendant to remove the effects of fatigue in another. However, unlike the basic power, the Ascendant must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing a *stamina* check can be counteracted, but must be addressed as they occur.

**Corresponding Power:** *Remove another's fatigue*

## Lessen Another's Pain

**Difficulty:** Easy for wounded characters; Moderate for incapacitated characters; Difficult for mortally wounded characters. Modified by proximity and relationship.

**Required Powers:** *Block pain 4D*

*This power may be kept active.*

**Effect:** This power has the same effect on the target that *block pain* does on its user.

**Corresponding Power:** *Control another's pain*

## Lessen Fatigue

**Difficulty:** Moderate

**Required Powers:** *Block pain 2D, speed healing 3D*

*This power may be kept active.*

**Effect:** The character uses this power to combat the effects of strenuous work. The Ascendant causes bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Ascendant must make a *stamina* check once per day. While using this power, an Ascendant must fail two *stamina* checks before they is fatigued. The character still has to eat and drink normally. If the Ascendant does fail two *stamina* checks and becomes fatigued, a -1D penalty is applied to all attributes and skills for 1D hours.

**Corresponding Power:** *Remove fatigue*

## Lessen Injury

**Difficulty:** Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters, Very Difficult for dead characters.

**Required Powers:** *Block pain 5D*

*This power may be kept active.*

**Effect:** By using this power, an Ascendant may use Ta-Ree energy to reduce the amount of injury they suffer; this power is normally only used in desperation because of its long-term repercussions.

When the power is successfully used, the Ascendant loses a Force Point; if the Ascendant has no Force Points, 20 Character Points can be substituted. Any injury that is suffered is reduced to *wounded*. If the original injury would have killed the character, they suffer a permanent injury of some kind.

**Corresponding Power:** *Reduce injury*

## Light (Ta-Ree)

**Difficulty:** Moderate

**Time to Use:** One round

**Effect:** This power allows the Ascendant to bathe an area in bright light for a limited period of time. The effects of *light* are easily spotted at night – any character attempting to visually *search* for the Ascendant at night gain a +2D bonus after dark.

*Light* can be dispelled by the Ta-Ree power *darkness*. All characters in *light* suffer no penalties to vision-based attribute and skill checks at night, as a sphere of illumination as bright as normal daylight surrounds them. The light lasts for the number of round equal to the Ascendant's *light* die code (For example, an Ascendant with *light* of 4D can project a sphere of illumination for four rounds.)

The Ascendant casting this spell must make at least a Moderate *light* roll to activate the power. Once the location of the sphere is determined (see the chart below), the sphere is

immobile. It does not follow the Ascendant, instead remaining in a fixed position.

Use the following chart to determine the spell's result.

<b>Ascendant's light roll exceeds difficulty number by:</b>	<b>Result:</b>
0-3	10-meter sphere of light appears with Ascendant directly at the center
4-7	10-meter sphere of light appears; Ascendant can choose the location of the sphere's center up to 10 meters away
8-11	15-meter sphere of light appears with Ascendant directly at the center
12-15	15-meter sphere of light appears; Ascendant can choose the location of the sphere's center up to 15 meters away
16-19	20-meter sphere of light appears with Ascendant directly at the center
20-23	20-meter sphere of light appears; Ascendant can choose the location of the sphere's center up to 20 meters away
24-27	25-meter sphere of light appears with Ascendant directly at the center
28-31	25-meter sphere of light appears; Ascendant can choose the location of the sphere's center up to 25 meters away
32+	25-meter sphere of light appears; Ascendant can choose the location of the sphere's center up to 50 meters away

## Manipulate Flame (Ta-Ree)

**Alter Difficulty:** Easy for small flames (torches), Moderate for normal fires (campfires), Difficult for large fires (bonfires, fires with a 10-meter radius), Heroic for conflagrations (structure fires, fires larger than 10 meters in radius).

Modified by proximity.

**Time to Use:** Two rounds

**Effect:** *Manipulate flame* allows an Ascendant to alter the brightness of a nearby source of fire. While this spell affects normal fires (such as torches or campfires) it has no effect at all on Ta-Ree generated flames; the flame-like manifestations of *boost attribute* cannot be dimmed or brightened, for example. Also, this spell has no effect on the fire's damage value or rate of fuel consumption.

*Manipulate flame* can either increase or decrease the brightness of a target flame, though the flame *must* be within

the Ascendant's line of sight. When the spell is activated, The Ascendant can choose one of the following effects:

- **Spike brightness.** The Ascendant can make the fire flash like a strobe for one combat round, after which the fire is extinguished. Unprepared bystanders near the flame may be blinded by the strobe and must make a Moderate *Perception* roll or be blinded for 1D rounds. Characters that fail the *Perception* check become disoriented and the difficulty for all vision-based attribute and skill checks increase by +2 for the duration of the blindness. These penalties are cumulative.
- **Extinguish fire.** The Ascendant can also extinguish the flame. The night vision of those nearby will take a moment to adjust to the sudden darkness. Unprepared bystanders must make a Moderate *Perception* roll or the difficulty for all vision-based attribute and skill checks increase by +2 for one round.
- **Vary brightness.** The Ascendant can alter the brightness of the flame. This power can either halve or double the area illuminated by the fire; the user must declare which effect is desired prior to casting the spell.

## Memory Enhancement

**Difficulty:** Difficult

**Required Powers:** *Trance 7D*

*This power may be kept active.*

**Effect:** When an Ascendant uses this power, they can replay recent events to more carefully examine images and peripheral occurrences. Using the power, an Ascendant can recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert an Ascendant to information, items, other characters, or anything else that they have observed within a specific span of time. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back an Ascendant can remember depends on the success of the power roll.

<b>Roll <math>\geq</math> difficulty by:</b>	<b>Memory Extends Back</b>
0-8	Through current episode
9-20	Through last episode
21+	Through last two episodes

**Corresponding Power:** *Short-term memory enhancement*

## Nullify Toxin

**Difficulty:** Very Easy for a very mild poison; Easy for mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

**Time to Use:** Five minutes

**Effect:** This power allows an Ascendant to detoxify or eject poisons that have entered her body. If the Ascendant makes the power roll, the poison has no effect.

**Corresponding Power:** *Detoxify poison*

## Nullify Toxin in Another

**Difficulty:** Very Easy for a very mild toxin (such as alcohol); Easy for a mild toxin; Moderate for an average toxin; Difficult for a virulent toxin; Very Difficult to Heroic for a neurotoxin. Modified by relationship.

**Required Powers:** *Block pain 5D, heal 4D, lessen another's pain 5D, nullify toxin 3D, speed healing 3D*  
*This power may be kept active.*

**Time to Use:** Five minutes

**Effect:** This power allows an Ascendant to remove or nullify toxin from the patient's body faster than is normally possible. While using this power, the Ascendant must remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the toxin. Failure to make the required difficulty check or breaking physical contact during the use of the power causes the patient a wound.

**Notes:** This power can also be used to remove a *Maoi* from a target character. The Difficulty for this procedure is Moderate modified by the *Maoi's willpower* roll.

**Corresponding Power:** *Detoxify poison in another*

## Predict Weather

**Difficulty:** Easy if the Ascendant has lived in the area for more than a year; Moderate if the Ascendant has lived in the area between six and twelve months; Difficult if the Ascendant has lived in the area between one and six months; Very Difficult if the Ascendant has lived in the area less than one month. Modified for proximity and local meteorological conditions.

**Required Powers:** *Boost senses 5D*

*This power may be kept active.*

**Effect:** This power allows the Ascendant to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, he can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

This power does not lend itself to quick predictions, however. It takes weeks for an Ascendant to become accustomed to local weather patterns and become familiar with unique features of the local topography that is possible to obtain accurate readings.

The prediction is effective for four hours. The difficulty increases if the Ascendant wishes to make more extended forecasts.

**Corresponding Power:** *Weather sense*

## Projective Empathy (Ta-Ree)

**Difficulty:** Very Easy. Increase difficulty by +5 to +10 if the Ascendant cannot verbalize the thoughts that are transmitted (i.e. the character is gagged, does not want to make a sound, etc.). If the target is unfriendly or unwilling, increase the difficulty by the same amount as the target's *willpower* roll. Modified by proximity and relationship.

**Time to Use:** One round

**Required Powers:** *Receptive empathy (Ta-Ree) 4D, sense life 3D*

*This power may be kept active.*

**Effect:** If the Ascendant successfully projects thoughts, the target "hears" the thoughts and "feels" the accompanying emotions. The target understands that the thoughts and feelings they is experiencing are from "outside" and that they belong to the user of the power. If the Ascendant does not "verbally" identify himself, the target does not know who is projecting thoughts to him. This power can only be used to communicate with other minds, not control them.

**Corresponding Power:** *Projective telepathy*

## Psychokinesis

**Difficulty:** Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for 10,001 kilograms to 100 metric tons.

Objects may be moved at 10 meters per round. Add +5 per additional 10 meters per round. The target must be in sight of the Ascendant.

Increased difficulty if the object is not moving in simple, straight-line movement:

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

+11 to +25 or more for complex maneuvers, such as levitating a weapon for attack.

Modified by proximity.

*This power may be kept active.*

**Effect:** This power allows the Ascendant to levitate and move objects with the power of his mind alone. If used successfully, the object moves as the Ascendant desires.

An Ascendant can lift several objects simultaneously, but each additional object requires the Ascendant to make a new power roll.

This spell may be used to levitate oneself or others. It can also be used as a primitive space drive in emergencies.

When used to levitate someone against their will, the target may resist by adding their *willpower* roll to the difficulty number.

Levitated objects can be used to attack other characters. Such objects do 1D damage if under one kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D Speeder-scale damage if

101 kilos to one metric ton, 3D Starfighter-scale if one to ten tons, 5D Starfighter-scale if 11 to 100 tons.

Such attacks require an additional *psychokinesis* roll by the Ascendant, which would be "to hit" roll against the target's *dodge*. If the target character does not dodge the attack, the difficulty is Easy.

**Corresponding Power:** *Telekinesis*

## Psychokinetic Attack

**Difficulty:** Moderate, modified by proximity and relationship

**Required Powers:** *Block pain 4D, deadly touch 6D, inflict pain 5D, sense life 6D, psychokinesis 8D*

*This power may be kept active.*

**Effect:** This power is used to psychokinetically injure or kill a target. When the user makes the psychokinetic attack, roll against the target character's *willpower* total to determine damage. The exact method used to kill the target varies: collapse the trachea, stir the brain, squeeze the heart, or any number of other methods. In addition, the Ascendant may elect to render the character unconscious – if a kill result is achieved, the spell caster may "pull back" the attack, rendering the target unconscious. This power may only be used on a single target at a time.

**Author's Note:** I believe they may have meant *deadly touch* rather than *inflict pain* as the prerequisite.

**Corresponding Power:** *Telekinetic kill*

## Pyrospray

**Difficulty:** Modified by proximity

**Required Powers:** *Light (Ta-Ree) 4D, psychokinesis 3D*

**Time to Use:** Three rounds

**Effect:** *Pyrospray* allows the caster to project a spray of colorful lights and sparks, accompanied by a rumbling, staccato burst of noise. The Ascendant can conjure this display up to 50 meters away and does not require a line of sight view of the target; for example, it is possible for the player character to cast pyrotechnics inside the mouth of a cave, even if they cannot see inside.

The pyrotechnics are very loud and startling. Characters within 10 meters of the display must make a Very Difficult *willpower* check or be startled into inactivity; if this roll is not successful, affect characters may not take any action for the remainder of that round.

**Notes:** An Ascendant who rolls a "one" on the Wild Die when casting *pyrospray* is immediately engulfed by the brilliant display. Any characters actively *searching* for the Ascendant immediately gains a +2D bonus because of the sudden commotion. In addition, the Ascendant is automatically startled into inactivity and may take no further actions for the duration of the pyrotechnics display.



## Receptive Empathy

**Difficulty:** Very Easy for friendly, non-resisting targets. If target resists, he makes a *willpower* roll to determine the difficulty. Modified by proximity and relationship.

**Required Powers:** *Sense life 3D*

*This power may be kept “active” (if the target is willing and the proximity modifier does not increase).*

**Effect:** The Ascendant gains the ability to read the surface thoughts and emotions of a target. The caster can hear what the target is thinking, but cannot probe for deeper information.

When the Ascendant uses the power on another player, the gamemaster and appropriate player must determine if the target is a willing participant to determine difficulty.

If the skill roll is double the difficulty, the Ascendant can sift through memories up to 24 hours old. An Ascendant cannot sift through memories in the same round that contact is made – this process takes a full round.

An Ascendant can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties.

This power may be used on creatures and other sentient species, although it cannot be used on droids. In addition, if used on the Maoui, the only result – no matter the success of the skill roll – is the discovery that the amorphous creature radiates deep, ancient hunger ... and nothing else.

**Corresponding Power:** *Receptive telepathy*

## Sense Danger

**Difficulty:** Moderate or attacker’s *willpower* roll

**Required Powers:** *Detect life 2D*

*This power may be kept active.*

**Effect:** *Sense danger* allows an Ascendant to extend their senses like protective sensors, creating an early warning system for as long as the power remains in effect.

When this power is used, the Ascendant detects any attacks the round before they are made. This gives the Ascendant a round to decide how to react to the danger.

In game terms, if any character plans to attack the Ascendant on the next round, she must declare her action the round before. Attacking characters with Force skills may roll their *control* skill to increase the difficulty of using this power. Otherwise, characters may use the *willpower* skill to increase the Ascendant’s *sense danger* difficulty.

**Corresponding Power:** *Danger sense*

## Sense Life

**Difficulty:** Very Easy. Modified by proximity and relationship.

**Required Powers:** *Detect life 4D*

*This power may be kept active.*

**Effect:** The user can sense the presence and identity of a specific person for whom he searches. The user can sense

how badly wounded, diseased, or otherwise physically disturbed the target is.

A target may use the *willpower* skill to hide his identity from the Ascendant uses *sense life*. The target character’s *willpower* skill is added to the senser’s difficulty.

**Corresponding Power:** *Life sense*

## Sense Ta-Ree

**Difficulty:** Moderate for an area; Difficult for sensing details or specific objects within the area. Any attempts to use this power to detect the Force are automatically Very Difficult. Modified by proximity.

*This power may be kept active.*

**Effect:** This power is used to sense the ambient Ta-Ree energy within a place. It cannot be used to specifically detect sentient beings, but there are many forms of life on Kathol that are intertwined with the Ta-Ree which can be sensed with this power.

*Sense Ta-Ree* will tell a character the rough magnitude of the Ta-Ree “concentration” in an area or object, as well as detecting the presence of nearby Precursors.

**Corresponding Power:** *Sense Force*

## Shadowstrike

**Difficulty:** Moderate. Modified by proximity.

**Required Powers:** *Psychokinesis 9D, sense life 5D*

*This power may be kept active.*

**Effect:** *Shadowstrike* gives the Ascendant the ability to “transmit” blows, using their own physical strength to inflict damage. After successfully using the power, the Ascendant makes an Easy *brawling* skill roll.

If attacking a Force-sensitive, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot dodge the Ascendant’s blows. If the *brawling* roll is successful, the Ascendant rolls their full *Strength* versus the target’s *Strength*. The Ascendant may target a specific portion of the body, but must subtract an additional -1D from his *brawling* skill (See *Star Wars, Revised and Expanded*, page 96 or *Star Wars, Second Edition*, page 63 for details). Be sure to add any *shield* bonuses that the target may have.

This power can be kept active as long as the distance between the Ascendant and the target remains the same. Should the target move significantly or the Ascendant wish to select a new target, the power must be rerolled.

**Corresponding Power:** *Projected fighting*

## Shield

**Difficulty:** Moderate

**Required Powers:** *Boost senses 3D, psychokinesis 6D*

*This power may be kept active.*

**Effect:** This power allows the Ascendant to surround his body with a Ta-Ree-generated shield. The shield can be used to repel energy and physical matter away from the Jedi’s body,

down to the molecular level and can counter the effects of several Ta-Ree spells (such as *shadowstrike*).

The shield acts armor to all energy and physical attacks made against the Ascendant, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Jedi from serious injury. The Strength code of the shield is equal to the Ascendant's *shield* die code.

**Notes:** *Shield* has a very distinctive visual component. The character casting *shield* appears to be encased in a topaz-colored crystal. The "crystal" flows and moves with the character and glows a reddish-orange color. (If used at night, other characters gain a +1D to *search* to spot the shield.)

**Corresponding Power:** *Lesser Force shield*

## Shift Perceptions

**Difficulty:** Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence of Tibanna gas).

**Required Powers:** *Boost senses 6D*

*This power may be kept active.*

**Effect:** The character may shift their senses as to detect phenomena of a different type than normal; shifting eyesight to the infrared spectrum, setting olfactory nerves to detect specific chemical combinations, or hearing frequencies above or below normal range for their species. This power counts as a "skill use" for determining die code penalties.

Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, an Ascendant may detect comm frequencies, but that does not mean that the Ascendant can listen in on the transmission. The Ascendant will be able to detect that a transmission is present, but may not necessarily be able to locate the signal's source, and certainly will not be able to decode the information carried by the transmission.

**Corresponding Power:** *Shift sense*

## Sleep

**Difficulty:** Moderate, modified by proximity and relationship

**Required Powers:** *Detect life 2D, sense life 3D*

**Time to Use:** Two rounds

**Effect:** This power allows an Ascendant to cause target characters to fall asleep for a short period of time. The target character must be within line of sight.

The Ascendant must make a moderate *sleep* roll (modified by proximity and relationship) to use this power. *Sleep* affects the number of targets equal to the power's die code; an Ascendant with 6D in *sleep* can affect six targets. Ignore pips when determining the number of targets that can be affected.

Affected characters may make a single attempt to withstand the effects of sleep, which requires a Very Difficult *willpower* roll.

Consult the following chart to determine the spell's effects; these effects are applied to all target characters who fail the *willpower* roll:

<b>Roll <math>\geq</math> difficulty by:</b>	<b>Effect:</b>
0-5	Target falls asleep for one round
6-10	Target falls asleep for 1D rounds
11-15	Target falls asleep for 2D rounds
16-20	Target falls asleep for 3D rounds
21-25	Target falls asleep for 1D hours
26-30	Target falls asleep for 2D hours
31+	Target falls asleep for 3D hours

**Notes:** The Ascendant who rolls a "one" on the Wild Die suffers a mishap when casting this spell; the spell affects the Ascendant and the appropriate number of targets within five meters (generally the Ascendant's companions). The nearby characters may make a *willpower* check to shrug off the spell's effects, but the Ascendant may not and automatically falls asleep.

## Slow (Ta-Ree)

**Difficulty:** Moderate, modified by proximity and relationship

**Required Powers:** *Detect life 3D, psychokinesis 4D*

**Time to Use:** One round

**Effect:** *Slow* allows a spell caster to reduce the movement rate of a target character. The target feels as if the very air has thickened, making movement extremely difficult. All movement rates are halved for the duration of the spell's effect. The target must be in line of sight of the Ascendant.

This power remains active for the number of rounds equal to the Ascendant's *slow* die code; a character with *slow* 4D can keep this power active for four rounds. In addition, this power can be used on the number of targets equal to the power's die code; a character with *slow* 5D can cast the power on five targets for a total of five rounds (ignore pips when determining the number of targets affected).

A target character can make a *Strength* roll to overcome the effects of the spell. A Very Difficult or Heroic result allows the target to shrug off the effects of the spell. This roll can only be attempted once; if failed, the target suffers the slowed movement for the appropriate duration.

**Notes:** If the Ascendant who rolls a "one" on the Wild Die when casting this power, the effects are reversed. In this case, *slow* causes the target's movement rates to *double* for the spell's normal duration.

**Corresponding Power:** *Slow* (works differently from the Jedi version, but the effects are the same)

## Speed Healing

**Difficulty:** Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

**Time to Use:** One minute

**Effect:** If an Ascendant uses this power successfully, they may make two natural healing rolls for the current day regardless of injury. The Ascendant also receives a +2 bonus for both rolls.

**Corresponding Power:** *Accelerate healing*

## Stay Conscious

**Difficulty:** Easy for *stunned* characters, Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters.

**Required Powers:** *Block pain 3D*

*This power may be kept active.*

**Effect:** *Stay conscious* allows an Ascendant to stay conscious even when suffering from injuries which would cause unconsciousness. In game terms, when a character with this power suffers this kind of injury, all of that character's actions are lost for the rest of the round, but they is still conscious; characters that do not use this power would automatically pass out in this case. On the next round, the character may attempt to activate the power – this must be the first action of that round; the Ascendant cannot even *dodge* or *parry*.

If the roll is unsuccessful, the character falls unconscious immediately. If the roll is successful, the Ascendant Jedi can do any one other action that they declared for that round – often the character will attempt to *block pain* so that he will be able to stay conscious. After that other action is completed, the Ascendant will lapse into unconsciousness, unless he has activated *block pain* or done something else that will keep the character conscious.

**Corresponding Power:** *Remain conscious*

## Stumble

**Difficulty:** Moderate, modified by proximity and relationship

**Required Powers:** *Psychokinesis 4D*

**Time to Use:** One combat round

**Effect:** *Stumble* causes a nearby character to lose balance and fall. The target character must be within the Ascendant's line of sight up to a distance of 50 meters. When activated, the power causes the target to misperceive where obstacles (such as fallen branches, stones, steps, and so forth) lie, causing the target to stumble and fall.

*Stumble* does not automatically make the target fall; a Difficult *Dexterity* check allows the target to remain standing. This power can only be used on a single target at a time.

**Corresponding Power:** Combination of *telekinesis* and *affect mind* or *dim another's senses*

## Trance

**Difficulty:** Difficult

*This power may be kept active.*

**Effect:** The power allows an Ascendant to fall into a deep trance, slowing all body functions. The Ascendant falls

unconscious, the heartbeat slows, and breathing drops to barely perceivable levels.

When an Ascendant enters a *trance*, the character must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli needs to be present (noise, someone else's touch, and so forth). An Ascendant can heal while in a *trance*, but the character may not use skills, Ta-Ree powers, or Force abilities in this unconscious state.

*Trance* serves two purposes. It allows an Ascendant to “play dead.” It can be used to survive when food or air supplies are low. A character in *trance* uses only about a tenth as much as someone who is sleeping – it is possible to remain in this state for one week in a dry climate or up to one month in a wet climate before dying from lack of water.

An Ascendant in *trance* appears to be dead, unless a more thorough investigation is attempted. Another Ascendant with the *detect life* power will be able to determine that the entranced individual is alive. The Force Power *life detection* will accomplish the same result.

**Corresponding Power:** *Hibernation trance*

## Translate

**Difficulty:** Moderate for humans or aliens. Difficult for droids. If the target is being purposely cryptic add +5 to the difficulty. Attempts to translate written material are Very Difficult.

**Required Powers:** *Projective empathy (Ta-Ree) 5D*, *receptive empathy 5D*

*This power may be kept active.*

**Effect:** This power allows the character to translate a language and speak it in kind. The Ascendant may decipher body language, explore the spoken word, or translate ancient Precursor glyphs.

In order for the power to work, the character must first hear the target speak, or see the words in written form (such as an ancient text or document). This power, though similar to telepathy, has many advantages.

First, it takes only one application of this power to “understand” a language. As long as they all speak the same language and the power is kept active, the character need not roll for each individual talking.

Also, because they also “speak” using beeps and whistles, droids may be communicated with using this power.

Finally, the Ascendant can translate ancient texts, even if the language has long since vanished from the galaxy.

Note that the character does not really *know* the language. Once this power is no longer in use, the Ascendant is once again unable to decipher the target language.

**Corresponding Power:** *Translation*

## Wall

**Difficulty:** Moderate

**Required Powers:** *Psychokinesis 6D*

**Time to Use:** Three rounds

**Effect:** *Wall* allows an Ascendant to “build” a barrier out of dirt, ice, stone, or other solid material that is present in the general area. The wall has a *Strength* equal to the Ascendant’s *wall* die code to resist damage.

The conjured wall must be crafted from material within 10 meters of the Ascendant; stone, dirt, or ice work the best. Water, fire, sand, and other materials are less effective. If using water, fire, or sand as base material, the conjured wall only lasts a single round and the difficulty to cast *wall* increases to Very Difficult.

The Ascendant must maintain concentration for the three rounds needed to cast this spell; if the character is disturbed or interrupted during the casting stages of this spell, the power automatically fails. (A Very Difficult *willpower* roll allows the Ascendant to maintain their concentration if there is a disturbance.)

**Corresponding Power:** *Telekinesis*

## Web (Ta-Ree)

**Difficulty:** Moderate, modified by proximity

**Required Powers:** *Entangle 6D*

**Time to Use:** One round

**Effect:** The Ascendant can conjure a “web” of tough, adhesive fibers that snare and restrain a target. The web has *Strength* equal to the Ascendant’s *web* die code for the purpose of resisting damage. The web does no damage to a target character, but due its “sticky” texture and thin, self-regenerating fibers, is extremely difficult to cut. Attempts to cut through such a web with a standard melee weapon are at -1D. Energy weapons (such as lightsabers) or vibroweapons suffer no penalty when used against the web.

*Web* can be used on characters up to 50 meters away.

## Withstand Stun

**Difficulty:** Moderate

*This power may be kept active.*

**Time to Use:** One minute

**Effect:** *Withstand stun* allows the Ascendant to prepare their body to resist the effects of stun damage. The power must be activated before the character has suffered any damage.

A successful result allows the Ascendant to resist all stun results except for *unconscious* and normal injuries. An *unconscious* result forces the Ascendant to drop the power, and the character is considered *stunned*. Other injury results (*wounded*, *incapacitated*, *mortally wounded*, and *killed*) are treated normally.

**Corresponding Power:** *Resist stun*

## Sense Powers

### Weapon Mastery

**Sense Difficulty:** Moderate + opponent’s *willpower* or *Perception*

**Required Powers:** *Combat sense*, *danger sense*, *life detection*

**Time to Use:** One round

**Effect:** This power is derived from studying the Ta-Ree power *battle mastery*. With this power, the user can handle a melee weapon more effectively.

This power is called upon at the start of a battle and remains active until the user has been stunned or injured. The user may attempt to reactivate this power so long as the user remains conscious.

If the user succeeds in the Difficulty roll, the user adds their *Sense Die* to their *melee combat* skill roll when trying to strike a target, or to their *melee parry* skill roll to parry an attack. If the user fails the roll, the user can only use their *melee combat* and *melee parry* dice and cannot attempt to use this power again for the duration of the combat.

The user can also use this power in conjunction with *Force weapon* to parry blaster bolts. If this is the case, the user must declare he is parrying that round and use their normal *melee parry* skill roll. The user may also attempt to control where deflected blaster bolts go, but this count as an additional action. The user must first declare which specific shot is being directed. Then, once the roll is made to see if the blaster bolt was parried, the user makes a *melee combat* roll, with the difficulty being the new target’s *dodge* or the range to the target.

## Alter Powers

### Darkness (Jedi)

**Alter Difficulty:** Moderate

**Time to Use:** One round

**Effect:** This power is derived from studying the Ta-Ree power *darkness*. This power allows the user to cloak an area in shadow for a brief period. All individuals caught within this area, including the user, suffer a -2D penalty to all vision-based attribute and skill checks. This power lasts for a number of rounds equal to the user’s *alter* die, rounded down.

The location and range of this area of darkness depends on by how much the user’s *alter* roll exceeds the difficulty.

<b>Alter roll ≥ difficulty roll by:</b>	<b>Effect</b>
0-3	10-meter sphere of darkness appears with the user directly at the center
4-7	10-meter sphere of darkness appears; the user can choose the location of the sphere’s center up to 10 meters away



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8-11	15-meter sphere of darkness appears with the user directly at the center	20-23	20-meter sphere of light appears; the user can choose the location of the sphere's center up to 20 meters away
12-15	15-meter sphere of darkness appears; the user can choose the location of the sphere's center up to 15 meters away	24-27	25-meter sphere of light appears with the user directly at the center
16-19	20-meter sphere of darkness appears with the user directly at the center	28-31	25-meter sphere of light appears; the user can choose the location of the sphere's center up to 25 meters away
20-23	20-meter sphere of darkness appears; the user can choose the location of the sphere's center up to 20 meters away	32+	25-meter sphere of light appears; the user can choose the location of the sphere's center up to 50 meters away
24-27	25-meter sphere of darkness appears with the user directly at the center		
28-31	25-meter sphere of darkness appears; the user can choose the location of the sphere's center up to 25 meters away		
32+	25-meter sphere of darkness appears; the user can choose the location of the sphere's center up to 50 meters away		

Should the user or the target somehow make their way out of the affect area, the -2D penalty immediately ends.

This power can be negated by the power *light*.

### Light (Jedi)

**Alter Difficulty:** Moderate

**Time to Use:** One round

**Effect:** This power is derived from studying the Ta-Ree power *light*. This power allows the user to bathe an area in bright light that is of the same illumination as normal daylight for a brief period. Unlike *darkness*, all individuals caught within the area suffer no penalty to all vision-based attribute and skill checks. However, cast at night, those who are caught within this area are easily spotted. Others attempting to visually search at night for those caught within this area receive a +2D bonus to their *search* rolls. This power lasts for a number of rounds equal to the user's *alter* die, rounded down.

The location and range of this area of light depends on by how much the user's *alter* roll exceeds the difficulty.

<b>Alter roll ≥ difficulty roll by:</b>	<b>Effect</b>
0-3	10-meter sphere of light appears with the user directly at the center
4-7	10-meter sphere of light appears; the user can choose the location of the sphere's center up to 10 meters away
8-11	15-meter sphere of light appears with the user directly at the center
12-15	15-meter sphere of light appears; the user can choose the location of the sphere's center up to 15 meters away
16-19	20-meter sphere of light appears with the user directly at the center

Should the user or the target somehow make their way out of the affect area, the -2D penalty immediately ends.

This power can be negated by the power *darkness*.

### Manipulate Flame (Jedi)

**Alter Difficulty:** Easy for small flames (torches), Moderate for normal fires (campfires), Difficult for large fires (bonfires, fires with a 10-meter radius), Heroic for conflagrations (structure fires, fires larger than 10 meters in radius). Modified by proximity, but within line of sight.

**Time to Use:** Two rounds

**Effect:** This power is derived from studying the Ta-Ree power *manipulate flame*. This power allows the user to alter the brightness of a nearby source of fire. This power does not affect the fire's damage value or rate of fuel consumption.

This power can be used in one of three ways. The user must declare which way he intends to use this power.  
**Spike brightness:** The user can make the fire flash like a strobe light for one combat round, after which the fire is extinguished. Unprepared bystanders near the flame may be blinded by the strobe and must make a Moderate *Perception* roll or be blinded for 1D rounds. Characters that fail the *Perception* check become disoriented and the difficulty for all vision-based attribute and skill checks increase by +2 for the duration of the blindness. These penalties are cumulative.  
**Extinguish fire:** The user can also extinguish the flame. The night vision of those nearby will take a moment to adjust to the sudden darkness. Unprepared bystanders must make a Moderate *Perception* roll or the difficulty for all vision-based attribute and skill checks increase by +2 for one round.  
**Vary brightness:** The user can alter the brightness of the flame. This power can either halve or double the area illuminated by the fire; the user must declare which effect is desired prior to casting the spell.

### Pyrospray (Jedi)

**Alter Difficulty:** Modified by proximity

**Required Powers:** *Light (Jedi)*, *telekinesis*

**Time to Use:** Three rounds

**Effect:** This power is derived from studying the Ta-Ree power *pyrospray*. This power allows the user to project a spray of colorful lights and sparks, accompanied by a rumbling,

staccato burst of noise. The user can conjure this display up to fifty meters away and does not require a line-of-sight view of the target; for example, it is possible for the user to cast pyrotechnics inside the mouth of a cave, even if they cannot see inside.

The pyrotechnics are very loud and startling. Characters within 10 meters of the display must make a Very Difficult *willpower* check or be startled into inactivity; if this roll is not successful, affect characters may not take any action for the remainder of that round.

Unlike the Ta-Ree version, the user is not at risk of this power backfiring and being startled by the pyrotechnics himself.

### Thermokinesis (Jedi)

**Alter Difficulty:** Moderate, modified by proximity

**Required Powers:** *Telekinesis*

**Time to Use:** One round

**Effect:** This power is derived from studying the Ta-Ree power *heat*. This power allows the user to speed the vibration of the molecules in most solid objects, increasing the object's ambient heat. This is very effective against hand weapons and armor. Heated objects will inflict damage until the user ends the power or until the heated objects are dropped.

This power can only be used on a single target, and the heated object inflicts damage equal to the user's *alter* die. However, if the wearer or user of the heated object is wearing heat-resistant clothing or has heat-resistant skin, the individual suffers no damage. A Force-user can use *absorb/dissipate energy* to negate this damage as well.

Consult the following chart to determine the effects of *thermokinesis (Jedi)*:

<b>Alter roll <math>\geq</math> target's willpower roll</b>	<b>Effect</b>
0-5	Item heated for 1 round
6-10	Item heated for 2 rounds
11-15	Item heated for 1D rounds
16-20	Item heated for 2D rounds
21-25	Item heated for 3D rounds
26-30	Item heated for 4D rounds
31+	Item melted/incinerated

This power can also be used to generate small amounts of light and heat by vibrating the air molecules instead. This also allows the Jedi to illuminate an area, ignite candles or torches, or start campfires. In this case, the difficulty would be Very Easy for candles, paper, cloths, and flimsiplast, Easy for wood (torches and campfires), Moderate for a small room, Difficult for a room the size of a conference room, Very Difficult for a hangar bay, and Heroic for a room the size of the Senate Chambers.

### Web (Jedi)

**Alter Difficulty:** Moderate, modified by proximity

**Required Powers:** *Concentration, plant surge, telekinesis*

**Time to Use:** One round

**Effect:** A Jedi can conjure a "web" of tough, adhesive fibers that snare and restrain a target. The web has Strength equal to the Jedi's *alter* die code for the purpose of resisting damage. The web does no damage to a target character; however, its "sticky" texture and thin, self-regenerating fibers makes it extremely difficult to cut. Attempts to cut through such a web with a standard melee weapon incur a -1D penalty. This penalty does not apply to energy weapons such as lightsabers and vibroweapons.

A Jedi can use this to ensnare a target up to 50 meters away, and the target is entitled to make a *dodge* reaction roll to avoid becoming ensnared.

## Control and Alter Powers

### Sleep (Jedi)

**Control Difficulty:** Moderate, modified by proximity and relationship, limited to line of sight

**Alter Difficulty:** Target's *willpower*, *Perception*, or *control* roll

**Required Powers:** *accelerate another's healing, accelerate healing, control another's pain, control pain, life detection, life sense, remove another's fatigue, remove fatigue*

**Time to Use:** Two rounds

**Effect:** This allows a Jedi to cause the target character to fall asleep for a short period of time.

The Jedi must make a moderate *Control* roll (modified by proximity and relationship) to use this power. Affected characters may make a single attempt to withstand the effects of *sleep*, which requires a Very Difficult *willpower* roll.

Consult the following chart to determine the spell's effects; these effects are applied to all target characters who fail the *willpower* roll:

<b>Alter roll <math>\geq</math> difficulty by:</b>	<b>Effect:</b>
0-5	Target falls asleep for one round
6-10	Target falls asleep for 1D rounds
11-15	Target falls asleep for 2D rounds
16-20	Target falls asleep for 3D rounds
21-25	Target falls asleep for 1D hours
26-30	Target falls asleep for 2D hours
31+	Target falls asleep for 3D hours

A Jedi can resist this power by using *remain conscious* and can awaken one who falls asleep because of this power with *return another to conscious*.

Unlike the Ta-Ree version, the user is not at risk of this power backfiring and being startled by the pyrotechnics himself.

When using this power against more than one target, the user must add +5 to all difficulty rolls after the initial target.

The effect of this power on the target is generally temporary, and the target will recover. However, should the target suffer harm or dies while being asleep because of this power, the user gains a Dark Side Point.

## Sense and Alter Powers

### Generate Wind (Jedi)

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Magnify senses, shift sense, telekinesis*

**Time to Use:** Two minutes

**Effect:** This power is derived from studying the Ta-Ree power *generate wind*. The user can generate a gust of wind when desired and in whatever direction the user desires. Consult the following chart to determine how strong the wind is:

<b>Alter roll <math>\geq</math> difficulty roll by:</b>	<b>Effect</b>
0-5	Slight breeze generated, 1-5 kph
6-10	Strong breeze, 6-10 kph
11-15	Strong wind, 11-20 kph
16-20	Gale, 21-50 kph
21+	Strong gale, 51-80 kph

The user can use this power in several different purposes. The generated wind can kick up a cloud of dust to hide the user or blind opponents. The user can put out a fire or blow smoke away from an encampment. The user can even knock opponents and targets to the ground or prevent them from moving.

## Control, Sense, and Alter Powers

### Blindness (Jedi)

**Control Difficulty:** Moderate, modified by proximity

**Sense Difficulty:** Moderate, modified by proximity

**Alter Difficulty:** Target's *control* or *willpower*

**Required Powers:** *Control another's pain, control pain, dim another's senses, enhance another's attribute, enhance attribute, injure/kill, life detection, life sense, transfer Force*

**Time to Use:** One combat round

**Effect:** This power is derived from studying the Ta-Ree power *blindness*. This power allows the user to eliminate a target's sense of sight, reducing visibility to a gray blur. To determine

the effect of this power on a target, the user's *alter* roll is compared to the target's *control* or *willpower* roll.

<b>Alter roll <math>\geq</math> target's willpower roll</b>	<b>Effect</b>
0-5	Target's vision-based skill and attribute checks are at -1D for one round.
6-10	Target's vision-based skill and attribute checks are at -2D for two rounds.
11-15	Target's vision-based skill and attribute checks are at -2D for three rounds.
16-20	Target's vision-based skill and attribute checks are at -3D for one round.
21-25	Target's vision-based skill and attribute checks are at -3D for two rounds.
26-30	Target's vision-based skill and attribute checks are at -3D for three rounds.
31+	Target is permanently blinded.

Unlike the Ta-Ree version, the user is not at risk of this power being turned back on them should the target's *willpower* roll succeed.

When using this power against more than one target, the user must add +5 to all difficulty rolls after the initial target.

The effect of this power on the target is generally temporary, and the target will generally recover just as they would if a flash grenade temporarily blinded them. However, if the user renders the target permanently blind, the user gains a Dark Side Point. In addition, should the target die while being temporarily blinded by this power, the user gains a Dark Side Point.

**Restricted:** Given the potential for this power to inflict permanent harm upon the target, Jedi Master Luke Skywalker has refused to allow his students to learn this power. However, it is possible for a Dark Jedi or a Sith to learn this power through their own experimentations.

### Deafness (Jedi)

**Control Difficulty:** Moderate, modified by proximity

**Sense Difficulty:** Moderate, modified by proximity

**Alter Difficulty:** Target's *control* or *willpower*

**Required Powers:** *Control another's pain, control pain, dim another's senses, enhance another's attribute, enhance attribute, injure/kill, life detection, life sense, transfer Force*

**Time to Use:** One round

**Effect:** This power is derived from studying the Ta-Ree power *deafness*. This power allows the user to cause a target to lose their sense of hearing. Temporarily deafened targets must make Heroic rolls to succeed at all hearing-based attribute and skill checks. To determine the effect of this power on a target, the user's *alter* roll is compared to the target's *control* or *willpower* roll.

**Alter roll  $\geq$  target's willpower roll**    **Effect**

0-5	Target deafened for 1D rounds.
6-10	Target deafened for 2D rounds.
11-15	Target deafened for 3D rounds.
16-29	Target deafened for 1D hours.
31+	Target is permanently deafened.

Unlike the Ta-Ree version, the user is not at risk of this power being turned back on them should the target's *willpower* roll succeed.

When using this power against more than one target, the user must add +5 to all difficulty rolls after the initial target.

The effect of this power on the target is generally temporary, and the target will generally recover just as they would if a sonic grenade or a sonic boom temporarily deafened them. However, should the user render the target permanently deaf, the user gains a Dark Side Point. In addition, should the target die while being temporarily deaf by this power, the user gains a Dark Side Point.

**Restricted:** Given the potential for this power to inflict permanent harm upon the target, Jedi Master Luke Skywalker has refused to allow his students to learn this power. However, it is possible for a Dark Jedi or a Sith to learn this power through their own experimentations.

## DarkStryder artifacts

The DarkStryder created several modules that emulated a variety of Ta-Ree spells. The devices were powered by energy siphoned off from the Precursors trapped in the Lifewell. However, the devices could only be used once, and once used, the device becomes inert and cannot be recharged.

To date, three such modules have been encountered by Imperial and New Republic forces.

### Firespray Module

Type: DarkStryder artifact

Scale: Character

Skill: Willpower

Cost: Not available for sale

Availability: 4

Range: 3-4/8/12

Description: A red tetrahedron artifact that is activated by squeezing the base. When activated, it releases a brilliant blue-green flame from the tip.

Game Notes: This module launches a fan of green flame at a single target. The flame does 3D damage each round until it is extinguished.

Spell emulated: Unknown

### Lightning Module

Type: DarkStryder artifact

Scale: Character

Skill: Willpower

Cost: Not available for sale

Availability: 4

Range: 3-7/25/50

Game Notes: This module fires a lightning bolt at a single target. The lightning module uses the *willpower* skill to determine hits. Lightning bolt does 7D damage.

Spell emulated: *Generate lightning*

### Mindwarper Module

Type: DarkStryder artifact

Scale: Character

Skill: Willpower

Cost: Not available for sale

Availability: 4

Range: 20 meters

Difficulty: Moderate

Description: A green trapezoidal artifact that is activated by squeezing the base. When activated, it releases a pale, eerie mist when activated. The mist flows outward from the end like some impossible hybrid of wood smoke and the conical light beam from a glowrod.

Game Notes: This device takes one round to activate. All characters within 20 meters must make a Very Difficult *willpower* check or fall immediately unconscious for one hour; can only be awakened by vigorous shaking requiring a Moderate *Strength* roll.

Spell emulated: *Sleep*

To use a DarkStryder artifact, the player character must use the *willpower* skill. When using a mindwarper module, the character must make a Moderate *willpower* roll to activate the device. When using the lightning and firespray modules, the *willpower* roll is used to determine if a target is hit; *willpower* acts like the *blaster* skill when using a DarkStryder artifact.

DarkStryder used the life-energy of the Precursors trapped in the Lifewell to power his alien devices, devices he traded to Moff Sarne. However, the further away the Lifewell that the devices are located, the more likely it is that the artifacts will "misfire", exploding like an 10D thermal detonator. (Sarne's use of an artifact on Kal'Shebbol was an extremely risky maneuver; the Moff simply was very lucky.)

The GM must use the following guidelines for determining how well a DarkStryder works when taken off planet (note that all distances are calculated for a  $\times 1$  hyperdrive traveling in a straight line):

If the DarkStryder artifact is used on Kathol, the device only misfires on a roll of 1 on the Wild Die.

If the DarkStryder artifact is used in the Kathol system, the device misfires on a roll of 1-2 on the Wild Die.

If the DarkStryder artifact is used in the Kathol Rift (or equally distant point, roughly three weeks' hyperspace travel distant), the device misfires on a roll of 1-3 on the Wild Die.



If the DarkStryder artifact is used in the Kathol Outback (or equally distant point, roughly four weeks' hyperspace travel distant), the device misfires on a roll of 1-4 on the Wild Die.

If the DarkStryder artifact is used within five weeks' hyperspace travel from Kathol, the device misfires on a roll of 1-5 on the Wild Die.

If the DarkStryder artifact is used beyond five weeks' hyperspace travel from Kathol, the device automatically detonates.

It is likely that the DarkStryder construct created a many other kinds of modules and has simply forgotten about them. These modules are most likely somewhere within the remains of its fortress on Kathol. Having encountered the firespray module, the lightning module and the mindwarper module, New Republic research teams excavating the ruins might be able to identify such modules. But all other modules would be unidentifiable, causing the members of the research team to activating them randomly to determining what they can do.

With the destruction of the DarkStryder, the knowledge and ability to recharge spent modules or even constructing new modules is presumably lost. When the Precursors placed themselves within the Lifewell, they became a living form of energy that was still linked to the Force. This link and the presence of the Precursors has subtly altered the Force on Kathol, creating a plethora of Ta-Ree spells. As such, a Jedi or a Force-sensitive trying to use create Force talisman to recreate a DarkStryder artifact will fail every time. It might be possible for a Jedi or a Force-sensitive individual to contact the Precursors trapped within the Lifewell to learn how to do either of these. But the passage of time has reduced their mental faculties. And even if contact were made with the Precursors, they might not be willing to bestow this knowledge to anyone else, as empowering these devices requires siphoning energy from the Precursors trapped in the Lifewell, which kills them slowly over time. It is also unlikely that any of the races on Kathol that the DarkStryder created possesses such knowledge.

### **Playing a Ta-Ree Ascendant**

To learn how to play as a Ta-Ree Ascendant, please consult [The DarkStryder Campaign: Endgame](#), a supplement to the Star Wars Role Playing Game published by West End Game. It is the final book in the four-part series [The DarkStryder Campaign](#).

# Tasar Crystal Powers



**Restriction:** These powers are generally restricted to the Tasari, who learn them after exposure to the various crystals on the planet. However, people who come in contact with these crystals can learn the powers associated with them. The Jedi from Luke Skywalker learned about these crystals and have managed to recreate the powers

bestowed by the Tasariq crystals. Most of these powers have equivalent corresponding powers amongst the Jedi. These counterparts will be noted for those powers that have them. For powers that have not had counterparts already mentioned, I have created such powers.

All Tasar crystals and the powers they bestow can also be found in the article *Tasariq: The Crystal Planet* in [Star Wars Adventure Journal No. 15](#).

The canonicity of all entries in this section is Legends.

## Amethyst Crystal

**Color:** Deep purple

**Power:** *Ion generation*

**Effect:** Ions have a soothing effect upon most beings. With this power, the user subjects the target with ions that will help calm lost tempers and promote a feeling of good will. The power will add +1D (+2D for Tasari) to interpersonal skills such as *willpower*, *bargain*, *command*, *con*, and *persuasion*.

**Difficulty:** Easy if used within 2 meters. Raise the difficulty one level for additional 2 meters of range.

## Aquamarine Crystal

**Color:** Pale blue green

**Power:** *Psychometry*

**Effect:** *Psychometry* is the ability to handle a non-animate object and discover information about the past of that object.

**Difficulty:** Easy to receive simple information (mood and physical condition of the person who last handled the object); Difficult to receive complex information (name, race, and other personal information).

**Corresponding Power:** *Postcognition*

## Azurite Crystal

**Color:** Mottled blue

**Power:** *Remain conscious* (as per the Force rules, except no required power is needed).

**Corresponding Power:** *Remain conscious*

## Bloodstone Crystal

**Color:** Dark gray with flecks of red

**Power:** *Wound reduction*

**Effect:** If the *Wound reduction* power works, then the user has his wound level healed by one. The power can only be used once per day.

**Difficulty:** Easy for wounded; Moderate for incapacitated; Difficult for mortally wounded.

**Corresponding Power:** *Reduce injury*

## Carnelian Crystal

**Color:** Orange shading to red

**Power:** *Animal telepathy*

**Effect:** *Animal telepathy* allows the user to read the thoughts of an animal and other creatures. The more intelligent the animal, the more complex the thoughts. Simple animals have thought processes based strongly on instinct. The power does not work on sapient species.

**Difficulty:** Easy

## Chalcite Crystal

**Color:** Green mixed with swirling golden lines

**Power:** *Receptive telepathy* (as per the Force rules, except no required power is needed).

**Corresponding Power:** *Receptive telepathy*

## Citrine Crystal

**Color:** Yellow brown

**Power:** *Accelerate healing* (as per the Force rules).

**Corresponding Power:** *Accelerate healing*

## Garnet Crystal

**Color:** Red, brown, and green

**Power:** *Control another's pain* (as per the Force rules).

**Corresponding Power:** *Control another's pain*

## Jasper Crystal

**Color:** Brown shading to blue-black

**Power:** *Magnify senses* (as per the Force rules).

**Corresponding Power:** *Magnify senses*

## Malachite Crystal

**Color:** Bands of light and dark green

**Power:** *Poison sense*

**Effect:** *Poison sense* allows the user to sense, in advance, any contaminants or other factors that could make a substance dangerous to ingest.

**Difficulty:** Easy

## Opal Crystal

**Color:** A rainbow spectrum of colors

**Power:** *Battle sense*

**Effect:** If the *battle sense* power works, then the user receives +1D for initiative on the first round of combat only.

**Difficulty:** Average

**Note:** I believe they might have meant Moderate instead of Average.

## Peridot Crystal

**Color:** Olive green

**Power:** *Control pain* (as per the Force rules).

**Corresponding Power:** *Control pain*

## Sardonyx Crystal

**Color:** Red and white

**Power:** *Accelerate another's healing* (as per the Force rules).

**Corresponding Power:** *Accelerate another's healing*

## Spinel Crystal

**Color:** Red brown

**Power:** *Hyperthermia*

**Effect:** *Hyperthermia* is the ability to see minute temperature differences in animate objects, allowing rolls against a character's *Perception* or *search* ratings to detect the changes. The range is 15 meters. *Hyperthermia* also allows a character to see animate objects in the dark. It also acts as a diagnostic aid in healing, giving a bonus to the *first aid* skill equal to the number before the "D."

**Difficulty:** Easy

## Tiger's Eye Crystal

**Color:** Dark brown with a central yellow eye

**Power:** *Telekinesis* (as per the Force rules).

**Source:** Star Wars Adventure Journal No. 15 – Tasariq: The Crystal Planet

**Corresponding Power:** *Telekinesis*

## Topaz Crystal

**Color:** Golden yellow

**Power:** *Life detection* (as per the Force rules).

**Corresponding Power:** *Life detection*

## Tourmaline Crystal

**Color:** The blue spectrum, from pale azure to deep indigo

**Power:** *Empathy*

**Effect:** *Empathy* allows the user to experience the emotions of a sapient individual. No actual thoughts can be read.

**Difficulty:** Easy for own species; Moderate for other species.

**Corresponding Power:** *Receptive telepathy*

## Turquoise Crystal

**Color:** Light blue shading to green

**Power:** *Natural navigation*

**Effect:** *Natural navigation* prevents the user from getting lost, as long as the user has a map or some sense of the appropriate direction. If the individual has no idea of the surroundings, the user can still discern the magnetic north.

**Difficulty:** Very Easy

## Sense Powers

### Animal Telepathy (Jedi)

**Sense Difficulty:** Easy

**Required Powers:** *Life detection, life sense, sense Force*

**Effect:** This power is derived from studying the power bestowed upon the individual via the carnelian power crystal of Tasariq. This power allows the user to read the thoughts of animals and other creatures – the more intelligent the animal, the more complex the thoughts. Simple animals have thought processes based strongly on instinct. The power does not work on sapient species.

**Author's Note:** To quote from Gry Sarth's compendium and the Second Edition Sourcebook about *receptive telepathy*, "This power may be used on creatures and other sentient beings, although it cannot be used on droids." The way I interpret this is that this power can be used on creatures that have been proven to be sentient or semisentient, like the thernbee, or on creatures that live in communal colonies, like the woolamanders, but not on creatures like the aquatic gundark or the crystal snake. In addition, I do not believe Jacen Solo used *beast languages* as it is described when he talked to his creatures because he did not read the grunts, growls, and body language of the creatures. Nor did he respond to the creatures in grunts and growls.

So, I came up with this power. Now this power exists in Star Wars Adventure Journal No. 15 – Tasariq: The Crystal Planet. This is a power that an individual can acquire by wearing a specific tassar power crystal; the carnelian crystal to be exact. If an individual carries a tassar power crystal for 2D months, the individual becomes Force-sensitive, if they was not already, and learns how to use the specific power associated with the specific tassar power crystal. The crystals also have specific power values, so when an individual learns the associated power, they do so with a specific die code

ranging from 1D to 4D. So, the powers in the associated articles are like the Dathomiri spells in that they all have their own die codes. Therefore, I created this version of *animal telepathy*, and the connection, similarity, and difference between this version and the version listed in [The Crystal Planet](#) are the same as the Force power *telekinesis* and the Dathomiri spell *telekinesis*.

**Appeared where:** I think this is what Jacen used to sense what the creatures of his menagerie were feeling. He tried to use this on the killer seaweed in [Lightsabers](#).

### Battle Sense (Jedi)

**Sense Difficulty:** Moderate

**Required Powers:** *Combat sense, danger sense, life detection, sense Force*

**Effect:** This power is derived from studying the power bestowed upon the individual via the opal power crystal of Tasariq. If the roll is successful, the user receives a +1D for initiative on the first round of combat only. This power can only be used once per combat encounter.

### Hyperthermia (Jedi)

**Sense Difficulty:** Easy

**Required Powers:** *Concentration, magnify senses, shift sense*

**Effect:** This power is derived from studying the power bestowed upon the individual via the spinel power crystal of Tasariq. This allows the user to see minute temperature differences in animate objects within a range of 15 meters from the user.

In game terms, this power grants the user a +1 bonus to all *Perception* or *search* rolls made while searching in low-light or dark conditions. This bonus increases by +1 for every 5 by which the user beats the Difficulty roll.

This power also acts as a diagnostic aid, in that it allows the user to see the extent of the injuries or illness in another individual. If the roll is successful, the user receives a bonus to their *first aid* skill equal to their *Sense* die code round down. Unfortunately, the concentration required with this power makes it impossible for the user to use this power in conjunction with Force powers that heal others.

### Natural Navigation (Jedi)

**Sense Difficulty:** Very Easy

*This power may be kept up.*

**Effect:** This power is derived from studying the power bestowed upon the individual via the turquoise power crystal of Tasariq. This power prevents the user from getting lost, so long as the user has a map or some sense of the appropriate direction. Alternatively, if the user has no idea of the surroundings, the user can still discern the magnetic north with this power.

### Poison Sense (Jedi)

**Sense Difficulty:** Easy

**Required Powers:** *Danger sense, life detection, sense Force*  
*This power may be kept up.*

**Effect:** This power is derived from studying the power bestowed upon the individual via the malachite power crystal of Tasariq. This allows the user to sense, in advance, any contaminants or other factors that could make a substance dangerous to ingest.

In game terms, if the user detects a poison in advance, and nevertheless consumes it, the user gains a +2 circumstantial bonus to their *first aid* roll or to their *control* roll to use *detoxify poison* to treat this poison. While the user cannot use this power to sense if something another intends to ingest is poisonous, if both the user and the other individual are consuming the same substance, the user can use the same bonus granted by this power on their *first aid* roll to treat the other individual. However, if the user wishes to use *detoxify poison in another* to treat the other individual, the bonus is split into +1 a piece for the *control* and *alter* rolls.

### Sense and Alter Powers

#### Ion Generation (Jedi)

**Sense Difficulty:** Target's *control* or *Perception*

**Alter Difficulty:** Easy for targets within 2 meters, Moderate for targets within 4 meters, Difficult for targets within 6 meters, Very Difficult for targets within 8 meters, Heroic for targets within 10 meters

**Required Powers:** *Absorb/dissipate energy, telekinesis*  
*This power may be kept up.*

**Effect:** This power is derived from studying the power bestowed upon the individual via the amethyst power crystal of Tasariq. Ions have a soothing effect upon most beings. With this power, the user subjects the target with ions that will help calm lost tempers and promote a feeling of good will.

In game terms, this power grants a user a +1D bonus to all interpersonal skills such as *willpower*, *bargain*, *command*, *con*, *persuasion*, and their associated skills. Unlike the Tasariq version, though, this power does not bestow a +2D bonus to Tasari using these skills.

For every person the user wants to affect with this power past the first one, add +3 to both difficulty rolls.

### Using Tasar crystals

To learn how to integrate Tasar crystals into your adventure, consult the article [Tasariq: The Crystal Planet in Star Wars Adventure Journal #15](#).



# Teepo Paladin Powers

**Restriction:** This power is generally exclusive to the Teepo Paladins and will be taught only to students who reject the use of lightsabers and similar weapons. See Author's Notes for additional information.

The canonicity of all entries in this section is Legends.

## Control and Sense Powers

### Blaster Combat

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy

*This power may be kept up.*

**Effect:** This power is used to make a blaster more effective and efficient. A Jedi, usually a Teepo Paladin, uses this power to control slight hand movements and to sense the movement of his/her target. This power is basically the blaster counterpart to lightsaber combat.

This power grants the following bonuses:

Add *sense* to the *blaster* die when making an attack roll.

The user can allocate part or all of their *control* and/or *sense* dice to the *dodge* roll. This can only be done once after making the successful rolls; once allocated, the dice cannot be used to increase the "to hit" chance. Similarly, the dice allocated to increase the blaster roll cannot be shifted to the *dodge* roll.

The user can use this power to fire blaster shots at incoming blaster shots or slugthrower projectiles. If the user's blaster shot intercepts another blaster shot, both are negated. If the blaster shot intercepts an incoming slugthrower projectile, the projectile is deflected. The user can even control the direction of the deflected projectile, though the user would only be able to deflect it a maximum of 90°. The user will not be able to send the projectile back at the individual who fired the initial shot. The rules for deflecting incoming fire and controlling the direction of the deflected projectiles are the same as the ones for using *lightsaber combat* to parry blaster bolts and to control the direction of the deflected blaster bolts.

If the user beats the *sense* roll by 15, the user automatically goes first in that and only that round. This surpasses normal initiative and is not considered an

unprovoked attack. This is because the user senses the intent and action of the opponent before the opponent can act.

If the user wishes to use two blasters with this power, the user must make a Difficult *control* roll.

Should the user succeed in making the *blaster* roll, the user can add 1D to the damage for every 5 the user beats the *blaster* roll difficulty.

**Author's Note:** This power was originally restricted to the Teepo Paladins. However, some of them broke away and became the Gray Paladins. These individuals resided in the Jedi Temple prior to Order 66. At least one Gray Paladin survived – Laranth Tarak, though she later died. In addition, Padawan Jin-Lo Rayce might have known this power and might have taught it to members of the Force tradition he created – the Agents of Ossus.

**Source:** Rancor Pit website – Force Power Compilation thread, though the description has been slightly edited for format.

**Appeared where:** [Coruscant Nights I: Jedi Twilight](#), [Coruscant Nights II: Streets of Shadows](#), [Coruscant Nights III: Patterns of Force](#)

## Playing a Teepo Paladin

The Teepo Paladins may have been censured by the Jedi Council and are viewed as Gray Jedi, but they follow the same principles that Jedi follow.

Race: Any

Gender: Both

Dexterity skills: All skills available. Establish preference for *blaster* over *lightsaber*.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Normal *control* and *alter* die. High *sense* die.

Force powers: All the powers listed in this section. All Jedi powers are available, though *lightsaber combat* is most likely overlooked in favor of *blaster combat*.

# Theran Listener Powers

**Restriction:** These powers are generally restricted to the Theran Listeners, though members of other Force-using traditions can and have learned these powers. These individuals will be noted. The likelihood of members of other Force-using traditions learning these powers is higher after Luke Skywalker established his Jedi praxeum.

The canonicity of all entries in this section is Legends.

**Author's Note:** I came across a fan-made Theran Listener talent tree on the discussion boards at the Wizards of the Coast website. Though the powers listed in this section have been listed in the fan-made talent tree, they have also appeared in the novels and have entries on the Wookieepedia. When I created the stats for these powers, I drew on established work from West End Games, Wizards of the Coast, and the Wookieepedia. Under no circumstances did I make any copyright infringements regarding the fan-made talent tree.

While Luke Skywalker and Jacen Solo might have learned other powers associated with the Theran Listeners, they have yet to make an appearance in the novel or an entry in the Wookieepedia. Until they do, I will consider these other talents purely fan-made and will not make any conversions of them. I would only do so if I manage to contact the author of this talent tree, which I hope to do at some point in the future.

## Sense Powers

### Theran Force-listening

**Status:** Canon

**Sense Difficulty:** Moderate to Difficult. Modified by proximity and relationship

**Required Powers:** *Concentration, life detection, life sense, magnify senses, shift senses, projective telepathy, receptive telepathy, translation*

*This power may be kept up.*

**Effect:** By learning to use the Force to listen and communicate with the Chorian crystal mind on Nam Chorios, the Theran Listeners developed this power. To the Theran Listeners, this power is their best way of communicating with all alien races, whether they speak via linguistics or some form of telepathy, Force-generated or not.

This power has the following applications:

The Theran Listener can hear another person clearly even in noisy or very loud areas.

The Theran Listener can listen to or even eavesdrop in a conversation some distance away.

The Theran Listener can eavesdrop in a conversation even if there is a wall or some other obstruction between the Theran Listener and the conversation.

The Theran Listener can understand a foreign language, but the Theran Listener cannot speak it.

The Theran Listener can eavesdrop in on a telepathic conversation within fifty meters of the Theran Listener.

When the Theran Listener activates this power, the Theran Listener can choose to use up to two applications for this power. While all these applications require a Moderate difficulty roll, if the wall or obstruction mentioned in third application is sound-absorbing or soundproof, then the difficulty is increased to Difficult.

Though this power can be kept up, this only applies for the application or applications the Theran Listener has chosen. If the Theran Listener wishes to add a second application or change either or both for different applications, the Theran Listener must make a new roll or rolls.

If the Theran Listener decides to use two applications, add +5 to the difficulty roll for the second application.

The Theran Listener can act as a “relay” and allow others to listen in on any conversation they is listening to or engaged in. The others must be in physical contact with the Theran Listener. For each person the Theran Listener wishes to “relay” the conversation, add +5 to the difficulty, as well as any relationship difficulty modifiers.

Apparently, an individual who uses *Theran Force-listening* is capable of hearing what transpires in The World Between Worlds. But this seems almost impossible since the World Between Worlds is another plane of existence that cannot be reached by normal means. The only possible explanation for this is that for one to use this power to hear what transpires in The World Between Worlds, the individual must be near a portal to that plane.

**Appeared where:** [Ahsoka TV series Part Five: Shadow Warrior](#).

**Example:** Jacen Syndulla was able to hear the clashing of lightsabers between Ahsoka Tano and Anakin Skywalker while the both were in The World Between Worlds.

## Alter Powers

### Amplify Light

**Status:** Homebrew

**Alter Difficulty:** Easy to double the range, Moderate to triple the range

**Effect:** The droch are afraid of light, and sunlight that is filtered through the Spook crystals, or tsils, can kill the smaller

ones and weaken the larger ones. To defend themselves from the droch and the Death Seed plague, the Theran listeners have found a way to use the Force to amplify any light source. With this power, the Theran listener can amplify any light source, allowing the user to double or triple the normal range the light source. It does not increase the intensity of the light; it allows the light from the source to travel even further. Fortunately, this does not double or triple the rate of fuel expenditure for the light source.

The Theran listener can choose to use this power to blind opponents that would normally escape the effects of being blinded by virtue of being far enough away. When using this power to blind a target, the target can make a Perception or control roll to resist stun damage from being blinded, or a dodge roll to dive for cover, provided there is any nearby, fast enough to avoid stun damage from being blinded. If the character is wearing a flash guard visor or some form of eyewear with polarized lenses, the character is not affected by the light and does not suffer stun damage.

## Control and Sense Powers

### Quiet Force

**Status:** Legends

**Control Difficulty:** Moderate. Modified by proximity.

**Sense Difficulty:** Very Easy for friendly, non-resisting targets. If target resists, he makes a Perception or control roll to determine the difficulty. Modified by proximity and relationship.

**Required Powers:** Concentration

**Effect:** This is a quieting exercise performed by the Theran Listeners. It allows a Theran Listener to focus on the thoughts of one individual, specifically the targeted individual, and filter out the thoughts of anyone else in the area.

In GM terms, if the Theran Listener succeeds in making the required rolls, the Theran Listener receives a circumstantial bonus for one round only. The bonus is determined by how much the user beats the control difficulty.

Roll $\geq$ control Difficulty by:	Bonus to rolls
0-5	+2
6-10	+3
11-15	+4
16-20	+5

Once the bonus is determined, it is applied to all rolls associated with the empathic- or telepathic-based Force power. If the power is sense-based, the bonus is applied to the sense roll. If the power is control-based and sense-based, both rolls receive the same bonus. Similarly, if the power is a Dathomiri spell or a Ta-Ree spell, the bonus is applied to the associated spell roll.

The following powers and spells can be affected by quiet Force: battle meld, botanical telepathy, empathy, enlighten, perfect telepathy, projective empathy, projective telepathy, receptive empathy, receptive telepathy (from chalcite Tasariq crystal), receptive telepathy, spell of interpretation, spell of open mind, spell of thought-touch, Theran Force-listening, translate, and translation.

The bonus granted by quiet Force can be applied to botanical telepathy, but only if the Theran Listener is communicating with a sentient plant race like the Neti. The bonus cannot be applied to botanical telepathy if the Theran Listener is using botanical telepathy on Force-sensitive or semi-sentient plants.

The bonus granted by quiet Force can be applied to battle meld, but only if the battle meld encompasses two individuals and both individuals use quiet Force. If battle meld encompasses more than two individuals, or if either individual fails to make the required rolls for quiet Force, then the individuals in the battle meld will not receive the bonus from quiet Force. This is because of quiet Force's aim at focusing on one individual, not several individuals.

Akk dog bond, animal telepathy (Jedi power and from carnelian Tasariq crystal), beast languages, commune with the spirit world, Force-call, merge senses, merge senses (plants), spell of creature understanding, Sith sorcery, and ur-spirit speech might receive a bonus afforded by quiet Force, but this has not been confirmed yet.

This power must be activated in the same round as the power it is attempting to affect. Multiple action penalties apply.

**Author's Note:** This power is available to the Theran Listeners regardless of time period. The only confirmed non-Theran Listener who has learned this power was Jacen Solo. It is unknown if Jacen Solo had taught this power to others, and it has yet to be confirmed that Luke Skywalker learned this power from the Theran Listeners either at some point prior to the Yuuzhan Vong War or while he was on Nam Charios pursuing Abeloth, though the latter is extremely unlikely. As such, until this has been confirmed one way or another, it is up to the GM's discretion as to whether this power will be available for members of Luke Skywalker's Jedi order. If the GM wishes to make this power available, it is availability would be more likely after the events of the Fate of the Jedi series.

**Appeared where:** Dark Nest I; The Joiner King

### Theran Sound Trance

**Status:** Legends

**Control Difficulty:** Very Easy. Modified by proximity.

**Sense Difficulty:** Very Easy if the target is friendly and does not resist. If the target resists, make a control or Perception roll for the difficulty. Modified by relationship.

**Required Powers:** Life detection, life sense, projective telepathy, receptive telepathy

**Time to Use:** At least one minute

**Effect:** This technique allows a Theran Listener to transport their mind into the mind of another individual and hear everything the target hears.

Because of their interaction with the Chorian crystal mind on Nam Chorios, the Theran listeners have become very skilled with foresight. However, how they utilize this is different from the Jedi's. Jedi can use the Force see into the past, present, or future. The Theran listeners, on the other hand, listen. Upon successful use of this power, the Theran listener does not see the immediate surroundings of the individual or the place. Instead, the Theran listener hears all the sounds and all the words the individual might be saying.

The description of this power is otherwise the same as the Jedi power *farseeing*.

The Jedi often quote, "appearances can be deceiving" or "your eyes can deceive you." For a Jedi, it is easier to deceive an individual through their sight than through any other senses. With that in mind, it is possible that one who knows *farseeing* and *farhearing* can use both when searching the past, present, or future. If successful, the individual would be utilizing both sight and hearing and would therefore be able to get a more accurate vision. If successful, consult the following table for the results.

Power roll > Sense difficulty	Past/Present	Future
0-10	75%	25%
11-20	90%	50%
21-30	100%	75%

After the Battle of Endor, Luke Skywalker used *farseeing* to see the self-destruct mechanism of the Imperial probe sent from Bakura through Wedge Antilles's eyes. It is possible for a Jedi to combine *Theran sound trance* with this application of *farseeing* to see and hear through another individual's eyes and ears to get a more complete picture of the scene. If one attempts to use both *farseeing* and *Theran sound trance* in this manner, the user must make separate rolls for each. If either roll fails, the attempt fails. If both succeed, then the user must take the lower result and consult the following table for the results.

Power roll > Sense difficulty	Accuracy of the attempt
0-10	75%
11-20	90%
21-30	100%

Since the user is performing more than one thing at once, the user must also take a -1D penalty to all rolls on the second power being used, whether it is *farseeing* or *Theran sound trance*.

**Author's Note:** This power is available to the Theran Listeners regardless of time period. The only confirmed non-Theran Listener who has learned this power was Jacen Solo. It is unknown if Jacen Solo had taught this power to others,

and it has yet to be confirmed that Luke Skywalker learned this power from the Theran Listeners either at some point prior to the Yuuzhan Vong War or while he was on Nam Chorios pursuing Abeloth, though the latter is extremely unlikely. As such, until this has been confirmed one way or another, it is up to the GM's discretion as to whether this power will be available for members of Luke Skywalker's Jedi order. If the GM wishes to make this power available, it is availability would be more likely after the events of the *Fate of the Jedi* series.

**Appeared where:** Bloodlines

## Control and Alter Powers

### Shock Wave

**Status:** Homebrew

**Control Difficulty:** Moderate, line of sight only

**Alter Difficulty:** Target's *control* or *Strength*, line of sight only.

**Required Powers:** *Absorb/dissipate energy*, *control another's pain*, *control pain*, *transfer Force*.

**Effect:** Nam Chorios suffers from random electrical storms that are generated by the Spook crystals, or tsils. If one who is Force-sensitive were to use the Force in a powerful display, the tsils unleash an intense storm in reaction to the manipulation of Force energy. By studying this effect, the Theran listeners have learned to duplicate the effects of these storms on a limited scale.

Upon a successful roll, the user can unleash a wave of electrical energy at all targets within six meters of the user. The user can only use this against targets within the user's line of sight. Targets who fail their control or Strength roll suffer 2D *stun* damage from the electrical energy. Droids, equipment, or vehicles that fail this roll suffer 2D ion damage. Since this is Force-generated, Jedi can use *absorb/dissipate energy* to repel this power.

If the user is attacked by any Force power that inflicts damage, like *Force push*, *projected fighting*, or *Force lightning*, the user can use this power against the attacking Force user as a reaction roll.

This power is far weaker than Force lightning. In addition, the intent of this power is to stun the target, not to inflict serious pain on the target or to kill the target. As such, one who uses this power does not receive a Dark Side Point.

## Control, Sense, and Alter Powers

### Mnemothrapy (Vein Routing)

**Status:** Legends

**Control Difficulty:** Moderate or target's *control*, *Perception*, or *willpower*



**Sense Difficulty:** Moderate or target's *control*, *Perception*, or *willpower*

**Alter Difficulty:** Difficult or target's *control*, *Perception*, or *willpower*

**Required Powers:** *Affect mind*, *control pain*, *dim another's senses*, *farseeing*, *hibernation trance*, *life detection*, *life sense*, *magnify senses*, *projective telepathy*, *receptive telepathy*, *sense Force*, *telekinesis*

**Effect:** Theran Listeners use this power to visualize a target's memories and then remove them from the target.

The Theran Listeners use this power to heal troubled minds. The Theran Listener first searches the target's mind for the memory that is the source of the trauma. Once found, the Theran Listener searches the target's mind for any other memories that might be associated, directly or peripherally, with the traumatic memory. Finding the initial traumatic memory takes five rounds, while searching for associate memories takes another five rounds. Successful rolls must be made each round, or else the process will fail. Should the Theran Listener fail to make the rolls after finding the initial hazy traumatic memory, the Theran Listener must rest an hour before making another attempt. When making a subsequent attempt, the Difficulty rolls for finding the initial traumatic memory are Very Easy, while the rolls for finding other associated memories are Easy.

Once all these memories have been located, the Theran Listener can remove these memories from the target's mind, but they still exist within the Force. At this point, the Theran Listener has two choices – the Theran Listener can release these memories, causing them to dissipate forever, or the Theran Listener can infuse these memories into their own mind. To dissipate the memories, the Theran Listener just needs to forgo making any rolls. Theran Listeners hold these memories in particular reverence and will always incorporate them into their own minds. Because of this, the Difficulty rolls for integrating these memories are reduced by one. Jedi and other Force-users, however, are uncomfortable with this, and must make the rolls at the indicated Difficulty levels.

This power is identical to the Sith power *memory wipe*, but there are three key differences between the two. First, the Theran Listener has the target's willing consent to use this power. Second, the Theran Listener's intent is to heal and bring peace to the target, never to harm. Third, the Theran Listener never seeks to remove memories that are not associated with the original traumatic memory. However, because of the similarity this power has with *memory wipe*, the potential for abuse is high. Such an abuse would only occur amongst non-Theran Listeners. If one wishes to use this power against an unwilling target or to remove unassociated memories, the user must make rolls against the target's *control*, *Perception*, or *willpower*. Should these rolls succeed, the user receives a Dark Side Point.

The target can gain a side-benefit from this power. In some cases, the target is so crippled by the traumatic memory that the target's physical health is affected as well. The affect is in

the form of a reduction of skill and/or attribute dice that are somehow associated with the traumatic memory. The reduction is a minimum of one pip. If the Theran Listener uses this power to remove these traumatic memories, the patient may recover physically as a result. In cases like this, the gamemaster must first decide if the memory is traumatic enough to affect the target physically, and then decide which skills and/or attributes have been affected and to what degree. If the Theran Listener successfully uses this power on the patient, the gamemaster must roll a wild die, with a 1 meaning that the patient regains a lost pip to the affected skill or attribute.

The patient may wish to recover all the lost pips. For this to happen the Theran Listener must perform this procedure multiple times; the number of which depends on the total number of lost pips and the number of traumatic memories, with the traumatic memories taking precedence. If a patient suffers one traumatic memory, and the impact is the loss of two pips to the *Dexterity*, the patient can only regain one of these pips to the *Dexterity*.

**Author's Note:** The only non-Theran Listener who has learned this power is Jedi Master Luke Skywalker, who learned this when he, his son Ben Skywalker, and Vestara Khai arrived at Nam Chorios in pursuit of Abeloth. Whether or not he intends to pass the knowledge of this power to other members of his is unknown at this time.

**Appeared where:** Fate of the Jedi: Conviction

## Self-Healing

**Status:** Legends

**Control Difficulty:** Very Easy. Modified by relationship.

**Sense Difficulty:** Very Easy.

**Alter Difficulty:** Variable.

**Time to use:** Variable.

**Required Powers:** *Affect mind*, *control another's disease*, *control another's pain*, *control disease*, *control pain*

**Effect:** While a Theran Listener uses this power to heal others, the exact method of this healing is vastly different. When using this power, the Theran Listener is not using the Force to cure the target's disease. It does not allow the player to make extra healing rolls as they would when using *accelerate healing* or when a Jedi uses *accelerate another's healing*.

Instead, the Theran Listener is using the Force to influence the patient's body to create new antibodies that it would not create otherwise. These antibodies would allow the patient to combat diseases that could only be cured by very rare medicines or that would normally be considered incurable by established medicine.

To determine the *alter* difficulty, the GM must first consider the disease in question. If the disease can be treated, even if it requires a rare and expensive medicine or treatment, the GM must first determine the difficulty roll one would make to treat the disease using first aid or medicine, whichever one yields a higher difficulty. The GM then

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reduces the difficulty level by one and declares it to be the alter difficulty for this power. If the disease is one that is normally considered incurable, the alter difficulty is Heroic. The time required to use this power also depends on the disease in question. One thing is for certain – regardless of the disease, a Theran Listener cannot cure a patient in one session or one day.

Once this power is successful, and the patient has recovered, a physician can draw a sample of the patient's blood containing the new antibodies and use it to synthesize a new vaccine. This requires the physician to use their *medicine* skill, and the associated difficulty is the same as the *alter* difficulty.

Both the player and the GM should note that even if the disease in question is not confined to a specific species, the new antibodies are. Thus, if a Theran Listener were to use this power to treat a human suffering from an incurable disease, a vaccine a physician would create from using the new antibodies that resulted from the Theran Listener's treatment will work on humans only. If a physician wants to create a similar vaccine for Twi'leks, Rodians, etc., the Theran Listener must treat a member of said race suffering from the same disease. These vaccines are **not** cross-species.

**Author's Note:** This power is available to the Theran Listeners regardless of time period. It is unknown if Jacen Solo learned this power while he was among the Theran Listeners. If he had, it is highly unlikely that he had taught it to others. When Luke Skywalker first arrived to Nam Chorios in pursuit of Abeloth, he learned of the existence of this power. And while he was initially interested in learning the healing techniques of the Theran Listeners, he chose to learn the *mnemotherapy* power instead. As such, it is highly unlikely that this power will be available for members of Luke Skywalker's Jedi order. It will be up to the GM's discretion as to whether this power will be available for members of Luke Skywalker's Jedi order, but it is availability will only be after the events of the *Fate of the Jedi* series.

**Appeared where:** Fate of the Jedi: Conviction

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available. Place emphasis on *farseeing* and healing powers.

## Playing a Theran Listener

Though the Theran Listeners are quarantined on Nam Chorios, they work on protecting others by making certain the droch and the Death Seed plague they carry never leave the planet.

Race: Any

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

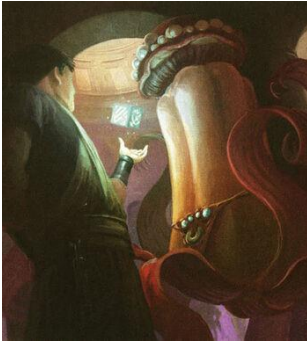
Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

# Thuwisten Powers



**Restriction:** These powers are generally restricted to the Thuwisten, practitioners of the Tyia, which is how the Revwiens of Revyia view the Force. However, members of other Force-using can learn these powers.

The canonicity of all entries in this section is Legends.

## Control and Alter Powers

### Cycle of Harmony

**Control Difficulty:** Easy, modified by relationship and line of sight only.

**Alter Difficulty:** Moderate.

**Required Powers:** *Accelerate another's healing, accelerate healing, control another's pain, control pain, transfer Force.*

**Effect:** Once per encounter, a Tyia Adept can transfer Force energy to an ally within their line of sight and 20 meters away that will serve as a soak dice against damage they might receive in that turn. In GM terms, the recipient of this power will be covered in a soak dice of Force energy. When the recipient suffers an attack, the soak dice will receive damage from the attack rather than the recipient. Once the soak dice is reduced to 0D, it dissipates, and the recipient receives any remaining damage from the attack. The soak dice lasts until the end of the encounter.

<b>Alter roll <math>\geq</math> difficulty by:</b>	<b>Soak Dice</b>
0-5	1D
6-10	2D
11-15	3D
16-20	4D
21+	5D

**Sources:** Tyia Adept Talent Cycle of Harmony from [Jedi Academy Training Manual](#) page 87

### Draw Damage

**Control Difficulty:** Easy, modified by relationship and line of sight only.

**Alter Difficulty:** Moderate.

**Required Powers:** *Accelerate another's healing, accelerate healing, control another's pain, control pain, transfer Force.*

**Effect:** Tyia Adepts focus on the healing aspects of the Force and have found a means of reducing the damage the Tyia Adept or another individual suffers from an injury by sharing the damage between the two.

The Tyia Adept must first ask an ally within 20 meters of their location, but within line of sight, to participate willingly in this power. If the ally is unwilling, the power automatically fails.

If the ally is willing, a link through the Force is established between the Tyia Adept and the ally. When the Tyia Adept or the ally suffers damage, the damage from the attack is calculated, halved, and then rounded up. The two participants then suffer the divided damage simultaneously, suffering the appropriate wound status as a result. This could potentially mean the difference between life and death for either participant.

This power only lasts for one turn.

**Sources:** Tyia Adept Talent Tyia Adept from [Jedi Academy Training Manual](#) page 87

## Control, Sense and Alter Powers

### Repel Discord

**Control Difficulty:** Difficult.

**Sense Difficulty:** Difficult.

**Alter Difficulty:** Target's *control* or *willpower*.

**Special:** A Tyia Adept using this power must spend a Force point.

**Required Powers:** *Affect mind, battle meditation, concentration, emptiness, Force harmony, force of will, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential, sever Force.*

**Effect:** When attacked by a Dark Side or Sith power, the Tyia Adept can use the Force to repel the dark side from the attacker, making it harder for the attacker to make subsequent attacks against the Tyia Adept and any allies. In GM terms, when this power is activated against the attacker, the attacker will suffer a penalty on all Force skill rolls equal to the number of Dark Side Point they might have when attempting to use a Dark Side or Sith power. This power lasts until the end of the encounter.

**Sources:** Tyia Adept Talent Repel Discord from [Jedi Academy Training Manual](#) page 87

## Playing a Tyia Adept

The Tyia Adept are a peaceful order of Revwien who valued peace and the sanctity of all life over all else.

Race: Primarily Revwien, though other races are permitted. Primarily from species where pacifism is at least occasionally acceptable, species skilled at healing like the Selkath, and species adept at neutralizing conflict like the Caamasi.

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available. Establish preference for *survival*.

Mechanical skills: All skills available.

Perception skills: All skills available. Establish preference for *persuasion*.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Above normal *control* die. Normal *sense* die. Below normal *alter* die.

Force powers: All the powers listed in this section. All Jedi powers are available. Dark Side and Sith powers forbidden.

Establish preference for *emptiness*, *enhance another's attribute*, *force of will*, *Force push*, *hibernation trance*, *inspire*, *projected fighting*, *sense Force*, *sever Force*, and healing powers. A Tyia Adept learning *control* at 1D automatically learns *emptiness* and *hibernation trance*, and for the Tyia Adept the difficulty for those two powers is Easy. A Tyia Adept also learns three additional *control* powers. All *alter* powers have their difficulty increased by one level. All powers a Tyia Adept use have a minimum time to use of one minute.



# Voss Mystic Powers



**Restriction:** These powers are generally restricted to the Voss Mystics, though members of other Force-using traditions can and have learned these powers. These individuals will be noted. However, these powers have only appeared in The Old

Republic video game, so these powers are currently restricted to the time of the Cold War and Second Great Galactic War.

The canonicity of all entries in this section is Legends.

## Control Powers

### Dream-walking

**Control Difficulty:** Moderate

**Required Powers:** *Emptiness, hibernation trance*

**Description:** This was a ritual used by the Voss Mystics to enter their own minds and face their fears, hopes, loves, and rages, seeking spiritual balance and health.

In many ways, this ritual is very similar to the *meditation of emptiness* used by the Jedi.

**Reward:** +6 bonus modifier to all Force skill rolls for a period equal to the amount of time the character performed this meditation. After successfully performing this meditation five times, increase *control* by +1. This increase can only occur once. This also permits the user to learn the *spirit world passage* power.

## Control and Sense Powers

### Spirit World Passage

**Control Difficulty:** Moderate

**Sense Difficulty:** Moderate

**Required Powers:** *Dream-walking, emptiness, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy*

**Description:** The Spirit World was an alternate dimension only a few could access. Voss Mystics had the ability to enter this realm, and a datacron left on the planet Voss by the

Infinite Empire allowed those who used it to access the Spirit World as well.

Voss Mystics enter this world when using dream-walking in front of a dedicated meditation tablet. One such tablet was in the Lake of the Unseen in the Nightmare Lands on Voss, while many others were placed by the Mystics throughout their Shrine of Healing.

## Control, Sense, and Alter Powers

### Forbidden Ritual

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Difficult

**Required Powers:** *Dream-walking, emptiness, hibernation trance, life detection, life sense, projective telepathy, receptive telepathy, spirit world passage*

**Time to Use:** Ten minutes

**Effect:** This ritual, the name of which is lost to history, was once practiced by the ancient spirit healers on Voss. The ritual was believed to be powerful enough to restore even the most fractured mind.

This ritual is unlike any other known to date. First, the Voss Mystic must have a dream-rock – a special rock located in the Dark Heart of the Nightmare Lands on Voss. It is said to contain the essence of the Voss Mystic Dal-Rin. Next, the Voss Mystic must use *dream-walking* while a Gormak uses the dream-rock to turn the “nightmares” that the Voss Mystic is suffering from to flesh in the Spirit World so they become tangible and possible for the Voss Mystic to defeat. By defeating these tangible nightmares, the Voss Mystic gained control over them and, by extension, his own mind.

In GM terms, there are several requirements to perform this power. First, the Voss Mystic must have a dream-rock. Without it, the power automatically fails. Second, a Gormak must willfully aid the Voss Mystic in this endeavor. Thus, both the Gormak and the Voss Mystic must perform this power simultaneously. Failing to make the necessary rolls by either one ends the power immediately.

While in the Spirit World, the Voss Mystic fights against these tangible nightmares in combat, utilizing any combat-based skills and Force powers known to the Voss Mystic. This incurs a multiple action penalty.

When damage is inflicted, the standard damage table does not apply in this case. Instead, any damage sustained is inflicted upon the *willpower* of the participants – both the nightmares’ and the Voss Mystic’s. Should a nightmare’s willpower be reduced to 0D, the nightmare ceases to exist, and the Voss Mystic will have gained control over that nightmare. Should the Voss Mystic’s *willpower* be reduced to 0D, the Voss Mystic is driven insane, and the power ends immediately.

A Voss Mystic might be able to fight against several nightmares at once. For safety reasons though, a Voss Mystic generally fights against these nightmares one at a time. For every 1D the Voss Mystic loses in combat, the Voss Mystic must rest one day to recover. Once fully recovered, the Voss Mystic can proceed to engage the next nightmare.

Once combat against a nightmare begins, a Voss Mystic cannot withdraw or retreat. The Voss Mystic must win the fight or lose his sanity. Should the Voss Mystic or the Gormak fail to make the required rolls to keep the power active, the fight ends abruptly. The Voss Mystic might survive a losing fight as a result, but both the Voss Mystic and the Gormak suffer damage to their *willpower* equal to the amount by which they failed to make the required *alter* roll. While both can recover this loss with proper rest as listed above, if the Voss Mystic's *willpower* drops to 0D because of this shock damage, the Voss Mystic goes insane. The nightmare suffers no damage from the shock, and should the Voss Mystic return to face off against the nightmare, the nightmare's *willpower* will be fully restored regardless of how long the Voss Mystic takes to recover.

This ritual was intended to heal a Voss Mystic's troubled mind. However, the risks and potential harm associated with this power were soon discovered after its creation. Once these were understood, the Voss Mystics declared it a forbidden ritual, locked the instructions to this ritual away within the Shrine of Healing, and placed a Voss apparition to guard it. Only the most powerful of the Voss Mystics – those with at least 10D in each Force skill – can access the instructions. But before they do, they must probe the mind of the Voss Mystic requesting to use the ritual to heal his troubled mind. Only after using a power like receptive telepathy to probe the mind of the troubled individual can the Voss Mystic know the exact nature of the nightmares plaguing the individual. The Voss Mystic will know the *willpower* of the troubled individual and the nightmares, and will be able to determine if the troubled individual will be able to use this power safely to defeat the nightmare, or if using this power will be too risky for the individual.

**Author's note:** The Wookieepedia mentioned that this was a forbidden power, but it never explained why to my satisfaction. I doubt it is because it required a Voss Mystic and a Gormak to use this simultaneously. So, I decided to make this a healing power that was fraught with risks. One that a Voss Mystic would use only when all other options have been considered. And even then, the Voss Mystic would use it if he was certain he could use the power and win against the nightmares.

The description on Wookieepedia says this ritual is performed while a Voss Mystic is *dream-walking*. Since the nightmares manifest in the Spirit World, and the Voss Mystic fights against the nightmares in the Spirit World, it makes more sense to have *spirit world passage* as a prerequisite rather than just *dream-walking*.

**Appeared where:** The Old Republic video game

**Example:** Around 3,640 years before the Battle of Yavin, the Sith Lord Kallig used the Force-walking ritual to bind the ghosts of Darth Andru, Ergast, Kalatosh Zavros, and Horak-mul to his being. But the voices of these ghosts plagued his mind, driving him close to insanity. Kallig and the Gormak Hadrik used the dream-rock and this power to allow Kallig to silence these ghosts permanently.

### Voss Healing Ritual

**Control Difficulty:** Easy. Modified by relationship.

**Sense Difficulty:** Easy. Modified by proximity.

**Alter Difficulty:** Very Easy. Modified by relationship.

**Required Powers:** *Accelerate another's healing, control another's pain, control pain, life detection, life sense, projective telepathy, receptive telepathy, transfer Force*

**Time to Use:** One minute

**Effect:** This technique allows a Voss Mystic to draw on the strength of others to heal an injured patient.

The Voss Mystic first draws on the Force and establishes a link with every individual from whom they is drawing strength from. The user then channels the strength from the links into the patient, allowing the patient to make two natural healing rolls for the current day twelve hours apart. The patient normally gets a +2 modifier to both *Strength* rolls to heal. However, because of the link the Voss Mystic establishes with other participants, for every two individuals with whom the Voss Mystic establishes a link, the patient receives an additional +1 modifier to both *Strength* rolls to heal.

**Author's note:** The Sith Lord Fulminiss learned how to perform this ritual, and later corrupted the ritual into a version of *summon fears* or *fear* that allowed him to drive individuals mad across great distances. This does not necessitate the formation of a new power.

**Appeared where:** The Old Republic video game

### Meditative item

The Voss Mystics use the Cosmic Wheel as a meditation focus. When a Voss Mystic uses the Cosmic Wheel while meditating, the Voss Mystic gains a +5 bonus to the associated Force skills.

### Playing a Voss Mystic

Seers and healers, the Voss Mystics are totalitarian rulers of Voss. Though they have incredible aptitude in the Force, they had no formal training and had no interest in receiving training from outsiders.

Race: Voss

Gender: Both

Dexterity skills: All skills available.

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Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

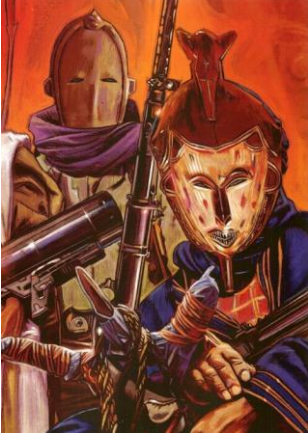
Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Above normal die for all skills.

Force powers: All the powers listed in this section. Place emphasis on *farseeing* and healing powers. Other Jedi powers are available at GM's discretion, but none from non-Jedi traditions.

# Ysanna Powers



**Restriction:** These spells are generally restricted to the Ysanna, though there is nothing forbidding the gamemaster to allow other similar Force traditions to have access to these powers. Having encountered the Ysanna, Luke Skywalker might have learned or duplicated this power and have made it available for his students to learn

The canonicity of all entries in this section is Legends.

## Sense and Alter Powers

### Projectile Guidance

**Sense Difficulty:** Moderate

**Alter Difficulty:** Very Easy, modified by range

Range	Modifier
Point-blank	+10
Short	0
Medium	-5
Long	-10

Add the following modifiers if the object is not moving in a simple, straight-line movement:

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

+11 to +25 or more for complex maneuvers

**Required Powers:** *Combat sense, concentration, danger sense, life detection, telekinesis*

**Effect:** Possibly derived from *grenade defense*, the Ysanna tribesmen perfected this power as a means of ensuring that the projectiles fired from their concussion bow slug throwers struck their targets. Once the projectile is fired, the Ysanna use the Force to bend and “guide” the trajectory of the projectiles towards their target. This ensured great accuracy and makes them precise marksmen.

While not particularly taxing, since the tribesmen have been able to empty their entire clips and guide all their shots towards the target, this power did require concentration. Furthermore, this power had a greater chance of success the farther away the tribesman is from the target, as it gives the

tribesman more distance and time to guide the shot towards the target.

It may be possible to use this power to guide projectiles fired from bows and firearms, and perhaps even thrown weapons like knives, daggers, javelins, spears, and similar weapons.

**Author’s Note:** Since this power and the Blazing Chain power *blaster bolt guidance* are virtually identical, I decided to make the descriptions virtually identical. There are minor differences between the two, but it is these differences that help distinguish one from the other and reflect the different groups to which they are associated.

**Appeared where:** Dark Empire II

**Example:** The Ysanna used this to guide their shots towards the Imperial troopers in Dark Empire II.

## Playing a Ysanna Shaman

The Ysanna Shaman are long lost survivors of the desolation of Ossus four thousand years ago. They have learned to survive the harsh environment that existed on Ossus since the devastation, forming tribes that practice the Force in an arcane manner.

Race: Human

Gender: Both

Dexterity skills: *Brawling parry, concussion bow, dodge, melee combat, melee parry, running, thrown weapons.*

Knowledge skills: *Clan lore, cultures, law enforcement, survival, willpower.*

Mechanical skills: *Beast riding.*

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: *Armor repair, first aid, primitive construction.*

Force skills: No particular emphasis.

Force powers: All the powers listed in this section. All Jedi powers are available.



# Zeffo Sage Powers



**Restriction:** These powers are restricted to the Sabracci Sages and the Zeffo species. However, at some point in the past, the Jedi Order encountered either the Zeffo or the Sabracci Sages and have documented their powers within the Jedi Archives. So, Jedi from the High Republic Era onwards can learn these powers.

The canonicity of all entries

in this section is Canon.

## Control and Alter Powers

### Wall Stand

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Enhance attribute, telekinesis*

*This power may be kept up.*

**Effect:** This power allows the user to stand on a vertical surface without falling. While there are similarities between this power, *spider walk*, *up the walls*, *wall run*, and *wallwalk*, there are distinct differences between them. *Spider walk* and *wallwalk* requires the user to use the hands and feet to cling to and climb up the surface. *Up the walls* and *wall run* require the user to be running and to start and finish the movement on the floor or ground. *Wall stand* requires one to start on the floor or ground, but it does not require one to be running.

When activated, the user can climb up walls unencumbered at half her normal rate of speed. If he is carrying any significant weight, it will slow him down accordingly.

Environmental conditions can affect the difficulties for this power. The difficulties are for a regular surface and for what the one using this power considers to be normal gravity. If the gravity is lighter than normal, then the difficulties are reduced one level. If the gravity is heavier than normal, the difficulties are one level higher. If the surface of the wall is slick – wet from rain or covered in ice – then there is a risk of slippage, and the difficulty level increases by one. If the surface is

sticky, as if it were coated in resin or an adhesive substance, the difficulty level decreases by one. High winds are also a factor, and the GM can increase the difficulty accordingly.

One can use this power to aid in climbing a wall or cliff, but the user must be climbing by using a rope in their hands. The user would be standing on the wall and going up the surface while pulling on a rope with their hands. Doing this will grant a +5 bonus to climbing/jumping, but the multiple action penalty applies as well. If one chooses to climb a wall with both hands and feet, instead of walking up the wall, then this power will not work.

Opponents can pry a user off the wall and must make an appropriate *Strength* or *alter* roll against the user's control.

**Appeared where:** The High Republic Adventures – The Monster of Temple Peak

## Playing a Zeffo/Sabbracci Sage

The Zeffo was an ancient race of beings, many of whom could wield the Force, which they called the “Life Wind.” Those who could were called Sages. The Sabracci Sages were possibly a subgroup of Zeffo Sages that operated at some point during the High Republic Era. Originally a peaceful culture, the Zeffo became more and more corrupt, eventually falling to the Dark Side. Through internal strife, the Zeffo became nearly extinct. The survivors fled into the “great unknown” in hope of finally finding peace.

By the time of the Clone Wars, only remnants of their civilization remained on Zeffo, Dathomir, Bogano, Kashyyyk, and Ontotho. Aside from these archaeological sites, not much is known about the Zeffo Sages, the Sabracci Sages, or even the Zeffo. Thus, playing a Zeffo Sage or a Sabracci Sage is impossible to do at this time. There is only the following speculation.

Race: Zeffo only.

Force skills: No particular emphasis.

Force powers: All spells listed here are available. All Jedi powers are available as well. Given how their temples utilize the winds to make pathways to various areas available to the Sages or other Force-sensitives, lanterns to burn away brushes and tangled vines for the same purpose, devices to simulate the gravity pull of planets, and feature watery areas from rainfall, the Zeffo Sages and maybe the Sabracci Sages focus on Force powers that manipulate the winds, water, and most likely the weather itself. They may also manipulate fire and perhaps plant life and gravity itself. Considering *wall stand* allows one to stand on a vertical surface, like a stone wall or even a cliff, the Sabracci Sages and maybe the Zeffo Sages may also use Force powers that involve the manipulation of earth and/or stone. In essence, the Zeffo Sages and Sabracci Sages manipulate the elements of nature just as the Shapers of Kro Var do. Thus, it is not unreasonable to believe that the powers and spells listed in this work that deal with the

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manipulation of the elements of nature are available to the Zeffo Sages and the Sabracci Sages.

# Zeison Sha Powers



**Restriction:** This power is generally exclusive to the Zeison Sha, though with experimentation other Force traditions can duplicate this power.

Zeison Sha rank	Corresponding Jedi rank
Initiate	Jedi Initiate, Jedi Padawan
Warrior	Jedi Knight, Jedi Master

The canonicity of all entries in this section is Legends.

## Control and Sense Powers

### Discblade combat

**Author's Note:** A Zeison Sha can use *Force weapon* to make their discblade capable of parrying a lightsaber. But it does not grant the Zeison Sha the ability to deflect or redirect blaster fire like a lightsaber and *lightsaber combat* can. The Zeison Sha tried to come up with a power that would allow their discblade to do that in combination with *Force weapon – discblade combat*. However, the design of the discblade is a ring with the handle in the center. While very the design of the weapon allows a Zeison Sha to catch the discblade safely in flight, the same design makes it extremely difficult, if not impossible, to deflect blaster fire, never mind redirecting it. Until the discblade is redesigned in some way to make this possible, *discblade combat* is not practical.

## Control and Alter Powers

### Attune Armor (Zeison Sha)

**Control Difficulty:** Moderate, Difficult, or Heroic

**Alter Difficulty:** Moderate, Difficult, or Heroic

**Required Powers:** *Concentration, control another's pain, control pain, transfer Force*

**Effect:** The Zeison Sha developed their powers as a means of surviving the harsh planet of Yanibar. The Zeison Sha stress

independence and survival as well as assistance to those in need. To help survive in this environment, the Zeison Sha developed armor and infused them with the Force for protection.

There are two sets of light armor worn by the Zeison Sha. The Zeison Sha Initiate armor is worn by the Zeison Sha Initiates who are known for their survival skills and resourcefulness. Their flexible armor is very durable. The Zeison Sha Warrior armor is worn by Zeison Sha Warriors – powerful combatants who are particularly skilled in telekinetic Force powers. Their fortified garments are somewhat restrictive, but they do not interfere with their use of the Force.

Attuning a Zeison Sha Initiate armor requires Moderate rolls, while the Zeison Sha Warrior armor requires Difficult rolls.

Both sets of armors can be upgraded with a mesh underlay. Adding the mesh underlay requires an Easy *armor repair* roll and grants a +2 bonus to resist energy attacks. The Zeison Sha can then use *attune armor (Zeison Sha)* on the mesh underlay to attune it with the rest of the armor. If the Zeison Sha makes a successful Heroic roll on both Force skills, the imbuing of the mesh underlay and the armor will grant the Zeison Sha a +10 bonus to resist mind-affecting powers. Unless the Zeison Sha armor is augmented with a mesh underlay **and** the mesh underlay has been imbued with the Force, the Zeison Sha will not receive the bonus to resist mind-affecting powers.

Armor	Initiate	Warrior
<b>Bonus against physical/energy attacks</b>	+1	+2
<b>Stamina skill bonus</b>	+1	+1

While meant for the Zeison Sha, these robes can be worn by members of other Force traditions; however, the size of the robes limit them to Humans and similarly sized alien species.

**Author's Note:** These armors appeared in the [Knights of the Old Republic II: The Sith Lords](#) video game. Since they helped the players defend against attacks and gave bonuses to their Fortitude saving throws, I decided to create this power to explain how the robes could do this. I drew upon the Jal Shey power *attune item (Jal Shey)* and the Jensaarai power *attune armor* when creating this.

**Appeared where:** [Knights of the Old Republic II: The Sith Lords](#) video game

### Charge Discblade

**Control Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Prerequisites:** *Concentration, Force weapon*

**Effect:** The discblade is the signature weapon of the Zeison Sha, just as the lightsaber is the signature weapon of the Jedi Order. The Zeison Sha can throw this aerodynamic metal ring with handgrips and four protruding curved blades at their enemies and use the Force to recall the weapon to their hands.



The Zeison Sha can imbue the discblade with the Force using *Force weapon* to make it resistant to lightsabers. Normally, when a Force user throws a weapon that had been imbued with Force energy via *Force weapon*, the weapon in question loses

the Force energy the instant it leaves the user's hands. The Zeison Sha saw the potential advantage of having the discblade retain the Force energy imbued by *Force weapon* while in flight, so the Zeison Sha developed this power.

Like *Force weapon*, *charge discblade* can only be used on the Zeison Sha's personal discblade and can increase the amount of damage the discblade inflicts on a successful hit depending on the *alter* skill roll.

<b>Alter roll <math>\geq</math> difficulty by</b>	<b>Increase damage</b>
0-8	+1 pip
9-16	+2 pips
17-24	+1D
25+	+1D+1

*Charge discblade* grants the discblade the same penetrating power as a lightsaber blade.

However, unlike *Force weapon*, *charge discblade* last for one round and can only be used once per encounter. Once a discblade empowered with this power returns to the Zeison Sha's hand, the power cannot be used again during the encounter.

For the discblade to retain the Force energy in flight, the Zeison Sha must spend a Force point. Should a discblade empowered with *charge discblade* strike an object or is deflected by an energy shield, a lightweapon, or a weapon charged with *Force weapon*, the Force point is expended, and the damage increase granted by this power ends. If the discblade empowered with *charge discblade* returns to the Zeison Sha without striking anything, the Zeison Sha regains the spent Force point, but cannot use *charge discblade* for the rest of the encounter.

The Zeison Sha uses *kinetic combat* to control the flight of the discblade, so using *charge discblade* at the same time incurs the multiple action penalty.

A Zeison Sha who uses this power to injure or kill a helpless being immediately gains a Dark Side Point.

**Author's Note:** While sharp, the discblade does not have the penetrating power of a lightsaber unless a Zeison Sha uses *Force weapon*. From the description of *Force weapon*, the weapon receives the benefit of said power as long as the individual is holding the weapon. If the user throws the weapon, the benefits end. I can see the Zeison Sha wanting their discblade to keep the benefits after throwing it at their enemies, so I created this power.

## Playing a Zeison Sha

The Zeison Sha are an order of Force adepts known for their survival skills, resourcefulness, and exceptional telekinetic talents.

Race: Human, Duros, Twi'leks, and Rodians from the planet Yanibar only.

Gender: Both

Dexterity skills: All skills available. Place emphasis on *thrown weapons*. Establish preference for *acrobatics*.

Knowledge skills: All skills available. Place emphasis on *survival*. Establish preference for *intimidation* and *scholar*.

Mechanical skills: All skills available.

Perception skills: All skills available. Establish preference for *search*.

Strength skills: All skills available. Establish preference for *climbing/jumping* and *swimming*.

Technical skills: All skills available. Establish preference for *first aid* and repair skills.

Force skills: Very high *alter* die. Normal *control* and *sense* die.

Force powers: All Jedi powers are available. All the powers listed in this section. Place emphasis on *Force flight*, *Force push*, *Force shot*, *Force weapon*, *Force whirlwind*, *Force wind*, *greater Force shield*, *grenade defense*, *intercept*, *lesser Force shield*, *kinetic combat*, *projected fighting*, *repulse*, *telekinesis*, and *telekinetic kill*. Establish preference for *Force bomb*, *Force burst*, and *Force eruption*.



# Other Force Traditions

There are numerous other Force traditions in the galaxy and throughout history. These traditions have been described in various sources published by Wizards of the Coast. Having read these descriptions, I have determined that these sources do not have any new powers worth listing, and that the powers that they possess have already been listed, either in this work or in others. Nevertheless, I have chosen to offer my suggestions on what skills and powers a member of these Force traditions should have, learn, or be able to learn.

## Playing an Adviser

The Advisers were a Force-using organization based in the Anoat Sector known to the Noble Court – the assembled ruling families of the sector. The Adviser's role was the ensured survival of the of the Court, and that included training Force techniques to some of the nobles who themselves were Force-sensitive. Despite the Empire subjugating the sector and attempting to stomp out the ruling families, the families survived in secret with help from the Advisers.

Race: Any, but with emphasis on species native to the Anoat sector

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available. Place emphasis on *bureaucracy* and *scholar*.

Mechanical skills: All skills available.

Perception skills: All skills available. Place emphasis on *sneak*.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All Jedi powers are available.

This Force tradition is Canon in canonicity.

## Playing a Blackguard

The Blackguard are a group of Force wielders formed by Vulta Danaat, a former member of the Brotherhood of Darkness and former apprentice of Lord Skere Kaan. Based on

Mustafar, they are a reclusive group clinging to the belief that to increase one's knowledge of the Force, one must understand the philosophies and abilities of other Force traditions across the galaxy. Thus, many members of their order are scattered across the galaxy to achieve this goal. They also believed that while there was no light or dark side, the light and dark side only dwelt within the user. The Blackguards sought to bring balance to the light and dark sides within themselves. This philosophy is akin to what the Je'daii Order preached.



There were five ranks within the Blackguards: Minion, which was akin to Jedi youngling; Elite Minion, which was similar to Jedi Padawan; Wilder, which was similar to Jedi Knight; Elite Wilder, which was similar to Jedi Master; and "The Kursk", which was similar to Jedi Grand Master. For an Elite

Minion to become a Wilder, the candidate needed to kill a Sher Kar, a huge scorpion-like beast that mostly inhabited the deepest part of the Tulus Nesting Grounds. An Elite Minion performing this rite is akin to a Jedi Padawan taking the Jedi Trials to become a Jedi Knight.

Upon becoming a Wilder, the candidate could choose one of three specialized ranks: Marauder – the ones who explored the galaxy to seek and study other Force traditions; Trinity Assassin – the ones who eliminated enemies of the Blackguards and protected Force relics; and Ravagers – the ones who defended the order's headquarters.

Race: Any

Gender: Both

Dexterity skills: All skills available. Place emphasis on *lightsaber*, *melee combat*, and *melee parry*.

Knowledge skills: All skills available. Place emphasis on *planetary systems*, *scholar: dark side lore*, *scholar: Force traditions*, and *tactics*.

Mechanical skills: All skills available. Place emphasis on *astrogation* and *piloting skills*.

Perception skills: All skills available.

Strength skills: All skills available. Place emphasis on *brawling*.

Technical skills: All skills available, including *lightsaber engineering/repair*. (A) *Holocron engineering* and *holocron programming* might be available.

Force skills: No particular emphasis.

Force powers: All Jedi powers are available. Preference for *affect mind*, *battle meditation*, *combat sense*, and *lightsaber combat*. *Holocron construction* and *impart essence* might be available.

This Force tradition is Legends in canonicity.

## Playing an *ela b'Yentarr*



The *ela b'Yentarr* was the name the Bosph gave the Force-sensitive members of their race. The Bosphs believed the Force to be a manifestation of the power of the Yentarr, which meant “unknown spirits” and referred to a deity-like entity the Bosph believed in and to which they attributed all unexplainable phenomena.

The *ela b'Yentarr* made up the Bosph’s government, and when a young Bosph showed signs of being Force-sensitive, they were inducted as

apprentices into one of the various factions that made up the government.

### Playing a Farseer

One faction was the Farseer. While not much is known about this faction, the name suggests their members knew farseeing.

Race: Bosph only

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available. Emphasis on *bureaucracy*.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Normal *alter* die. High *control* and *sense* die.

Force powers: All Jedi powers are available. Place emphasis on *farseeing*, *life detection*, and *life sense*.

### Playing a Gamefinder

Another faction was the Gamefinders, who taught their members how to hunt and the Force powers that would help them in hunting, like *life detection*, *postcognition*, and *sense path*.

Race: Bosph only

Gender: Both

Dexterity skills: All skills available. Emphasis on hunting-related skills.

Knowledge skills: All skills available. Emphasis on *bureaucracy*.

Mechanical skills: All skills available.

Perception skills: All skills available. Emphasis on *search*, *search: tracking*, and *sneak*.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: Normal *control* and *alter* die. High *sense* die.

Force powers: All Jedi powers are available. Place emphasis on *life detection*, *postcognition*, and *sense path*.

### Playing a Sickhealer

A third faction was the Sickhealers, who taught their members how to heal and the Force powers that would help them in healing.

Race: Bosph only

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available. Emphasis on *bureaucracy*.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Technical skills: All skills available. Emphasis on *first aid*.

Establish preference for (A) *medicine* and other first aid-related skills.

Force skills: Normal *sense* die. High *control* and *alter* die.

Force powers: All Jedi powers are available. Place emphasis on *accelerate another’s healing*, *accelerate healing*, *control another’s disease*, *control another’s pain*, *control disease*, and *control pain*. Establish preference for other healing powers.

These Force traditions are Legends in canonicity.

## Playing a Gray Paladin

The Gray Paladins are a subset of the Teepo Paladins. Not only are they more militant than the Jedi or the Teepo Paladins, they eschew the use of the Force in any physical manifestation, relying on armed and unarmed militant skills to achieve their goals. They do allow the Force to act in an auxiliary action, such as guiding their actions which afforded them incredible quickness and accuracy in combat.

Race: Any

Gender: Both

Dexterity skills: All skills available with the possible exception of *lightsaber*.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available. Emphasis on *brawling* and *brawling: martial arts*.

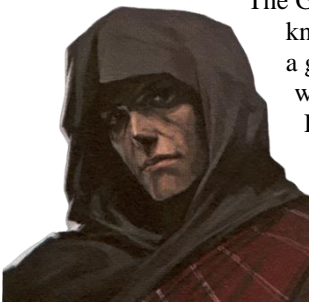
Technical skills: All skills available.

## Star Wars

Force skills: No particular emphasis, but all Force skills have lower die values than that of Jedi or Teepo Paladins.  
Force powers: *Blaster combat* is available. Will use *enhance attribute* to enhance their combat skills. Will not use *enhance attribute* to enhance acrobatics. Will not use *burst of speed* or any other flashier Force powers.

This Force tradition is Legends in canonicity.

### Playing a Guardian of the Breath



The Guardians of the Breath, also known as Kashi Mer Mystics, were a group of Force-wielders allied with the ancient Kashi Mer Dynasty. The Dynasty ended when the primary star that supported Kashi went supernova 25,000 years before the Battle of Yavin. While they existed, the Guardians used their powers to aid in the

raising of crops and the healing of the sick and injured. The Guardian Elders used the Force, or the Breath as they called it, to see visions of the future so they could guide their civilization.

Race: Human  
Gender: Both  
Dexterity skills: All skills available.  
Knowledge skills: All skills available.  
Mechanical skills: All skills available.  
Perception skills: All skills available.  
Strength skills: All skills available.  
Technical skills: All skills available.  
Force skills: No particular emphasis.  
Force powers: All Jedi powers are available. Place emphasis on *plant surge*, and healing powers. *Farseeing*, *life detection*, and *life sense* are required for Guardian Elders to learn.

This Force tradition is Legends in canonicity.

### Playing a H'Drachi Seer

The H'Drachi Seers were a group of H'Drachi based on M'Haeli who were able to foresee events before they occur by examining the time-stream.

Race: H'Drachi only  
Gender: Both  
Dexterity skills: All skills available.  
Knowledge skills: All skills available.  
Mechanical skills: All skills available.

Perception skills: All skills available.  
Strength skills: All skills available.  
Technical skills: All skills available.  
Force skills: No particular emphasis.  
Force powers: All Jedi powers are available. Place emphasis on *plant surge*, and healing powers. *Farseeing*, *life detection*, and *life sense* are required for Guardian Elders to learn.

This Force tradition is Legends in canonicity.

### Playing a Jungle Felucian Shaman



The Shamans of the Jungle Felucians are the spiritual leaders of the Jungle Felucians who use their powers to protect and heal their comrades.

Race: Jungle Felucians only  
Gender: Both  
Dexterity skills: *Bows*, *brawling parry*, *dodge*, *melee combat*, *melee parry*, *running*, *thrown weapons*.

Knowledge skills: *Clan lore*, *cultures*, *survival*, *willpower*.  
Mechanical skills: *Beast riding*.  
Perception skills: All skills available. Place emphasis on *search* and *sneak*.  
Strength skills: All skills available.  
Technical skills: *First aid*, *primitive construction*.  
Force skills: No particular emphasis.  
Force powers: All Jedi powers are available. Place emphasis on *beast control*, *danger sense*, *enhance attribute*, *Force blast*, *Force weapon*, *friendship*, *malacia*, *perfect telepathy*, *projective telepathy*, *receptive telepathy*, and healing powers. *Debilitate Force* is an option for Felucian shamans who turn to the dark side.

This Force tradition is Legends in canonicity.

### Playing a member of the Brotherhood of the Beatific Countenance

The Brotherhood of the Beatific Countenance was a Force-based Lorradian religious group that was active during the reign of the Galactic Empire. Most members of the Brotherhood wore heavy vermilion robes and cowls to represent a physical vow of silence, a counter to their natural physical expressiveness. Some members, such as the leaders of a congregation, wore Blue Gowns of the Sullen Moona and Lorradian Cowls of Quiescence. Some followers carried staff-mounted censers filled with burning Qatameric incense that





permeated through their heavy fabrics and masked their natural scent. In keeping with the faith's concealment of individuality, some members went so far as to strip themselves of their own names.

Members of the Bortheroth of Beatific Countenance often went on religious pilgrimages to worlds of spiritual

significance, such as Jedha.

Race: Lorradian only

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available.

Mechanical skills: All skills available.

Perception skills: All skills available. Emphasis on *sneak* possible.

Strength skills: All skills available.

Technical skills: All skills available.

Force skills: No particular emphasis.

Force powers: All Jedi powers are available.

This Force tradition is Canon in canonicity.

## Playing a member of the Dagoyan Order



The Dagoyan Order is a pacifist, ascetic, monastic order on Bardotta that is firmly entrenched within Bardottan society. However, some felt the impulsion to remove themselves from society, so

they go to the Halsoun Dagoyan Monastery and become Halsoun Monks.

The Dagoyan use various incenses as meditative foci. When using these meditative foci, a Dagoyan receives a +5 bonus to their skills when meditating.

Race: Bardottan (Phuii) only

Gender: Both

Dexterity skills: *Running*.

Knowledge skills: Skills that can be used in an aggressive manner, like *intimidation*, are forbidden.

Mechanical skills: No combat-related skills.

Perception skills: All skills available.

Strength skills: *Climbing/jumping*, *stamina*, and *swimming*.

Technical skills: No combat-related skills.

Force skills: No particular emphasis.

Force powers: Combat-related Force powers and Dark Side powers are forbidden.

This Force tradition is Canon in canonicity.

## Playing a member of the Yacombe



The Yacombe were a group that once associated with the dark side of the Force, but have since renounced the dark side and chosen to strive for neutrality and balance in all things. Members of the Yacombe never spoke directly with others. Rather, they allowed proxies to speak for them. They have had a long association with the Lonto.

Race: Any

Gender: Both

Dexterity skills: All skills available.

Knowledge skills: All skills available. As this group once associated with the dark side of the Force, members would know scholar: dark side lore and similar scholar skills, even though they have chosen to renounce the dark side.

Mechanical skills: All skills available.

Perception skills: All skills available.

Strength skills: All skills available.

Force skills: No particular emphasis.

Force powers: As they communicate with other via proxies, they probably communicate with their proxies telepathically. Thus, *projective telepathy* and its prerequisites are mandatory. *Perfect telepathy* is highly recommended. All other Jedi powers are available. In the past, while associated with the dark side of the Force, Dark Side powers were prevalent among the members. Now that they are striving for neutrality and balance, Dark Side powers are forbidden.

This Force tradition is Canon in canonicity.

## Playing a Nun of G'aav'aar'oon



The Nuns of G'aav'aar'oon were originally a group of Force-sensitive female Gamorreans who set up a convent in the ruins of an old

Jedi fortress on the asteroid of G'aav'aar'oon shortly before the Clone Wars. The asteroid was a natural focus of the Force, which allowed the nuns to heal those who came to the convent. Using meditation and prayer to direct their power towards healing, the nuns were quiet, pious, and calm. Their way was one of calmness and passivity rather than violence, which they were encouraged never to use. Originally all



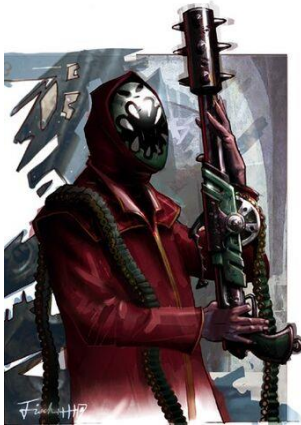
Gamorreans, they later accepted other alien species including near-Humans.

The nuns were still active during the reign of the Empire, but remained neutral until Imperial scouts posing as Rebel agents demanded that they turn their asteroid over to them. Their attempt failed, and the Imperials killed the leader of the convent Mother Grotrugga during their escape. Mother Grotrugga became a Force ghost after her death and informed the nuns the truth about the Imperial scouts. Afterwards, the nuns invited the Rebel Alliance to make peaceful use of the asteroid only. As they had no intention of arming the base, the Rebel Alliance agreed. Many Rebels came to the base to revitalize themselves spiritually and psychologically and to recover from the trauma of war. The Empire continued to send units to deal with the nuns, but they always suffered inexplicable problems, such as motivator breakdowns, white armor fatigue, and computer viruses, and were forced to turn back.

Race: Gamorreans initially. Other races including near-Humans were soon accepted  
 Gender: Female only  
 Dexterity skills: Combat-based skills forbidden.  
 Knowledge skills: *Intimidation* and *tactics* forbidden.  
 Establish preference for *scholar* with focus on healing and medical arts.  
 Mechanical skills: Combat-based skills forbidden.  
 Perception skills: All skills available.  
 Strength skills: Combat-based skills forbidden.  
 Technical skills: Combat-based skills forbidden. Place emphasis on *first aid* and *(A) medicine*.  
 Force skills: Normal *control* and *alter die*. High *sense die*.  
 Force powers: Focus on Force powers dealing with healing. Combat-related Force powers and Dark Side powers are forbidden.

This Force tradition is Legends in canonicity.

## Playing a Seyugi Dervish



The Seyugi Dervish is a Force-sensitive cult of assassin that terrorized the Core Worlds before the Jedi defeated them.

Race: Any  
 Gender: Both  
 Dexterity skills: All skills available. Place emphasis on *archaic guns: slughtrowers, brawling parry, dodge, melee combat, and melee parry*.

Knowledge skills: All skills available. Establish preference for *alien species, intimidation, and survival*.  
 Mechanical skills: All skills available.  
 Perception skills: All skills available. Place emphasis on *search* and *sneak*.  
 Strength skills: All skills available. Place emphasis on *acrobatics, brawling: martial arts, and climbing/jumping*.  
 Technical skills: All skills available.  
 Force skills: No particular emphasis.  
 Force powers: All Jedi powers are available, though *burst of speed* is known amongst all of them.

This Force tradition is Legends in canonicity.

## Playing an un'Yala

The un'Yala were the chiefs or tribal elders of the Rellarin, a low-technology species from Rellnas Minor renown for their wisdom, spirituality, and ethics.

They were on average over two hundred years old, which meant they had a vast store of experience to draw upon when giving advice and making decisions. They also led their people in hour-long ritual dances meant to cast “spells” and give ‘blessings.” During these rituals, many un'Yalas gained insight from the Force.

Race: Rellarin  
 Gender: Both  
 Dexterity skills: All skills available.  
 Knowledge skills: All skills available.  
 Mechanical skills: All skills available.  
 Perception skills: All skills available.  
 Strength skills: All skills available.  
 Technical skills: All skills available.  
 Force skills: No particular emphasis.  
 Force powers: All Jedi powers are available.

This Force tradition is Legends in canonicity.

## Playing a Warden of the Sky



The Wardens of the Sky consist of individuals who use their knowledge of space and the Force to keep the space lanes safe for everyone to travel on.

Race: Any non-primitive race  
 Gender: Both  
 Dexterity skills: All skills available except for *blaster*.  
 Establish preference for *brawling parry*.

## Star Wars

Knowledge skills: All skills available. Place emphasis on *streetwise*.

Mechanical skills: All skills available. Place emphasis on spacecraft skills.

Perception skills: All skills available. Place emphasis on *search* and *sneak*.

Strength skills: All skills available. Establish preference for *brawling: martial arts* and *climbing/jumping*.

Technical skills: All skills available. Place emphasis on spacecraft repair skills.

Force skills: No particular emphasis.

Force powers: All Jedi powers are available. Establish preference for *combat sense*, *concentration*, *enhance attribute*, *greater Force shield*, *Force stealth*, *instinctive astrogation*, *instinctive astrogation (control)*, and *lesser Force shield*.

This Force tradition is Legends in canonicity.

# Force Artifacts

The demon mask has a value of 4,000 credits.

## Dolina Ring Seed

Status: Legends

Though erased from galactic charts, Dagobah did receive rare visitors in the past who brought away samples of the unique flora and fauna found on that world. One of the vegetative wonders was the dolina ring seed, and samples of this seed were held by several universities and agribusiness concerns throughout the galaxy. Though the samples' provenance is now unknown, their unusual shape and mysterious properties continue to be studied by scientists.

The dolina seeds are embryonic plants forming both the culmination and the beginning of the life cycle of an unknown angiosperm. Unlike most coated seeds that have been cataloged from across known space, dolina seeds are neither spherical nor ovoid. The endocarp – the hardened fruit layer – surrounding and fused to the actual seed material forms a woody ring about three centimeters in diameter. This unique shape has long fascinated botanists who sought to learn what form of plant might grow from a ring. Unfortunately, no dolina ring seeds have ever germinated away from the soggy soils of Dagobah, so no one currently living knows what manner of shrub, flowering plant, or tree might grow from them.

Normally, stymied scientists would turn their attention to some other wonder, but the dolina ring seeds have characteristics that make them fascinating on their own. First, they are near-indestructible, capable of withstanding tremendous pressures, temperature extremes, and baths of caustic and corrosive chemicals with little to no physical evidence of trauma to their outer coatings. Another unusual property in his botanical artifact is the seeds' extraordinary density. It is small enough to be held in the palm of a human's hand, and even on a size and shape appropriate to be worn as jewelry on some sentients' fingers, dolina ring seeds mass in at an incredible nine kilograms on average, making them some of the heaviest known plant matter.

There is a closely guarded secret of dolina ring seeds known only to the very few Force-sensitive scientists who have studied them. Their Force reactivity was discovered and described by a Sullustian agronomist employed by a Mid Rim foodstuffs company a few years after the end of the Clone Wars. The scientist and all her research were promptly confiscated by Imperial agents. Around the same time, a human farmer and chemist working independently came across a dolina ring seed in a lot of seed stocks he had purchased as part of a load of salvage from a Trandoshan junk dealer. Unaware of the scant findings that had been published about the ring seeds, the farmer kept the sample at first as a simple curiosity. It was only when an Imperial sweep of his planet for Force-sensitives targeted his young daughter that the ring's value became apparent.

To protect his daughter, Syla Trasker, from the Inquisitors, the farmer hid her in his library while trying to convince

There are other Force-using sects besides the Jedi and the Sith, and these sects have created their own artifacts. Just as the Force is not limited to the Jedi and the Sith, The Nightsisters have managed to make quite an impact on galactic affairs, the Jedi, and the Sith. This is due not only to their unique magicks, but also to the few artifacts they have been able to create.

## Book of Stars

Status: Canon

The Book of Stars was a religious text used by the Order of the Esoteric Pulsar. In the book were secret pages that served as a guide to their perception of the mystical energy field known as the Force.

## Calming Salve

Status: Legends

Some Force traditions have created special healing salves that could calm a patient. Rubbing these salves into the skin of the patient opens the individual to the Living Force surrounding them. Those who lack Force-sensitivity find the experience strange, but comforting. Those who are Force-sensitive can draw the energy into themselves. When they release it, they wash away their fears in the cleansing warmth of the Force.

When used to treat a Force-sensitive character, the salve not only heals the character one wound level, but it also removes any fatigue the character might be experiencing.

The calming salve has a value of 250 credits.

## Demon Mask

Status: Legends

Every species and culture has scary stories of monsters with supernatural powers. Usually, these stories are just that – stories. But throughout history disciples of the dark side have found value in adopting the imagery of these mythical demons to spread fear to their enemies and fearlessness among their followers. Having been worn by these adepts for generations, some demon masks have become imbued with the dark side of the Force, granting certain powers to their wearers.

In GM terms, a demon mask grants its wearer a bonus to their *intimidation* skill. At the GM's discretion, the bonus can be between +1D and +3D. If the GM wishes to have the demon mask grant additional benefits or powers, the GM is free to do so.

Imperial agents that she was offworld with her mother. But a quick record check showed the Imperial agents that the farmer was a widower, and they shot him in cold blood. Syl Trasker overheard the execution and cast about desperately for anything that might save her. It was then that her innate Force abilities that had attracted the Inquisitors' attention in the first place reacted with the dolina ring seed. Sensing that she should do so and ignoring its incredible weight, the girl slipped the seed onto her thumb. The energy of the Living Force filled her body, taking the form of an incredible burst of speed. The Imperial agents only saw a blur as she fled into the night, never to be seen by them again.

Syla Trasker grew to become an accomplished Force adept and a member of the Rebellion. She wore the dolina ring seed on a chain around her neck, its weight unfelt and thus no hindrance. It gave her the ability to run at tremendous Force-granted speeds, though such efforts are only sustainable for a short time and are exhausting. Tests performed by Syla Trasker and Rebellion scientists showed that both the variable weight and the speed-granting properties of the seed were only active when held by a Force-sensitive being.

A Force-sensitive character who possess a dolina ring seed can use *burst of speed* once per encounter. Once used, the character must rest for an hour before being able to move at high speeds again. In addition, the wearer ignores the dolina ring seed's weight for purposes of encumbrance. A character who is not Force-sensitive will not receive the benefit granted by the dolina ring seed and will feel its weight.

The dolina ring seed has a value of 18,000 credits.

### The Dram of Orphne

Status: Legends

The Mid Rim planet of Aleen had long been speculated to be a place with a strong natural resonance with the Force. Unusual, nearly impossible as some would say, features of the planet's ecology, topology, and atmosphere lent credence to theories that the Force saturated the very crust of the planet. The existence of the Dram of Orphne added further credence.

Aleen was a planet that was divided. The surface world was populated by the gregarious and relatively well-known Aleena people. Then there was the mysterious Underworld, which was ruled by the towering, treelike Kindalo. The division between the two races and their environment was absolute. For centuries, it was thought that the world's massive arbozoic trees were the only things that could cross the boundary between the two worlds of Aleen. However, a creature out of legend revealed itself during the Clone Wars. Members of a Republic relief force encountered a being from the Underworld known as Orphne. Orphne was neither Aleena nor Kindao, but a member of some other, unknown species – a sylphlike being who spoke in riddles.

Members of the relief force found themselves trapped in the Underworld and only escaped when they puzzled out the answer to a conundrum posed in verse by Orphne. A critical factor in their escape was their physical location. By solving

the riddle, they moved within what had come to be known as Orphne's Fountain, a sophisticated device based on either unknown technology or on the Force itself. Orphne's Fountain transported the trapped Republic personnel from the Underworld to the surface on a massive jet of water – a phenomenon practically unknown on the relatively arid planet, but was well-remembered by the Aleena.

According to official Republic records, a breach between Aleen's surface and subterranean worlds was sealed, ending the groundquakes that had necessitated the Republic relief force in the first place. However, unknown to the members of the relief force, Chancellor Palpatine had secreted several agents among the medical and support staff. One of the agents, acting on standing orders to record any unusual phenomena possibly related to the Force, collected a sample of the water from Orphne's Fountain. The agent planned to smuggle the sample to Coruscant, but that never happened. Why what had become known as the Dram of Orphne it never made it off the planet was unclear. The agent might have been discovered and countered, or even eliminated by the Aleena or by the Kindalo acting at the behest of Orphne. Aleena mystics claimed the vial and enshrined it at the center of one of the colossal statues that they tend. Unlike the Kindalo, the Aleena were never known to have had direct contact with Orphne, but they held the Dram sacred and used it as a focus of their unusually efficacious healing rituals.

A Force-sensitive individual who possesses the Dram of Orphne recovers from their fatigue at the end of an encounter and can heal one additional wound level from resting naturally. A Force-sensitive individual who possesses the Dram of Orphne while using *first aid* or *(A) medicine* to heal another character gains a +1D bonus to their roll.

The Dram of Orphne has a value of 9,000 credits.

### Echo Stone

Status: Canon



The Echo Stone was a powerful Force artifact that was hidden on the ancient world of Angcord to keep it from the clutches of Sith Lord Darth Ravi. A pink crystal that could be held in one hand, it had an extremely powerful connection to the Living Force and was able to influence the well being of the entire planet. The stone acted as a conduit of the Force, allowing Angcord to be supported by the light but also poisoned by the darkness.

It also had the ability to enhance and amplify connections to the Force – the longer that the Echo Stone was connected to an individual, the greater their Force abilities became. The people of Angcord used the stone to amplify their Force connection and grow more powerful. However, just as the Echo Stone allowed the light and the darkness to touch Angcord, so to it allowed them to touch those who used it.



While the Echo Stone promoted life and growth, it also channeled energy from the dark side of the Force into those connected to it.

In the distant past, Jedi Master Barnabas Vim and his Twi'lek apprentice Vix Fonnick traveled to Angcord in search of Force artifacts. The Lady of Angcord and the pilgrims of Angcord drew power from the Echo Stone, which corrupted them and the planet itself. Master Barnabas Vim had sensed the darkness growing on Angcord and warned the Lady of Angcord of the danger surrounding the Echo Stone. But the Lady of Angcord and the First Pilgrim refused to listen.



After having a dream that revealed the true danger of the Echo Stone, both Jedi made a move to destroy it. Fighting their way past the Lady of Angcord and the pilgrims of Angcord, it was Vix Fonnick who shattered the Echo Stone. With its destruction, the Lady of Angcord was freed from her dark, raging state. Master Barnabas Vim and Vix Fonnick took the fractured shards away from Angcord, restoring balance to the planet. The two scattered the fragments across the galaxy.

Many years later, around 382 years before the Battle of Yavin, Jedi Knight Azlin Rell learned about the Echo Stone from the Jedi Archives at the Jedi Temple on Coruscant and researched it.

### Frangawl Force Powder

Status: Legends

The Frangawl cultists were masters of dark side techniques, including those that deal with capturing and corrupting the Living Force in a sentient being. The cult practiced rituals that culminate in acts of brutal sacrifice. As their victims died, the Force-sensitive cult members used tools to extract the Living Force from them. Once extracted, the energy could be used to power a ritual in progress, or it could be preserved for some future purpose.

One method of preservation the cultists used was to store it in a very fine crystalline powder. When charged with the Living Force, the powder glowed with a faint blue hue. A single sacrifice typically yields several doses of Frangawl Force powder.

When a Force-sensitive character consume a dose of Frangawl Force powder, the individual gains a +2D to their Force skill check the next time they use the Force during that specific encounter. The bonus lasts for that encounter, and will end with the individual's next use of the Force. The +2D bonus can be applied to one Force skill, be split between two Force skills granting a +1D bonus to each, or split between all three Force skills granting a +2 bonus to each. A Force-sensitive character taking a dose of Frangawl Force powder gains a Dark Side Point.

The Frangawl Force Powder has no effect on a character who is not Force-sensitive.

A dose of Frangawl Force Powder costs 2,000 credits.

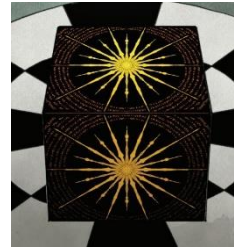
### Grand Master Pina's Blades

Status: Legends

These were a legendary pair of blades honed by Awdrysta Pina in the ancient forges of Vur Tepe on Tython. The blades were long, thin, slightly curving swords with green crystals set in the hilts. The blades emitted a faint emerald glow and were said to have cut down Xendor, the leader of the Legions of Lettow. Both Awdrysta Pina and the blades were lost when Awdrysta Pina went missing while tracking down the remnants of the Legionnaires in the Unknown Regions.

### Grim Rose

Status: Canon



The Grim Rose was a black cube with a sun-shaped emblem on each side. It was a dark artifact that could kill when given a sample of the target's genetic material. It followed a kind of path of connection through space and time to its target, identifying people the target has "touched" – not only physically, but in terms of influence and other nonmaterial connections. The Grim Rose used these people to zero-in on its intended victim. Once it killed the target, it also killed every person along the path it took to get to the target.



Before leaving to rescue Han from Jabba the Hutt, Luke Skywalker returned to the Living Sea Gazian hoping to commune with a Jedi from the past as he had before. He did not know that Jedi were not the only ones who had sought knowledge from Gazian. This time, he encountered a Dark Jedi who revealed the location of a powerful, ancient weapon capable of ending Luke Skywalker's enemies without risking those he cared about. The Rebel Alliance soon locate this weapon on Niraya, they immediately thought of the target for the Grim Rose – Emperor Sheev Palpatine.

They soon discovered that all the Grim Rose needed was a sample of the target's DNA, and it would seek out the target. According to Luke Skywalker, it was powered by some darkness connected to Force that he could not fully ascertain. They managed to obtain a sample of Palpatine's DNA from a secretly rebellious records clerk on Naboo who had hidden a blood sample many years previously. But they soon learned how the Grim Rose worked after activating the artifact with the blood sample.



The Grim Rose attuned itself to Palpatine's spirit and began searching and locating individual who had been directly influenced and impacted by Palpatine one-on-one, beginning at the start of his life, until it eventually

found and killed Palpatine himself. It was C-3PO's translation of the scriptures on the artifact that revealed that every being identified by the Grim Rose before Palpatine would also be killed.



Considering Palpatine's vast sphere of influence, it would mean that the Rebels would have to sacrifice hundreds if not thousands of beings in the name of ending the Emperor. Luke Skywalker began to sense the Grim Rose reaching out and creating a web of Force energy connecting these beings to the artifact.

Refusing the pay that price, Luke Skywalker and his fellow Rebel heroes were forced to shut down the artifact and



spare Palpatine's life. Luke Skywalker tried to destroy it with his lightsaber, but the artifact was undamaged. They learned that could only stop the artifact from killing Palpatine by giving the artifact a new target.

Luke Skywalker returned to the Living Seas of Gazian and found the remains of someone the Living Seas of Gazian did not let go. He presented the remains to the Grim Rose as the new target, but when it realized the new target was already dead, it shut down.

### The Grimoire of Syclos the Lame

Status: Legends



This book was of great importance to the people of Weik. With a page count of 386, the Grimoire was bound in leather and reinforced in bronze.

Decorated with gemstones and mystic patterns, the symbol of the Jedi Order adorned the front cover. The pages of the book were made of eight dozen

prepared animal skins with a green-gray coloring, but the animals in question were not native to Weik. The pages were filled with luminous amber-colored ink, written in a scrawling hand which made it difficult to read. The word count was over a half-million, yet the pages were completely filled with illegible scribbles. The first letters heading each page of the book were hollow-eyed, many-limbed monstrosities out of nightmares, known as the Beasts of Syclos. The Beasts of Syclos were copied and replicated by those fascinated with the text. These beasts were rendered as stone gargoyles atop cathedrals and castles across the planet. During a celebration called the Feast of Worms, which occurred at sunset on the autumnal equinox, the Beasts of Syclos were depicted in papier mâché and carried through the streets.

Its origins were unknown, though the ravings within it were attributed to Syclos the Lame, a wizard of Weik who taught the teachings of death. The spells within the Grimoire were said to unlock great amounts of power, but to read the book was to invite madness. The Force talents within it pertained to the use of the Force in regards to creatures and wild things. During the Galactic Civil War, the Grimoire was kept in the city of Fume under the ownership of Sala Vindako.

To use the Grimoire of Syclos the Lame, one must first be able to read and understand the scribbles on the pages. To do this, one must make a successful Heroic *languages* roll. Regardless of the result of this roll, the individual must make a Very Difficult *willpower* roll, or succumb to madness.

If one makes the successful rolls, the individual will gain a +1D bonus to all Force skills when using any Force power against the creatures described within the Grimoire after reading the Grimoire for one hour. This bonus lasts until the end of the game session. However, this bonus comes at a price. Even though the reader might have avoided the risk of madness from reading this book, the frightening appearances of the letters and the pictures of the Beasts of Syclos has filled the reader with a deep, latent fear for these creatures. Until the game session ends, should the reader encounter any of these creatures, the individual must make a Heroic *willpower* roll, or else flee from these creatures in complete terror.

The Grimoire of Syclos the Lame has a value of 4,000 credits.

### Jedi Star Compass/Sith Wayfinder

Status: Canon

When civilizations began charting the galaxy and the numerous hyperspace routes, they relied primarily on sophisticated computers to plot their routes safely. During these explorations, the explorers came across a mineral called supraluminite and discovered it to be a lodestone – a naturally occurring magnet. What made supraluminite unique was that it was attracted to the center of the galaxy. They realized that just as ancient travelers navigated their way across their respective homeworlds by using a compass that pointed to their home planet's magnetic north pole, the space explorers could construct a similar compass where the supraluminite would always point to the galactic center. These star compasses would prove beneficial in navigating the galaxy and in helping those who have become lost in the galaxy due to a failure in their navicomputer or due to venturing into completely unknown territory find their way home.

The star compass was a palm-sized circular device that could be opened and shut like a locket, held in place by an aurodium clip. The lid of the compass was engraved with astromeridian etch lines, while the innards of the compass were stylized with a graduated bezel. At the center of the device was a plasma-encased supraluminite lodestone that would point towards the center of the galaxy.

To construct a star compass, the individual must have the following prerequisites: (A) *equipment engineering* 3D and

*equipment repair* 5D. Most importantly, the individual **must** have a piece of supraluminate for the compass to work. The supraluminate will point towards the center of the galaxy, and if the individual memorizes the coordinates of where the supraluminate is pointing at the starting point and the destination of his journey, the individual can use the star compass to navigate and make certain he is on the right



direction to his destination. In GM terms, an individual using a star compass will receive a +10 bonus to his *astrogation* roll. The individual receives the same bonus when using *computer programming/repair* to restore his navicomputer if it should lose all stored coordinates.

As for the Jedi and the Sith, they chose a different means of navigation at the beginning. During their travels, the space explorers also encountered purrgils, space-faring megafauna that could travel through hyperspace through biological means. Both Jedi and Sith studied the brains of the purrgils, and used their studies to create wayfinders – pieces of technology that served as a means of navigating the challenging stretches of space. Both Jedi and Sith chose to imbue their wayfinders with the Force, requiring a Force-user to activate the wayfinder so that secrecy and safety were ensured. The wayfinders were the technological ancestors of the holocrons.

The Jedi eventually switched to star compasses, which they designed similarly to the wayfinders. But they soon discovered another unique feature about the supraluminate. They found that they could use the Force to attune the supraluminate in such a way that instead of pointing towards the center of the galaxy, the supraluminate would point towards a specific planet of the Jedi's choosing.

## Attune Supraluminate

**Status:** Homebrew

**Control Difficulty:** Moderate

**Alter Difficulty:** Difficult

**Effect:** While using the star compass to navigate through the galaxy, the Jedi found that they could use the Force to attune the supraluminate within the star compass towards a certain planet rather than the center of the galaxy. The Jedi created this power to accomplish this, but the Jedi could not just use the Force to accomplish this.

The Jedi must first have in one hand something from the planet in question – a soil sample, a rock, plant matter, something from the planet. The Jedi then uses the Force to get the supraluminate to resonate with the substance rather than the galactic center. In doing this, the Jedi is in essence teaching the supraluminate to home in onto the Force signature contained within the substance. When the supraluminate begins to get close to the planet in question, the supraluminate begins to resonate within the Force. As the supraluminate gets closer to the planet, its resonance begins to match the

resonance the planet in question has within the Force. This helps guide the ship with this supraluminate towards the planet in question.

**Author's Note:** I read in Quest for Planet X how the Jedi could do this to the supraluminate, so I decided to come up with this power. It would help explain how Luke Skywalker used the Pillio Star Compass to find Ahch-to and how the Sith and Kylo Ren used the Sith Wayfinder to guide them to Exegol.

Placing a supraluminate that has been altered by *attune supraluminate* back into the star compass turns it into a Jedi compass. It functions just like before but with one significant difference. The Jedi compass will now guide the Jedi to the planet to which the supraluminate has been attuned. This will grant the previously mentioned bonuses **only** when the Jedi is flying towards the planet in question. A Jedi using a Jedi compass to fly towards any other planet in the galaxy will not receive the bonus.

A Jedi compass was kept in the artifact chamber of the archive of the Batuu Jedi temple. 382 years before the Battle of Yavin, Jedi Padawan Rooper Nitani picked it up and felt a feeling of calm. She eventually gave the compass to her friend Dass Leffbruk as a gift.

Luke Skywalker found the Pillio star compass in an observatory Palpatine had constructed on Pillio. He and Lor San Tekka followed the compass to map out the network of long-lost and long-forgotten Jedi temples throughout the galaxy. The Pillio compass was among the collection of artifacts he had at his Jedi temple on Ossus. After the Jedi temple was destroyed, Luke used it to locate the planet Ahch-to, where the First Jedi Temple was located.



During the Baneite Sith Order, the Sith Lords eventually made their way to the world Exegol in the Unknown Regions. After making it their hidden redoubt, the Sith Lords decided to craft two Sith Wayfinders that would allow the Sith to travel safely through the Unknown Regions and its myriad of hazards to reach Exegol. One Sith Wayfinder would belong to the master, and one to the apprentice. These Sith Wayfinders were passed down through the years. One eventually found its way into Darth Sidious' possession. The other into the Eye of Webbish Bog's possession who later gifted it to Darth Vader. Darth Vader placed his in his fortress on Mustafar. After Darth Vader's death, it came under the possession of Alazmec of Winsit and under the protection of the Eye of Webbish Bog. Kylo Ren fought against Alazmec of Winsit and the Mustafarians to claim Vader's, while Sidious' survived the destruction of the Second Death Star and was in the wreckage on Kef Bir until Rey found it.

The Sith Wayfinder was shaped like a Sith holocron, but it was a four-sided pyramid rather than a three-sided tetrahedron. It was made from Kathol resin and Cybotaro waxen glass.



The astrogational systems of starships could be adapted to accept the binary signals emitted by the Sith wayfinders and interpret them as hyperspace jump coordinates. Doing this would require a Difficult *computer programming/repair* roll. Kylo Ren adapted his TIE-wi fighter in this way to locate Exegol. After Rey found Sidious' wayfinder, Kylo Ren destroyed it. She found Vader's wayfinder within the burnt wreckage of Kylo Ren's TIE-wi fighter and did the same to Luke Skywalker's X-wing starfighter for the same purpose. Attaching a Sith Wayfinder to the astrogational system grants the individual a +10 bonus to *astrogation* rolls only when flying to Exegol.

### Nameless Control Rods

Status: Canon

The Nameless control rods were a set of three rods that existed which could control the Nameless, creatures which preyed upon Force-users.

Twenty millennia before the High Republic Era, on the world of Tolis, a planet in Wild Space, there existed a sentient species known as the Tolemites. Black skinned with elongated, double-jointed arms, the Tolemites were steeped in the Force, which they worshipped as the Force. During an expedition, the Tolemites discovered Planet X and brought some of the Nameless back to Tolis. When the Nameless were removed from their home, the creatures were transformed and corrupted by their hunger, and instead fed on the Tolemites. The Nameless, and the affliction known as the blight, destroyed the Tolemite civilization. The surviving Tolemites retreated and constructed three rods using Echo Stones that were used by the Three Ancients to control the Nameless, leading the creatures back to their home.

Although the Tolemites were successful, the survivors numbered only several hundreds, and their demise was inevitable. Some Tolemites fled aboard starships to spread the word, while the remaining members of the species constructed a new city on an island, containing a repository that would preserve their story. The Tolemites' new civilization was eventually destroyed in a flood, leaving their city and the repository underwater.

Millennia later, the Tolemites had fallen into legend. Jedi Knight Reath Silas and former Jedi Master Cohmac Vitus investigated the Tolemites, hoping to learn their knowledge of the Nameless and the blight. The pair discovered the location of Tolis and traveled there, uncovering the Tolemites' repository.

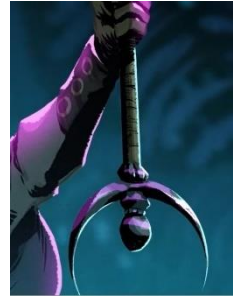


One was the Rod of Seasons, which was once in the possession of the Hynestian royal family before it was stolen by members of the Path of the Open Hand, a cult which believed the Force needed to be "free" of the influence of Force-users such as the

Jedi.

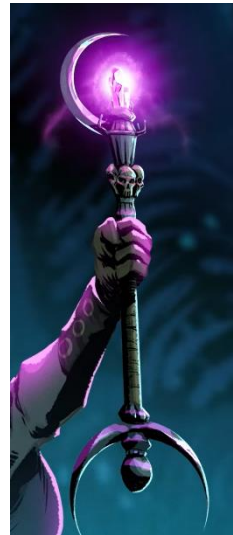
Two Jedi, Zallah Macri and Kevmo Zink, came to Dalna, where the Path was based, to find the artifact. They were killed by the Nameless named the Leveler. Subsequently, Path member Yana Ro discovered that the creature was attracted to the Rod. After the Night of Sorrow, Marda Ro escaped with the Rod of Seasons.

A century and a half later, the Rod of Seasons was owned by Marchion Ro, the Eye of the Nihil. He desired revenge against the Jedi and sought out another of the rods and the Leveler as part of his grand plan.



Another rod was the Rod of Daybreak. It was on display in a museum on the moon Jedha. After the theft of the Rod of Seasons, the Rod of Daybreak was moved to a vault controlled by the Jedi Order for safekeeping. The Mother, the cult leader responsible for the theft, made plans with the smuggler Radicaz Dobbs, who discovered the Rod of

Daybreak's new location, to seize the artifact after her cult, the Path of the Open Hand, abandoned their original headquarters on Dalna.



The Rod of Daybreak could be combined with the Rod of Seasons to form the Rod of Power, which provided one with complete control over the Nameless. After the Rod of Daybreak was recovered, the Path returned to Dalna, only to be defeated in the Night of Sorrow. Path member Yana Ro departed from the Path with the Rod of Daybreak, keeping it a secret from her radicalized cousin Marda Ro, who took ownership of the Rod of Seasons.

Years later, Marda Ro's descendant Marchion Ro sought out the Rod of Daybreak. He tracked down the Elder of the Path Tromak and attempted to force him to reveal its location.

Tromak refused, but his former ward Krix Kameron betrayed him and gave the information to Marchion Ro. With both items in his position, he retrieved the powerful Nameless known as the Great Leveler, which was buried in the Shrine on the planet Rystan. He then reassembled the Rod of Power during an attack on the Nihil base on Grizal, using it to test the Leveler against the Jedi that were there. After the Leveler's success, Marchion Ro traveled with a group of disciples to Planet X, where he used the Rod of Power to gather and capture many Nameless to use them against the Jedi.

The third rod was the Rod of Ages, also known as the Sacred Rod. While the Rod of Seasons and the Rod of Daybreak could individually, or combined as the Rod of Power, control the Nameless, the Rod of Ages could cancel



out the powers granted by the other rods. 382 years before the Battle of Yavin, the two leaders of the Path of the Open Hand, the Herald Werth Plouth and the Mother Elecia Zeveron, contacted Radicaz Dobbs, who specialized in Force artifacts, regarding the Rod of Ages. Over a century later, Jedi Knight Reath Silas and Jedi Padawan Amadeo Azzazzo sought to find the Rod of Ages in their fight against the Nihil who utilized the Nameless. Jedi Knight Reath Silas eventually located the artifact.

**Prayer Beads of the Solaran Hermetic Order**

Status: Legends

Members of the Solaran Hermetic Order used these beads to aid in their meditations. When used during meditation, they grant the user a +5 bonus to their skill rolls while meditating.

**Rakatan Battle Wand**

Status: Legends



**Model:** Rakatan Battle Wand  
**Type:** Stun wand  
**Scale:** Character  
**Skill:** Melee combat: Rakatan battle wand  
**Cost:** Not available for sale  
**Availability:** 4  
**Difficulty:** Moderate  
**Damage:** STR+3 stun damage  
**Game Notes:** Characters can upgrade the Rakatan battle wand with a tremor cell, adding an additional point of stun

damage. While installing a tremor cell usually requires an Easy equipment repair roll, due to the exotic nature of the Rakatan battle wand and its rarity, the difficulty to do accomplish this

The Rakatan battle wand also grants the user a +2 bonus to *melee combat*.

A Rakatan battle wand was a stun weapon that was weighted and shaped to fit a Rakatan grip, making it difficult for other species to use. It seemed more adaptable than one of Republic issue, though similar high-density cells made it unwieldy and unusable with weapons in the off-hand.

The Rakatan battle wand is only available during the time of the Jedi Civil War and the Dark Wars.

**Shadeshine**

Status: Legends

**Cost:** Not Available for Sale

**Availability:** 4,X

**Game Notes:** A force empowered stone which grants the wielder Force abilities at the cost of a vastly shortened life. It grants the wielder 6D in all Force skills and access to all Force powers, but the wielder dies in a year.

Description: The shadeshine was a stone that, after contact, would heighten one's senses to an extreme degree, turning

some, like sight and touch, into transmitters as well as receivers. Whoever touched the stone could speed up the metabolism of other persons, heat up the space around them, or even thicken the air around them, along with other abilities. However, anyone who touched the stone would die within a standard year as their senses eventually became so sensitive to external stimuli that the person's body and mind could no longer stand it. The person would eventually die in agony, burned from within.



The monarchs of Ventooine, the Satabs, were in the possession of the only shadeshine known to exist in the galaxy. Each year, the Satab would choose a successor to hand down the stone and go into suspended animation. Han Solo ended the tradition along with the rule of the Satabs by killing the last of them and destroying the shadeshine by throwing it into *Millennium Falcon's* thrust tubes when he visited Ventooine during his smuggling days.

**Soul snare**

Status: Legends



**Cost:** Not Available for Sale

**Availability:** 4,X

**Game Notes:** The technique to actually use Soul Snares has been lost, although it is thought that it involves the Snare being present at the moment of the imprisoned souls death, prolonging their torment onto into eternity.

Description: Soul snares were prismatic crystal objects found by Luke Skywalker just before his encounter with Rur, which were said to be capable of holding a sentient being's life force for all eternity. Although Skywalker had earlier heard of these objects, he had never been aware of their existence until that point.

Rur had used his computer-body to detect if anyone carrying a lightsaber was near his location. He desired to ensnare Jedi and imprison them in vengeance for their defeating his splinter faction – the Order of the Terrible Glare.

The soul snares might have been the theoretical basis for the creation of the Sith pyramidal crystals that were constructed on Yavin IV by the Sith Lords Naga Sadow and Exar Kun over five millennia later. These Sith pyramidal crystals were capable of entrapping life forces like the soul snares, but on a wide scale.

**Talisman of Iron Fists**

Status: Legends

Throughout the history of the galaxy there have been many warrior traditions that have used the Force. The Jedi is one such tradition, and is the most famous. Some Force warrior traditions, like the Matukai, focus on training the practitioner's body into a weapon. Another tradition uses the Talisman of

Iron Fists to channel the Force into the wearer's body, making it as hard as steel.

If the wearer of the Talisman of Iron Fists is Force-sensitive, the talisman affects any armor the individual might be wearing. The GM treats any armor the individual is wearing as if it were made of cortosis or is lined with cortosis. This affords the individual the protective properties cortosis has against lightsabers and similar weapons.

The Talisman of Iron Fists also allows the wearer to use the Matukai power *soft to solid* while it is worn.

The Talisman of Iron Fists has a value of 8,000 credits.

### **Tear of the Elders**

Status: Legends

This is a stone of great symbolic importance to the Gungans of Naboo. Long ago, a race only known as the Elders came to Naboo and discovered the Gungans. Their time on Naboo was brief, but they constructed many stone statues across the surface of Naboo and even on the moon of Rori. Very little is known about these Elders, though theories suggest that the Elders were human-like in appearance and were Force-sensitive. After the departure of the Elders, the Gungans adopted the relics of the Elders into their religion and often assigned a guardian to each statue.

Around 3,951 years before the Battle of Yavin, there was a Force-sensitive Gungan guardian who was able to cast his awareness out into the world. His name was lost to time, but he eventually became so skilled, he could sense events over the whole surface of Naboo, and even beyond. During one such meditation at the statue of the Elder to which he had been assigned, the Gungan sensed the arrival of the first Human scouts and was overcome with a great, unaccountable grief. Looking at the great statue above him, the Gungan witnessed the impossible: a large tear forming in the eye of the stone face. The Gungan caught the tear and returned the artifact to his fellows. They called this event "Tearfall," and it became a sign of the troubles that the entirety of Gungan society would face with the arrival of Humans.

The tear was a fist-sized teardrop-shaped stone made of the same granitic rock native to Naboo and used in the construction of the Elders statues across Naboo. Gungan and human scientists have studied the stone and found no tool marks to suggest it had been crafted by someone. This stone is the only depiction of a tear in all of the surviving Elder statues and is revered due to the legend surrounding it. The legend has not been proven, but Gungan scholars insist that it is historical truth, and that the Tear is in fact a divine artifact.

The Tear of the Elders is a Force-imbued object. When a Force-sensitive individual holds the stone, the individual gains a +1D bonus to their sense roll when using danger sense.

The approximate value of this artifact is 7,500 credits.

### **Thisspiasian Puzzle Rings**

Status: Legends

These rings were part of the induction ritual each individual underwent to join the Thisspiasian Royal Guard. They resembled a nest of serpents, twisted and entwined, biting their own tails. One could slide each individual serpent or rearrange its place within the collection.

These rings were meant to introduce a Royal Guard to the Force. The puzzle was impossible to solve for those who could not interact with the Force. The rings wrap around themselves in what appears to be an infinite pattern. A Force-sensitive Royal Guard working through them could see the interconnectedness of all things. The device's near-impossibility conveyed a taste of the future's hidden nature.

To solve this puzzle, the character must spend at least an hour working on it and make a Difficult control and sense roll. For every additional hour spent working on the puzzle, the character receives a +1 bonus to both rolls. If the character fails, the character immediately recovers from any fatigue they receive from the exercise. If the character succeeds, the character receives a vision, learning one thing that involves them that may (at the GM's discretion) come to pass in the next week. Once solved, the puzzle rings fall apart, their connection to the Force spent. If the character wants to pursue another vision, the character must obtain a new set of rings.

Success means the character learns *farseeing*, and improves their *control* and *sense* die by +1. The character can choose to increase their *control* and *sense* die further by solving other puzzle rings.

The Thisspiasian puzzle ring has a value of 500 credits.

### **Vision Cubes**

Status: Legends

Some mystics claimed to catch glimpses of the future in the tumbling of dice and the randomness of fate. Vision cubes were generally a pair of six-sided dice, not all that different from Chance Cubes. Vision Cubes tended to have intricate scenes painted on their faces. They first rose to prominence as part of a high-states dice game which was since eclipsed by sabacc. The breathtaking artwork on these dice lent itself well to the act of divination. Whether these visions were mere trickery or true feat of clairvoyance depended on the owner.

A character could use a vision cube while using *farseeing* to divine the future. This would be the equivalent of rolling two Wild Dice. The character will receive a +5 circumstance bonus to their *control* and *sense* die roll if the roll on **both** Wild Dice results in a 1. A single result of 1, or any other result will grant no bonus to the character's *control* and *sense* die roll.

The vision cube has a value of 1,000 credits.

### **Vurk Meditation Orb**

Status: Legends

The many active volcanoes on Sembla have had an enormous impact on Vurk life and culture. The Vurk have developed a reverence for the volcanoes which at times

bordered on religious devotion. One of the oldest tokens of this reverence is the Vurk Meditation Orb – a perfect obsidian sphere roughly 15 centimeters across. Part of the concentration process involved polishing the surface to a mirror sheen. Though the Vurk invested a lot of time crafting these orbs, the Vurk did not consider them manufactured. Traditionally, to the Vurk, these orbs were not made so much as found. Any spherical chunk of obsidian could serve the orb’s function. While the most sacred orbs were perfectly black, some sages and mystics tolerate – even prefer – the presence of impurities within the volcanic glass.

Studying the opaque sphere allowed a Force-sensitive Vurk to focus inwards, leaving the world behind. In this state, they saw only the connection between beings and heard only the whispers of the Force. This meditation lasted for at least an hour, and for the next twenty-four hours following this meditation, they receive an additional +1D to all Force skill rolls when using *battle meditation* or any Force power that involves altering the surrounding environment or terrain, like *plant surge*.

Only a Force-sensitive Vurk can use this orb.

The Vurk meditation orb has a value of 1,000 credits.

### Zaly Shield

**Status:** Canon

**Name:** Zaly Shield

**Type:** Shield

**Cost:** Not available for sale

**Availability:** 4, X

**Source:** RPGGamer.org website



The Zaly Shield, also known as the Kyberite shield, was a powerful shield made of kyberite that was created by the Separatist scientist Dr. Istan Zaly. Kyberite, or false kyber, is the mineral from which kyber crystals grew. Kyberite was closely related to ranite, which was denser and tougher. Just as the kyber crystals are attuned to the Force, the mineral kyberite can concentrate and guide the energy channeled through the Force.

In an attempt to kill Darth Sidious and Darth Vader, the head of the Crimson Dawn Qi’ra tried to trap them within the Fermata Cage during her war against the Empire, which took at some point between three and four years after the Battle of Yavin. When the Fermata Cage was opened, it released a Force wave which traveled across the galaxy. The Force wave created ripples in the Force that all beings could feel, especially Force-sensitive ones. As a result, at times a Force-sensitive individual was cut off from the Force entirely, as if within the Force bubble generated by the ysalamiri. At other times, the Force-sensitive individual was surging with so much power, he could not control it.

That was the case with Darth Vader. He was vulnerable when cut off from the Force, and a danger to himself when hit with a flood of Force energy. With assistance from Dr. Chelli Aphra, they found the Zaly Shield. According to her:

*Kyber crystals are attuned to the Force – they concentrate its energies. Everyone knows that. But Zaly figured out that kyberite’s kind of the opposite. Like the other side of the magnet. He theorized that that is how kyber crystals form – in opposition to the kyberite they are found in. So kyberite cannot negate or dissipate the Force. But it can channel and guide it. Which is how we end up with this. The Separatists thought they could use the shield to amplify whatever limited Force powers a person might have. Of course, the real Jedi just made it backfire on ‘em.*

Since the Zaly Shield was made from a nearly unbreakable material, it offered Darth Vader protection from practically any attack while he was free to counter with his own. Dr. Chelli Aphra stated that the Zaly shield was not a power dampener and would not give back to Darth Vader “the Force equivalent of fine motor skills.” But whenever Darth Vader experienced a surge in Force energy, he aimed the shield at a target and channeled the surge into the shield, allowing him to release a concentrated blast of pure Force energy through the shield. The effect would be similar to what would be experienced by one using the Sith power *Force blast (energy)*.

In GM terms, an individual can wield the Zaly Shield to parry an attack, including one from a lightsaber, by using the *lightsaber* skill and the *lightsaber combat* power. If the individual wishes to use the shield to channel the Force into blasts of energy, the individual can use a select number of dice from their *control* skill to aim the energy blast at a target, which will inflict damage equal to a select number of dice allocated from the individual’s *alter* skill. After firing the blast, the individual’s *control* and *alter* dice codes will be reduced accordingly, but will regenerate at a rate of 1D per round. For example, a Jedi with 9D in *control* and 8D in *alter* could use 5D from their *control* to aim the energy blast and 4D from their *alter* to set the damage for the energy blast. The Jedi would be left with 4D in *control* and *alter* afterwards, recharging to 5D the next round. Force Points can be spent to double the pool of dice available, and Character Points can be spent to boost the control or power of each blast by adding 1D to either *control* or *alter* for each Character Point spent.

### Channel Force

**Status:** Canon

**Alter Difficulty:** Very Difficult

**Effect:** The Force wave released by the opening of the Fermata Cage caused Force-sensitive individuals throughout the galaxy to lose control over their Force powers. Sometimes, they were unable to use the Force at all. And other times they were filled with so much Force energy that

they became a danger to themselves. Such was the case with Darth Vader; however, he was able to find the Zaly Shield. Whenever he experienced a surge in Force energy, he was able to channel the surge into the shield, which unleashed a concentrated blast of pure Force energy. He did this by choosing how many dice from his *control* and *alter* skills to use to aim the energy blast and to determine the damage from the energy blast respectively. This had the unexpected side effect of allowing Darth Vader to learn this power – *channel Force*.

When one is using *lightsaber combat* and makes the required rolls, the individual adds or subtracts up to the number of his *control* dice to the lightsaber's 5D damage when it hits in combat. *Channel Force* works in a similar manner – by making a successful roll, one can choose how many dice from their *control*, *sense*, and *alter* skills they wish to use in making a roll.

This raises the question as to why one would want to learn such a power. One reason would be that it would allow a Jedi to further limit the damage that would be inflicted by a Force power by reducing the alter die code, which is used to determine damage. Another would be that it would help the Jedi during an infiltration by making a Jedi seem weaker than they really is.

The Jedi must use this power the same time as using whatever Force power they wish to be affected by this power. The multiple action penalty applies in this case.

After five successful uses of this power, the individual learns the *maximize Force* power.

**Author's Note:** I came up with this power after seeing the stats and the description of the Zaly Shield on the RPGGamer.org website. I have never seen this kind of power being used, but it would make sense that in using the Zaly Shield to help regain his control over the Force, Darth Vader might learn to control how much of the Force he uses when using his Force powers. Thus, he might learn to reduce the impact of his Force powers, which would mean he would make a skill roll with less than the maximum dice amounts in his Force skills. As a Sith Lord, however, the chances of him doing this is highly unlikely.

This is also true with Palpatine. According to an article from ScreenRant, though Palpatine was affected by the Force wave, he was able to regain control of his Force powers without a Zaly Shield or similar aid. Not only that, but he learned to push his Force powers to their maximum potential. This would be the effect of using *maximize Force* on his own Force powers.

### Channel Force on Another

**Status:** Homebrew

**Author's Note:** With the existence of *channel Force*, it would make sense for one to learn to use *channel Force* on another Force-sensitive individual. However, the only individual who might have learned *channel Force on another* was Darth

Vader through his use of the Zaly Shield. However, first, there is no direct evidence of this. Secondly, as a Sith Lord, Darth Vader would probably not want to learn *channel Force on another*. Even if Darth Vader learned *channel Force on another*, he would probably not have enough time to learn how to use this power to affect another Force-sensitive's connection with the Force. Therefore, the GM is forbidden from making this power available for a character to learn. The GM is also forbidden from using this power as a plot device.



# Creatures of the Force

As Obi-Wan Kenobi told Luke Skywalker, the Force is an energy field generated by all living things. It surrounds them and it penetrates them. Just as individuals of many races have been able to sense and manipulate the Force, so to have certain plants and animals. Through the course of evolution, these species have developed a means to manipulate the Force to aid in their hunting or to hide themselves from Force-sensitive predators.

**Author's Note:** Most of the creatures listed in this section have Force abilities because of evolution and adaption to their environment. Thus, their Force abilities are natural.

As Palpatine once said, "The dark side of the Force is a pathway to many abilities some consider to be unnatural." Through alchemy, various Sith Lords have created creatures that could use the Force. However, their ability to use the Force was due to the manipulations of others, and thus were unnatural. Thus, these creatures, referred to as Sithspawn, will not be covered in this section.

There is one exception – the voxyn. I am including this monstrosity for three reasons. First, the voxyn was a fusion of two creatures, and one of them was the vornskr – a naturally occurring Force-sensitive predator. Second, the voxyn was a product of Yuuzhan Vong bioengineering, not Sith alchemy. Finally, the impact these creatures and their creators made on the galaxy warrants their inclusion in this section.

## Armadid



The armadid is a voracious, mountain predator native to Nubia. This immense predator resembles an elongated, armored bull. The armadid is a voracious beast whose tail ends in a huge claw. Its toothy maw is protected by a pair of long, curving tusks, and each of its

four legs ends in a huge, three-talon foot.

### Armadid

**Status:** Legends

**Type:** Mountain predator

**Planet of Origin:** Nubia

**DEXTERITY** 3D+1

**PERCEPTION** 1D+2

Hide 2D+1 (4D+1 in rocky terrain), search 3D

**STRENGTH** 4D+2

Climbing/jumping 7D+1

**Force skills:**

*Control* 2D

**Force Powers:**

*Control:* burst of speed, enhance attribute

**Special Abilities:**

*Camouflage:* When in rocky terrain, the armadid's gray armored body blends in with its surrounding. This provides the armadid with a +2D bonus to *hide* skill checks made in rocky environments.

*Exceptional Reflexes:* Armadids gain a +1D bonus to all *Perception* rolls made to determine initiative.

*Force-sensitive:* Armadids are Force-sensitive.

*Horns:* An armadid can gore a foe with its horns, inflicting STR+2 in damage.

*Low-light Vision:* Armadids can see twice as far as humans in dim light.

*Natural Armor:* The armadid adds +2D to *Strength* rolls made to resist physical damage, and +1D to *Strength* rolls made to resist energy damage.

*Tail:* The crab-like pincer on the end of an armadid's tail can pinch an opponent for the creature's *Strength* rating in damage.

**Move:** 10

**Size:** 3 meters long

**Source:** Coruscant and the Core Worlds page 123 for Original/Revised Core Rulebook d20 stats, Creature Stats pages 6-7 for converted d6 stats

**Author's Note:** *Enhance attribute* is not in the armadid's stats in Creature Stats, but I have always believed that if a Jedi, Sith, or Force-sensitive knows a Force power, the individual must first know all the prerequisites before learning a Force power. Thus, I decided to add that power to the stats.

## Beck-tori



The beck-tori are aquatic, blue-green parasite native to Nam Priax's warm seas that can grow to

extreme sizes. It resembles a flat, elongated leech with rows of scraping spines along the underside of its head that led to a gaping maw. It uses its spines to attach to a living victim before flexing its body to grind, dislodge, and consume flesh. The creature usually attaches itself to a large aquatic predator before swallowing parts of it. Eventually, the beck-tori would

grind its way into the victim's body cavity, exposing its host to other invasive organisms. The host's body provides a medium in which the beck-tori can lay its eggs before moving on to new prey.

The beck-tori larvae are translucent creatures only a few centimeters long; they typically pose little danger to anything larger than a normal fish. At its average length, its main weapons are its abrasive spikes, although a full-grown specimen can swallow their prey whole. An adult beck-tori can breathe both air and water.

Because the movement of a potential host through the water attracts beck-tori, they will sometimes mistakenly attack boats and submersible craft.



The Galactic Republic took steps to ensure that the beck-tori were never transplanted to other worlds, but were unable to prevent several infestations. The most notable infestation appeared on Mon Calamari, which took more than fifty years to eradicate. The creatures have also been spotted on Naboo, where they have

fought frequently against the Gungans.

The beck-tori has a strong connection to the Force, which it uses to heal itself.

### Beck-tori

#### Medium

**Status:** Legends

**Type:** Aquatic parasite

**Planet of Origin:** Nam Priax

#### Medium-Size

**DEXTERITY 3D+1**

Dodge 4D+2

**PERCEPTION 1D+2**

Hide 2D+1, search 3D+1

**STRENGTH 2D**

Brawling 2D+2, swimming 4D

**Force skills:**

*Control 1D+1*

**Force Powers:**

*Control:* accelerate healing, force of will

**Special Abilities:**

*Bite:* Inflicts STR+1 damage.

*Breathe Underwater:* Being aquatic, a beck-tori can breathe underwater. They also gain a +1D+1 bonus on all *swimming* skill checks.

*Force-sensitive:* The beck-tori is Force-sensitive.

*Low-light Vision:* A beck-tori can see twice as far as a normal human in poor lighting conditions.

*Swallow Whole:* A beck-tori can swallow victims less than half its size. It must first make a successful *brawling* attack to ensnare the victim, followed by another *brawling* attack on the next turn to swallow it whole. Swallowed creatures take STR+1 damage, and another 3D of physical damage each following round from the creature's potent digestive juices.

*Spikes:* When used to abrade the flesh of a victim, the beck-tori's spikes inflict STR+1 damage.

**Move:** 16 (swim), 4 (crawl)

**Size:** Unlisted (Medium)

### Huge

**DEXTERITY 2D**

Dodge 4D

**PERCEPTION 1D+2**

Hide 2D+1, search 4D

**STRENGTH 5D+2**

Brawling 6D+2, swimming 7D+2

**Force skills:**

*Control 1D+2, sense 1D+2*

**Force Powers:**

*Control:* accelerate healing, force of will

*Sense:* combat sense, danger sense, life detection

**Special Abilities:**

*Bite:* Inflicts STR+1D damage.

*Breathe Underwater:* Being aquatic, a beck-tori can breathe underwater. They also gain a +1D+1 bonus on all *swimming* skill checks.

*Force-sensitive:* The beck-tori is Force-sensitive.

*Low-light Vision:* A beck-tori can see twice as far as a normal human in poor lighting conditions.

*Swallow Whole:* A beck-tori can swallow victims less than half its size. It must first make a successful *brawling* attack to ensnare the victim, followed by another *brawling* attack on the next turn to swallow it whole. Swallowed creatures take STR+1D damage, and another 3D of physical damage each following round from the creature's potent digestive juices.

*Spikes:* When used to abrade the flesh of a victim, the beck-tori's spikes inflict STR+1D damage.

**Move:** 10 (swim), 2 (crawl)

**Size:** Unlisted (Huge)

### Colossal

**DEXTERITY 1D**

Dodge 3D

**PERCEPTION 1D+2**

Hide 2D+1, search 4D

**STRENGTH 9D+2**

Swimming 10D+2

**Force skills:**

*Control 3D, sense 3D+1*

**Force Powers:**

*Control:* accelerate healing, enhance attribute, force of will, Force stealth

*Sense:* combat sense, danger sense, life detection

**Special Abilities:**

*Bite:* Inflicts STR+1D+2 damage.

*Breathe Underwater:* Being aquatic, a beck-tori can breathe underwater. They also gain a +1D+1 bonus on all *swimming* skill checks.

*Force-sensitive:* The beck-tori is Force-sensitive.

*Low-light Vision:* A beck-tori can see twice as far as a normal human in poor lighting conditions.

*Swallow Whole:* A beck-tori can swallow victims less than half its size. It must first make a successful *brawling* attack to ensnare the victim, followed by another *brawling* attack on the next turn to swallow it whole. Swallowed creatures take STR+1D+2 damage, and another 3D of damage each round from the creature's digestive juices.

*Spikes:* When used to abrade the flesh of a victim, the beck-tori's spikes inflict STR+1D+2 damage.

**Move:** 10 (swim), 2 (crawl)

**Size:** Unlisted (Colossal)

**Source:** *Power of the Jedi Sourcebook* pages 77-9 for Original/Revised Core Rulebook d20 stats, *Jedi Academy Training Manual* page 133 for Saga d20 stats, *Creature Stats* pages 10-1 for converted d6 stats

**Author's Note:** *Danger sense* and *life detection* are not listed in the huge beck-tori's and colossal beck-tori's stats in *Creature Stats*, but I have always believed that if a Jedi, Sith, or Force-sensitive knows a Force power, the individual must first know all the prerequisites before learning a Force power. Thus, I decided to add those two powers to the stats. In the *Power of the Jedi Sourcebook*, the colossal beck-tori has the *Force stealth* Force skill, but that is not reflected in its stats. So, I included *Force stealth* to reflect that. The beck-tori uses the Force to heal itself, which suggests that it knows *accelerate healing*, so I included that power as well.

## Drengir



The Drengir were a plant-like species of sentient, amorphous carnivores from the Wild Space planet Mulita. Monstrous, hulking figures born of darkness, hatred, and pain, the Drengir possessed a face that was pale in moonlight, a maw arrayed with teeth, numerous twisted tentacles in various hues of green and brown, and thorns that secreted

deadly poisons. The Drengir had manes of leaves and vines and horrific spurs of wood for limbs. This gave the Drengir the appearance of sentient trees, and other sentients often mistook them as such until it was too late.



The Drengir had an aptitude for healing and were largely impervious to blasters and lightsabers. Even when seared in half by a lightsaber, a Drengir could simply reform with two animated bodies.



Strongly connected to the dark side of the Force, the Drengir viewed all other life as meat to be consumed alive. They

were capable of capturing wampas with their tentacles, dragging them into their mouths.

The Drengir inspired dread as they casted an intense and focused "shadow" that was perceivable by all sentients, even those not attuned to the currents of the Force. They supplemented this by emitting eerie sounds while hiding in the shadows around settlements and setting up a den near the settlement. Plants were also affected by the Drengir's presence; branches curled away tainted and blackened when a Drengir was near. They created a blight that left grains rotting in the fields, blackened, withered, and turning into mulch. Crops became ripe with mold, casting a nearly overwhelming reek. When they captured sentients, the Drengir strangled them with tentacles that reached into their bodies through their ears, noses, and mouths. They abducted the settlement's children one-by-one to their den and entangled them in their vines before draining the life out of the children. The Drengir then wrecked the settlements, killing the remaining inhabitants and leaving blackened, withered vines in their wake to spread a terrible clutch over the desolate ruins.

Capable of speaking Galactic Basic Standard, one of the most terrifying features of the Drengir was their collective consciousness. Drengir operated in groups with each individual Drengir sharing a collective mind with other members of the same group. This allowed the Drengir to complete each other's sentences like bond-twins. The collective consciousness was capable of dominating and corrupting other minds, even those of Jedi. The creatures persuaded sentient captives to join their collective



consciousness and were particularly successful with those who were vulnerable to the influence of the dark side of the Force. The Jedi feared the Drengir, for they possessed the ability to spread a darkness that was so great, it swayed Jedi Knights into their own collective mind, inflaming the chaos and imbalance upon which the Drengir thrived.

After the Great Hyperspace Disaster and during the Nihil marauders' campaign against the Galactic Republic, the Drengir appeared and spread throughout the galaxy in search of food.

### Drengir

**Status:** Canon

**Type:** Carnivorous sentient plant

**Planet of Origin:** Mulita

**DEXTERITY 3D+1**

Brawling parry 5D+1, dodge 4D+1

**PERCEPTION 2D+2**

Willpower 5D+2

**STRENGTH 6D**

Brawling 7D

**Special Abilities:**

*Array of teeth:* Drengir had a large, fanged mouth with which they could speak, and bite for STR damage.

*Bent on consuming other life-forms:* Drengir are hungry all the time, and other sentient creatures are just considered food.

They will seek to engulf targets in their tentacles and consume them, draining their life force until they die and then absorbing the remains as nutrients.

*Cast a dark aura and gave disturbing visions:* The mere presence of the Drengir inspired dread, casting an intent and focused "shadow" that was perceivable by sentients, even those not attuned to the currents of the Force. Plants were also affected by the Drengir's presence; the branches of plants near the creatures curled away, tainted and blackened.

*Damage resistance/Regeneration:* Due to their plant-based nature, extremely fast growth, and collective mind, Drengir had few vital spots, and generally grew back from almost nothing, making a *Strength*-based healing roll every round to restore damage. Drengir were even known to grow into two when halved by a lightsaber.

*Persuaded vulnerable sentients to join their collective consciousness:* The creatures persuaded sentient captives to join their collective consciousness, successfully doing so on those who were vulnerable to the influence of the dark side of the Force. This gained them access to their captives' skills and bodies, requiring a *willpower* vs *willpower* roll to take control, although a target entwined in their tentacles would take a penalty to their *willpower* roll equal to their *Strength* penalty, as the captive would give in as joining the collective relieved much of the pain and suffering caused by their life force being drained.

*Poisoned Thorns:* Drengir tentacles are covered with a deadly poison, with does 3D damage, making a target sluggish and easier to hit (lowering an effected target's *Dexterity* by 1D for

a number of rounds equal to what they failed the *Strength* roll to resist the poison by).

*Shared a collective mind with Drengir of the same group:* The sentients operated in a group, sharing a collective mind with other Drengir of the same group and completing each other's sentences like bond-twins.

*Tentacles:* The vast majority of a Drengir body was made from a cluster of tentacles, which could be used to restrain a target on a STR vs. STR roll. A restrained target, however, would be strangled in tentacles that reached into their bodies through their ears, nostrils, and mouth, and took children's vitality, draining away their very life. In use this, drains 1D from the target's *Strength* each round while they are restrained, down to a minimum *Strength* of 1D. This recovers at a rate of 1D for each multiple of the time period they were restrained. So a character held for 2 rounds, loses 2D *Strength*, and once freed they recover 1D in 2 rounds, and the second 1D in another 2 rounds. However, a character drained of 2D *Strength* (from 3D to 1D) but held within the Drengir's tentacles for 3 days, goes back to 2D after 3 days, and back to full strength a full 6 days after they are released.

*Thrived on chaos and imbalance:* Although intelligent creatures, Drengir do not form societies or work along with other species, thriving on chaos and imbalance and therefore enjoy causing disruption and destruction.

**Move:** 12

**Size:** 2.5 meters

**Source:** Drengir entry on RPGGamer.org.

**Appeared where:** [The High Republic: Into the Dark](#), [The High Republic: The Edge of Balance Vol. 1](#), [The High Republic: There Is No Fear](#), [The High Republic Adventures: Mission to Bilbousa](#), [Starlight: Hidden Danger](#), [The High Republic: Heart of the Drengir](#), [The High Republic: The Rising Storm](#), [The High Republic: Race to Crashpoint Tower](#), [Dark Legends: A Bitter Harvest](#)

### Fear moss

The fear moss is a type of solitary predatory plant which would hang above water holes and cover mammals that came near to live off their bodily fluids. It enjoys the adrenaline and other chemicals that frightened animals produces, so it secretes a type of poison to ensure that it can consume these. When a Force-sensitive creature is affected by this poison, it will lose control of its fear and drift closer to the dark side of the Force. Such dark side creatures are particularly appealing to the moss, as it can taste the increased fear that they have. Fear mosses are Force-sensitive, being able to sense those who come near; they can detect Force-sensitive beings from dozens of meters away. Force-sensitive beings feel unnatural fear when close to fear moss, even without being poisoned.

**Fear Moss**

**Status:** Legends



**Type:** Large Force-using predator

**DEXTERITY 1D**

**PERCEPTION 2D+2**

Hide 6D+1, sneak 7D+2, search 4D+1

**STRENGTH 5D**

Climbing/jumping 9D

**Force Skills:**

*Control 2D, sense 2D+1, alter 2D*

**Force Powers:**

*Sense:* life detection, life sense, receptive telepathy, sense

Force, sense Force potential

*Control and Alter:* waves of darkness

**Special Abilities:**

*Acidic touch:* The fear moss excretes a mild acid on the surface of its body. Any creature touching or touched by the fear moss suffers 2D physical damage.

*Blindsight:* Using its awareness of the Force, fear moss maneuvers and fights as well as a sighted creature.

Concealment, invisibility, and darkness are irrelevant. This ability has a range of 10 meters.

*Force fear:* Any Force-sensitive character that comes within 10 meters of a patch of fear moss must make a Difficult *willpower* roll each round or feel a sense of fear welling inside him. For each failed roll, the fear lingers within the character for one day. Until the fear wears off, the character must choose to call upon the dark side whenever he uses a Force Point.

*Force-sensitive:* The fear moss is Force-sensitive.

*Poison:* Any creature that receives an acidic touch must make a Very Difficult *stamina* roll or enter a state of panic. One minute later, the victim must make another Very Difficult *stamina* roll or take a temporary -1 penalty to *Dexterity*.

*Sense Force:* Fear moss can sense any character with Force Points within 35 meters, and always attempts to target such creatures with its attacks.

*Sneaky:* Fear moss gain a +2D bonus to *hide* and *sneak* when in swampy or forested terrain.

**Move:** 4, 4 (climbing)

**Size:** Large

**Source:** [Ultimate Adversaries](#) pages 83-4 for Original/Revised Core Rulebook d20 stats, [Creature Stats](#) page 37 for converted d6 stats

**Appeared where:** Sword of the Empire article from Wizards.com

**Author's note:** *Life sense* and *receptive telepathy* are not listed in the fear moss's stats in [Creature Stats](#), but I have always believed that if a Jedi, Sith, or Force-sensitive knows a Force power, the individual must first know all the prerequisites before learning a Force power. Thus, I decided to add those two powers to the stats.

## Jakobeast



A jakobeast is a Force-sensitive arctic herd animal found in the tundras of icy planets in the Outer Rim Territories like Gigor. A large, shaggy creature roughly the size of a bantha, a jakobeast's

fur is very fine and shining. Though striped in gray and white to provide camouflage on the tundra, jakobeasts have been known to have brown fur on some worlds. Two thin tusks emerge from its jaw. Highly sensitive and extremely strong, the tusks are used to forage for vegetation in the packed snow and ice. Two horns sweep back from the crown of the head. Black, ribbed, and elongated, the horns are used to establish dominance within a herd and can be used to channel the Force into a unique defense against predators. Collectively, jakobeasts gather energy to repulse attackers, generating a massive Force push.

When attacked by wampas or snow-white arctic nighthunters, the herd will surround its young while the elder bulls turn outwards to face the threat. Jakobeasts can aid one another in generating the Force push, creating a massive wave of pressure capable of bowling over an entire forest. After being repeatedly hurled to the ground by an invisible force, all but the most determined predators will seek easier prey.

They were introduced by colonists that sought herd animals capable of defending themselves. As a result of the settlers' efforts, the creatures spread to hundreds of worlds, occasionally surviving long after the settlers themselves had vanished into history.

Jakobeasts were domesticated primarily for their meat, milk, and fur. While excellent livestock, they are ill-suited to serve as mounts, guards, or attack animals. In the wild, jakobeasts are hunted for their horns, which supposedly possessed mysterious properties. Poachers typically killed a jakobeast, stole its horns, and left the carcass to rot with the spring thaw. Fringers who depended on jakobeasts for their own survival on cold-swept planets learned to hate these poachers.



### Jakobeast

**Status:** Legends

**Type:** Arctic herd animal

**Planet of Origin:** Gigor (presumably)

**DEXTERITY 2D+2**

**PERCEPTION 3D**

Hide 4D+2, search 3D+2

**STRENGTH 6D+2**

**Force Skills:**

*Alter* 2D+1

**Force Powers:**

*Control:* concentration

*Sense:* life detection

*Alter:* Force push, telekinesis

**Special Abilities:**

*Aid Another:* A jakobeast may automatically aid another jakobeast's Force push attempt. The two beasts must be within 20 meters of one another, and up to four jakobeasts may aid the same attempt. Each beast past the first gives a +2 pip bonus (1 aiding beast: +2, 2 aiding beasts: +1D+1, 3 aiding beasts: +2D, 4 aiding beasts: +2D+2).

*Camouflage:* When in arctic terrain, a jakobeast gains a +1D+1 bonus to *hide* skill checks.

*Force-sensitive:* The jakobeast is Force-sensitive.

*Head Butt:* A jakobeast inflicts its Strength +1D+1 with a successful head butt attack.

**Move:** 8

**Size:** Unlisted (Huge, "...roughly the size of a bantha.")

**Source:** Power of the Jedi Sourcebook pages 78-9 for Original/Revised Core Rulebook d20 stats, Star Wars: Force and Destiny Core Rulebook page 414, Creature Stats page 55 for converted d6 stats

**Author's note:** *Concentration*, *life detection*, and *telekinesis* are not listed in the jakobeast's stats in Creature Stats, but I have always believed that if a Jedi, Sith, or Force-sensitive knows a Force power, the individual must first know all the prerequisites before learning a Force power. Thus, I decided to add those two powers to the stats.

**Marsh Haunt**



A marsh haunt has red eyes and dull, peeling, gray-green skin, camouflaging it in the swampy terrains in which it primarily lives. Its bipedal stance and skull set deeply between its shoulders gives its silhouette the appearance of a humanoid lacking a head. Marsh haunts will occasionally leave their swampy homes to scavenge and acquire small prey in civilized areas. While non-sentient, they work in loose packs of two to eight creatures to ambush prey, with some of them using their Force powers to scare potential prey towards the rest.

Though native to the planet Abraxin in the Tion Cluster, they can be found on many worlds in the Mid-Rim and Outer Rim Territories.

**Marsh Haunt**

**Status:** Legends

**Type:** Swamp predator

**Planet of Origin:** Abraxin

**DEXTERITY 2D+1**

Dodge 5D

**PERCEPTION 3D+2**

Hide 7D+1 (8D+2 in swamp environment), search 5D+1, sneak 4D+2

**STRENGTH 7D+2**

Climbing/jumping 8D, swimming 8D

**Force Skills:**

*Control* 3D+1, *sense* 2D+2, *alter* 2D+1

**Force Powers:**

*Control:* enhance attribute

*Sense:* magnify senses

*Control and Alter:* waves of darkness

**Special Abilities:**

*Camouflage:* Marsh haunts gain a +1D+1 bonus to *hide* skill checks when in a swampy environment.

*Exceptional Reflexes:* Marsh haunts gain a +1D bonus to all *Perception* rolls made to determine initiative.

*Force-sensitive:* The marsh haunt is Force-sensitive.

*Slam Attack:* The marsh haunt can physically slam an opponent, inflicting its Strength rating in damage.

**Move:** 12

**Size:** Unlisted (Huge)

**Source:** Power of the Jedi Sourcebook pages 79-80 for Original/Revised Core Rulebook d20 stats, Jedi Academy Training Manual page 138 for Saga d20 stats, Creature Stats page 71 for converted d6 stats  
**Appeared where:** Darth Plagueis

**Muttamok**



A muttamok is a one-meter-tall biped with small, dexterous hands. With floppy ears and large, soulful eyes, it has mostly russet fur with a white underbelly. A muttamok is attracted to bright, shiny objects and often went on the

prowl for such objects, commonly resulting in thievery if needed. When captured by the owner of the item in question,

it uses an innate Force ability in a plea for sympathy and returns the stolen property before running away. Its innate Force ability also allows it to seem to know what people are thinking. While it will eat anything, a muttamok is partial to fruit, which people used along with candy to lure them out. Sometimes, however, a muttamok will trick these people and take all the bait at once, evading capture. Muttamoks were domesticated to follow simple commands, as they do not have a language of their own. These qualities make muttamoks good partners for thieves.

Sentient beings who live near muttamoks thought the creatures had found and returned the items that they had actually stolen, so they were thought to be a sign of good luck. Because of this, some people saw killing muttamoks to be taboo. However, this allowed a muttamok population to flourish, causing people to become more cautious over leaving out their valuables.

### Muttamok

**Status:** Legends

**Type:** Semi-sentient mammal

**DEXTERITY 4D**

Dodge 4D+2

**PERCEPTION 2D**

Hide 2D+2, search 3D+2, sneak 2D+2

**STRENGTH 1D+1**

**Force Skills:**

*Sense 2D+1, alter 2D*

**Force Powers:**

*Sense and Alter: friendship*

**Special Abilities:**

*Bite:* Does the muttamok's *Strength* +1 in damage.

*Force-sensitive:* The muttamok is Force-sensitive.

**Move:** 8

**Size:** 1 meter tall

**Source:** [Power of the Jedi Sourcebook](#) page 80 for Original/Revised Core Rulebook d20 stats, [Creature Stats](#) page 78 for converted d6 stats

## The Nameless (Shrii Ka Rai)



The Nameless, also known as the Shrii Ka Rai or Shrii-ka-rai (Eaters of the Force), were creatures from Planet X in Wild Space. Hatched from eggs that resembled large

jewels, the Nameless started out as sludge-like beings. As they grew, they became larger than humanoids, possessing

four legs and having three, long, desiccated claws on their front limbs that twitched slightly as they moved.

They had pale white skin and black blood. Their face featured large red eyes and tentacles around their mouths filled with sharp teeth.

The Nameless were driven by a desperate desire to feed and hunger that was satiated by drawing upon Force-sensitive beings. They understood nothing beyond their hunger and were incapable of comprehending dangers such as radiation. The Nameless would hunt their prey even while wounded. The sounds they made included growling, howling, and loud screeches.



The presence of the Nameless affected Force-users, which was strengthened by proximity. Their presence induced madness and hallucinations which left Force-users unable to truly see what a Nameless looked like. These hallucinations manifested differently to each individual, resulting in various perceptions of the creatures, which included a darkness with hundreds of teeth, eyes, and claws, and a towering monstrous creature.

They also drew the life out of Force-users, making them appear as if they had aged dramatically and slowing their vital functions alike those of aged individuals. In one case, a Nameless known as the Leveler fed off the Force-sensitive Elecia Zeveron over a period of time. Elecia Zeveron seemingly aged as a result and suffered seizures she passed off as Force visions. Slowly, her body was reduced to stone, and at the time of her death, Elecia Zeveron's arm had completely turned to stone.

The presence of the creatures also overwhelmed Force-users and nullified their connection to the Force even at a great distance, causing distress and unease – a sense of dread on the edge of one's consciousness that originated from outside the Force – and magnified existing feelings of fear and exhaustion. The fear and confusion induced by the Nameless' presence left Force users in a state of terror in which they might feel cut off from the Force and reality. Their minds might remain clouded for some time afterwards, with that fear sitting at the back of their mind or keeping their thoughts clouded even after their encounter with the Nameless. The Jedi Padawan Matthea Cathlev once attempted to overcome the confusion, madness, fear, and pain brought on by a Nameless attack by concentrating on the joys of her past and focusing on something from her present reality. Though she had a degree of success, her efforts failed in the end when an entire pack of Nameless confronted her.

Once the creature closed in on the Force-user, it fed on the victim, leaving the victim in a "husked state" – desiccated and devoid of life, as if they were made of stone. In some instances, the husks disintegrated into ash at the slightest





touch. In others, the husks were more substantial and solid. Once the calcification process has begun, there was no chance to save the Force-user, who would die in a fearful, panicked state as their connection to the Force failed, and their body turned to stone, while the Nameless feasted upon the individual's Force energy. The Nameless targeted all Force-sensitives, whether their prey used the Force or not. They

even home in on those whose Force powers had yet to manifest.

The only way for anyone to control the Nameless was through a set of three rods that could be twisted to command the creatures. The strongest of these rods was the Rod of Power, which offered the wielder complete control over the Nameless. A weaker rod – the Rod of Seasons – could attract the beings and provide a slight degree of control; however, combining the Rod of Seasons with the Rod of Daybreak could form another Rod of Power. Mother Elecia Zeveron claimed the Rod of Daybreak, and the Leveler began to whimper before falling strangely silent and adopting a submissive position. When she obtained the Rod of Seasons and combined the two to form the Rod of Power, the Leveler released a howl, either in triumph or in pain, before covering before Elecia Zeveraon. She then exerted total control over the creature. The Rod of Power bound a Nameless to whomever wielded it, but if anyone tried to control several of the creatures with the Rod of Power, the creatures could put up some resistance to the control due to the combined power of their bloodlust.

During the High Republic, the smuggler Radicaz Dobbs gave a gem, which was unknowingly an egg of this creature, to Elecia Zeveron, the leader of the Path of the Open Hand cult on the planet Dalna. The cult believed that anyone who used the Force was dangerous, yet Elecia Zeveron, the “Mother” of the Path of the Open Hand, used the Force secretly and coveted her own power. The Evereni cousins Marda Ro and Yana Ro were members of this cult, and the Ros have had a long history of conflict with the Jedi Order.

Elecia Zeveron had a Force vision of the “Leveler” and had Yana Ro and the other Children – elite members of the Path tasked with liberating artifacts – steal the Rod of Seasons from the Hynestian Royal Treasury. She sent Radicaz Dobbs to look for the Rod of Daybreak, which was on the moon of Jedha, but was later moved from a museum to a Jedi-guarded vault after the Childrens’ theft. The Rod of Ages remained missing.

During the Jedi Order’s mission to Dalna to investigate the theft of the Rod of Seasons, the Leveler hatched from the egg. Elecia Zeveron unleashed it, resulting in the deaths of Jedi Knight Zallah Macri and Jedi Padawan Kevmo Zink, whom

Marda Ro had fallen in love with. Yana Ro claimed possession of the Rod of Seasons, and the Leveler followed Yana. The gathered Path Elders declared Yana Ro to be its champion, much to Elecia Zeveron’s secret anger. Yana Ro did not divulge her realization that the creature was following her because of the Rod of Seasons, and accepted the position, with the intent of murdering Elecia Zeveron who arranged the death of other Children, including Yana Ro’s girlfriend Kor Plouth. Meanwhile, Marda Ro blamed the Jedi for indoctrinating Kevmo Zink into their Order and resolved to help Elecia Zeveron destroy the group. Radicaz Dobbs stated he knew the location of the Leveler’s planet where they would find more eggs.

The Path heralded the Leveler as an agent of balance, and to give the creature time to grow away from dangers, the Path escaped from Dalna on their starship, the *Gaze Electric*. There, Yana Ro and Kor Plouth’s father Werth Plouth, the cult’s former leader and now the Herald, plotted Elecia Zeveron’s downfall, while Elecia Zeveron and Radicaz Dobbs plotted to steal the Rod of Daybreak from Jedha. When Jedi Knight Zallah Macri and Jedi Padawan Kevmo Zink failed to report in, the Jedi Order sent Jedi Knight Azlin Rell to Dalna to investigate the abandoned Path compound, where he found the chalk-like remains of the deceased Jedi.

Believing the Leveler was an agent of “balance,” the Path resolved to use the Nameless against the Jedi. The Herald and Yana Ro, who had allied together to overthrow Elecia Zeveron, unleashed the Leveler against Force-sensitives in the Holy City on Jedi, sparking a riot that evolved into the Battle of Jedha. During the Battle, the Herald and the elite Children of the Open Hand retrieved the Rod of Daybreak and united it with the Rod of Seasons to form the Rod of Power, which had the ability to control the Nameless completely and unilaterally. Using the Rod of Power, the Herald forced the Leveler to kill Jedi Master Leebon. Shortly thereafter, the Heralds lost possession of the artifact due to the timely arrival of Jedi Master Vildar Mac and his friend Tey Sirrek. Yana Ro retrieved the artifact later with the help of the corrupt archivist Feric Oranalli.

At the behest of Elecia Zeveron, Radicaz Dobbs led three groups of Path members on a mission to the mysterious Planet X in Wild Space, where he had originally found the Leveler’s egg, to retrieve more of the Nameless. Hoping to secure her position as Path Guide, Marda Ro joined the mission without the Mother’s permission. The team encountered resistance from an Under-Dweller, which attacked them, and a being known as the protector, which tried to prevent their escape. A member of the team, Bokana Koss, had a vision while on Planet X that their actions would only help the Under-Dwellers, who would have a chance to spread over the galaxy as a blight. Another team member, Calar, had a similar vision and alleged that the mission would lead to the destruction of the Force itself. But both warnings were ignored. While Marda Ro and the others were offworld, Yana Ro returned to Dalna with the reformed Rod of Power. At that time, the



Leveler was actively feasting upon the Mother, but the Mother kept its actions a secret.

Marda's team retrieved many eggs and brought them back to the Path compound, where Marda Ro took near-total control over the cult by reforming it into the Path of the Closed Fist and claiming the Rod of Power. Both the Herald and the Mother joined the new militant faction, while Yana Ro was left abandoned by her cousin. The Path of the Closed Fist unleashed the Nameless against the Jedi during the battle known as the Night of Sorrow. The Nameless killed many Jedi during the battle; however, Marda Ro saw the creatures turning on members of the Path, even if those Path members did not actively use the Force as per their ideas or did not know they were Force-sensitive, such as the Little Utalir.

She also learned that Elecia Zeveron had been lying about her supposed visions to keep herself in power and was actively using the Force herself. Marda Ro secured the Rod of Power from the Mother, gathered all the Nameless in one location, and set off an explosion which caused a flood that killed all the Nameless except for the Leveler. The flood also broke the Rod of Power into the Rods of Daybreak and Seasons. Marda Ro made it out with the Rod of Seasons and used it to maintain control of the Leveler. She turned the Leveler on Elecia Zeveron for her usage of the Force and manipulation of the Path. Afterwards, Marda Ro escaped with the Rod of Seasons and the Leveler, still eager to free the Force. Seeing that her cousing would not abandon the Path's ways, Yana Ro kept hidden the fact that she had recovered the Rod of Daybreak and left with it. Both cousins went their separate ways, with Marda Ro taking the Leveler with her aboard the *Gaze Electric* and caring for the creature, even feeding it Jedi. To ensure that the Nameless would not be used against the Jedi Order again, Jedi Grand Master Yoda and Jedi Master Creighton Sun kept the Nameless out of the Jedi Archives. Though the Path had been defeated in the Night of Sorrows, Marda Ro's descendants were left longing for revenge.

Her descendants froze the Leveler in ice in the Shrine under the surface of the planet Rystan, where it was guarded by droid attendants and visited by further generations of the family. The Elders of the Path came into possession the two parts of the Rod of Power that controlled the Nameless. They then split it into two pieces and hid them, swearing never to reveal their locations. One remained with the Ro family, while the other was hidden in the Kharvashark Ruins on the moon Vran Tarnum in the Stydmarn system.

As decided by Jedi Masters Yoda and Creighton Sun, knowledge of the Nameless was suppressed and kept out of the Jedi Archives. They reasoned that if word got out of such anti-Force-sensitive creatures, the Jedi would be in danger. Furthermore, while Yoda had some knowledge of the Nameless, there were still many unanswered questions about the creatures. The two Jedi Masters agreed not to speak about them until they had learned more. But this decision left future Jedi in great danger from the creatures.

The creatures soon became associated with a nursery rhyme song – the words of which could also be found in the ruins – that began with the line “shrii ka rai ka rai.” The words of the song claimed that the listner would be “taken away,” and that when they were found all that would be left was dust. This nursery rhyme was sung by Ruusstha Vidyarvrikt, an Ongree nursemaid from Dalna who cared for Jedi younglings during this time. Among those who heard the song as younglings were future Jedi Masters Stellan Gios and Emerick Caphtor.

The Jedi Knight Azlin Rell had encountered the Nameless and was severely affect by them thrice during the Night of Sorrow. He was driven to madness, the effect of the Nameless not leaving him, and his mind haunted by the “Shrii ka rai” song. Consumed by fear, Jedi Knight Azlyn Rell fled from the Jedi Order in the wake of his encounter. He had compiled information on the Nameless in a journal that he left with fellow Jedi Arkoff and his droid ZZ-10, who guarded the journal in a hidden burial site. By then the Path-aligned mercenary Vol Garat found the journal and ripped out several pages. Azlyn Rell dedicated his life studying the creatures. His writings were also present in the ruins on Vran Tarnum.

The Ro family eventually became aligned with the Nihil, a marauder group that arose from the Elders of the Path and was created by Marda Ro as a weapon to wield against the Republic and the Jedi. After killing his mother Shalla Ro, who was the granddaughter of Marda Ro, Asgar Ro established himself as the Eye of the Nihil. He came to possess the Ros' half of the artifact and several associated texts that he kept in his collection aboard his flagship, the *Gaze Electric*. After his death, his son Marchion Ro took his place. Inheriting Asgar Ro's goal of revenge, Marchion Ro took possession of the artifact and the texts, which he studied extensively, seeking to achieve what he believed his father had been too afraid to try.

Around 232 years before the Battle of Yavin, Marchion Ro orchestrated the Great Hyperspace Sisaster, brining the Nihil to the attention of the Republic and the Jedi. After the Battle of Kur, Jedi Knight Elzar Mann had a Force vision of the screams and fear that the Nameless would bring. Having searched for the other half of the artifact for years, Marchion Ro learned its location and recovered it from Vrant Tarnum in the wake of the Great Disaster. Marchion Ro set out to retrieve the Leveler around a year later, traveling to Rystan in the starship Squall Spider. He brought along the Nihil member Udi Dis, a Force-sensitive Talortai navigator, to test the power that the creature had on Force-users. Udi Dis, however, was unaware of Marchion Ro's intentions. They met with the former's cousin Kufa – who herself had not visited the Shrine in a decade – who led them to the Leveler.

As they approached its location, Udi Dis began to feel its effects, feeling as if something was missing when he reached out to the Force. As they arrived at the Shrine, Udi Dis was overwhelmed by the Leveler, losing his senses and seeling hallucinations of his past. The group fought through the droid

attendants that guarded the Shrine, during which Udi Dis was fatally injured as he was unable to sense the forthcoming attack. In awe of the Leveler's power and satisfied with his test, Marchion Ro killed both Udi Dis and Kufa, setting a beacon for the Leveler to be collected. He kept the Leveler encased in ice and brought it with him to the Nihil camp on the planetoid Grizal. The creature was transported to the laboratory of the Chadra-Fan doctor Kisma Uttersound aboard the *Gaze Electric*. Kisma Uttersound fabricated a heating rig to defrost the Leveler so that it could be tested on their subject, Jedi Master Loden Greatstorm whom Marchion Ro had taken prisoner a year earlier. During the ensuing battle of Grizal, Jedi Master Loden Greatstorm was killed while Jedi Master Elzar Mann and Padawan Bell Zettifar were temporarily left in mental anguish. Seeing Jedi Master Loden Greatstorm's corpse left in a calcified state, even Jedi Master Stellan Vios was left afraid as the body turned to rubble.

Jedi investigator Emerick Caphtor was dispatched to learn more about Jedi Master Loden Greatstorm's death and was partnered with private detective Sian Holt at the request of Supreme Chancellor Lina Soh. At the same time, Kisma Uttersound was trying to defect from the Nihil by selling Nameless off the black market. Meanwhile, Tempest Runner Lournna Dee used the Leveler against the Jedi during the Skirmish on Xias as a test for the creature. During the battle Jedi Knight Keeve Trennis was hurt, and the calcification process began on Jedi Knight Terec, which affected their bond-twin Ceret. Jedi Master Avar Kriss noted she was unable to feel Ceret's connection to the Force as the process began.

Though they were both left in a hibernation trance, Ceret and Terec's saved them both from death. Emerick Caphtor interviewed Jedi Knight Keeve Trennis in the aftermath of the incident to try to understand the threat better. Meanwhile, Marchion Ro uncovered evidence of Kisma Uttersound's betrayal, but ordered the doctor be kept alive to understand better the deception the Nihil were facing.

After the Leveler's actions proved the usefulness of the Nameless, Marchion Ro followed old family secrets to locate Planet X where he could find more of the creatures. He undertook this mission with a team of Nihil he called his She'ar. After sacrificing many Strikeships to get through the veil around the world, Marchion Ro and the She'ar snuck through the planet's surface in the Cloudship Ikoru. He then used the Rod of Power to lead his team to the Nameless, ordering his She'ar to fight through the planet's fauna as it reacted in rage to the rod. After collecting several Nameless and escaping, Marchion Ro told the surviving She'ar members of the power the beings held and how his family once used them against the Jedi. With more of the creatures under his command, Marchion Ro plotted to bring down Starlight Beacon as a major strike against the Republic and the Jedi.

As three Nihil agents – the technicians Cale, Werrera, and Level – snuck aboard and sabotaged Starlight Beacon's systems, the seven Nameless they kept aboard their freighter,

logged as rathars to keep their existence hidden, left the Jedi on Starlight Beacon on edge and unable to sense the sabotage. As the station began to break apart, the Nameless broke free from the ship and began a rampage throughout Starlight Beacon, killing several Jedi including Orla Jareni. Meanwhile, the Republic launched an attack on a Nihil convoy that, unknown to them, was carrying more Nameless to Starlight Beacon, so Emerick Caphtor was left in a state of shock when a peephole was opened on one of the crates. Arriving on Starlight Beacon amid the destruction, Kisma Uttersound told Emerick Caphtor and Sian Holt about the Nameless before they boarded, handing over the ripped pages that once belonged to Azlin Rell's journal. As Kisma Uttersound escaped, they encountered a Nameless, which Sian Holt needed to describe to Emerick Caphtor as he was unable to truly see it.

Emerick Caphtor and Sian Holt managed to escape from the falling station with a Nameless claw, hoping they could use it to learn more about the creature, and a ship full of Jedi Initiates. Jedi Master Torban Buck stayed behind but gave Emerick Caphtor his robes, which were soaked in Nameless blood, to help the research. As the Nameless continued their rampage, Starlight Beacon finally crashed onto the surface of Eiram, killing everyone and the remaining Nameless still aboard. Marchion Ro took a moment to reflect on losing those seven Nameless but understood he alone held the advantage of possessing them. With it clear the Nihil had a weapon that they could not understand, the Jedi Order ordered all Jedi to return to the Jedi Temple on Coruscant. Marchion Ro took advantage of their absence to deploy stormseeds. After informing the captured Obratuk Glii of his victory, he fed the captured Jedi to one of his Nameless and smiled.

Meanwhile, Grand Master Yoda returned to the Jedi Order during the Battle of the Corellian Shipyards with a hooded figure, Azlin Rell, who sang the nursery rhyme connected to the Nameless. Master Yoda promised his fellow Jedi they would uncover the secrets of their Order's past to prepare for their future. Marchion Ro moved to claim Azlin Rell's journal about the Nameless and left the operation under his new partner Vol Garat. However, Jedi Masters Arkoff and Saving Besatrix Malagán recovered Azlin Rell's journal and ZZ-10. During the year after the fall of Starlight Beacon, Marchion Ro mostly kept the Nameless caged away, further starving the creatures for when he needed to release them once more. Master Yoda also worked with Azlin Rell to discover the secrets locked away in his mind, only for Azlyn Rell to use an opportunity to destroy a city on the planet Travvyx Prime to keep a route to Planet X buried, proclaiming to Master Yoda he had struck a blow for every Force user in the galaxy, including the Sith and the Jedi.

### **The Nameless (Shrii Ka Rai)**

**Status:** Canon

**Type:** Force-sensitive sessile lizard

**Planet of Origin:** Planet X

**DEXTERITY 4D**  
**PERCEPTION 3D**

Sneak 4D

**STRENGTH 4D+2**

**Special Abilities:**

*Fangs and Claws:* The Nameless have a selection of razor-sharp weapons available to them, from their claws to their fangs. Each of these allow the creature to do STR+1D damage in combat.

*Force Draining:* The Nameless can consume the Force within Force-sensitives. This is done in the form of an attack doing 6D damage, which is resisted by *willpower* or *control*; however, the damage cannot be reduced below stun. The form of the damage from these attacks makes the victim appear as if they had aged dramatically and slowing their vital functions alike those of aged individuals. The resulting condition left the victim in what came to be referred to as a “husked state:” – desiccated and devoid of life, as if they were made of stone. While some instances of husks were more substantial and solid, others disintegrated into ash at the slightest touch. This power has no effect on non-Force-sensitive characters.

*Hallucinations:* The Nameless cause hallucinations in Force-sensitives, requiring a Heroic *willpower* roll to resist. However, Force-users are at an even greater disadvantage, subtracting their *sense* from their *willpower* in this test. If the roll fails, then the character cannot act, as they cannot see or hear anything but horrifying, sanity-shredding hallucinations. This test must be made every round while near the creature, although an unease can be sensed at slightly greater distances.

**Move:** 14

**Size:** At least 2 meters (larger than humanoids)

**Orneriness:** 12D (or 1D if holding the Rod of Control, an artifact)

**Source:** RPGGamer.org website

**Appeared where:** [The High Republic: Path of Deceit](#), [The High Republic: The Battle of Jedha](#), [The High Republic: Balance of the Force](#), [The High Republic: Battle for the Force](#), [The High Republic: Path of Vengeance](#), [The High Republic: Cataclysm](#), [The High Republic: Quest for Planet X](#), [The High Republic: Tales of Light and Life – “A Closed Fist Has No Claws”](#), [The High Republic: The Rising Storm](#), [The High Republic: Midnight Horizon](#), [The High Republic: The Fallen Star](#), [The High Republic: Jedi’s End](#), [The High Republic: Starlight Coda](#), [The High Republic: Trail of Shadows](#), [The High Republic: Eye of the Storm](#), [The High Republic: The Eye of Darkness](#), [The High Republic: The Edge of Balance - Precedence](#), [The High Republic: The Nameless Terror](#), [The High Republic: Escape from Valo](#), [The High Republic: The Eye of Darkness](#), [The High Republic Adventures Volume 1 \(2023\)](#), [The High Republic: Defy the Storm](#), [The High Republic: The Edge of Balance Volume 3](#), [The High Republic: Children of the Storm](#), [The High Republic: The Hunted](#), [The High Republic: Temptation of the Force](#), [The High Republic: Beware the Nameless](#), [The High Republic: Tears of the Nameless](#), [The High Republic Adventures:](#)

[Echoes of Fear](#), [The High Republic Adventures: Saber for Hire](#), [The High Republic Adventures: Dispatches from the Occlusion Zone](#), [The High Republic: Into the Light](#), [The High Republic: The Edge of Balance Volume 4](#), [The High Republic: The Edge of Balance – Premonition](#)

## Nighthunter (Maalraa)



Also called a maalraa, a nighthunter is a nocturnal, quadruped predator. Two meters long and having red or white skin that is hairless, nighthunters hunted in packs, using long claws and powerful, fanged jaws to disable their victims. Using the Force to cloak themselves, they make themselves nearly indistinguishable from the

darkest shadows; only extremely well-trained Jedi or Sith could recognize their silhouettes. Their hides and bones are heavily resistant to lightsabers as well as intense heat. Though primarily native to Dxun, they are also known to exist on Onderon itself. Maalraas have huge fangs that protrude from their round heads. With an average lifespan of fifty years, maalraas hunt in packs, primarily preying upon cannoks, although if there are too many of them, the cannoks can drive the predator away or even kill it. Maalraas, in turn, are preyed upon by the zakkeg.

3,951 years before the Battle of Yavin, Mandalorian warriors living on the moon found maalraas to be a harsh prey to such a degree that having to clear out several of them was almost considered a true challenge.

Easy to train from infancy or from older ages, nighthunters were utilized as loyal guard beasts and were exported from their home world by crime syndicates as well as other wealthy individuals willing to trade on the black market. While plentiful during the time of the Old Republic, they were thought to be extinct by the time of the Clone Wars.

### Nighthunter (Maalraa)

**Status:** Legends

**Type:** Nocturnal jungle predator

**Planet of Origin:** Dxun Moon of Onderon

**DEXTERITY 3D+1**

**PERCEPTION 4D+1**

Hide 5D+1, search 6D+1, sneak 5D+1

**STRENGTH 4D**

Climbing/jumping 5D+2

**Force Skills:**

*Control 2D, sense 2D+2*

**Force Powers:**

*Control*: enhance attribute (used to enhance the creature's *Perception*)

*Sense*: combat sense, danger sense, life detection

**Special Abilities:**

*Bite*: Does STR+1D damage.

*Claws*: Do STR+2 damage.

*Energy Resistance*: The nighthunter adds +3D to all *Strength* rolls made to resist damage from fire and blaster weapons.

*Force-sensitive*: The nighthunter is Force-sensitive.

*Keen Senses*: Incredibly sharp hearing grants the nighthunter a +2D bonus to *search* skill checks that involve sound.

*Scent*: Nighthunters can track by following the scent of their prey.

**Move**: 10

**Size**: 2 meters long

**Source**: [Power of the Jedi Sourcebook](#) pages 80-1 for Original/Revised Core Rulebook d20 stats, [Jedi Academy Training Manual](#) page 139 for Saga d20 stats, [Creature Stats](#) page 82 for converted d6 stats

**Appeared where**: Knights of the Old Republic II: The Sith Lords video game

**Author's note**: *Danger sense* and *life detection* are not listed in the nighthunter's stats in [Creature Stats](#), but I have always believed that if a Jedi, Sith, or Force-sensitive knows a Force power, the individual must first know all the prerequisites before learning a Force power. Thus, I decided to add those two powers to the stats.

## Orbalisk



A parasitic creature native to Dxun, the word "orbalisk" is a Nikto word, which suggests that these creatures might have originated on Kintan. Living in groups, they lay inactive in caves or other dark places until they found a suitable host creature on whose skin they would attach themselves to feed.

Once attached to a host, orbalisks would multiply and grow, eventually enveloping and suffocating their victim. While attached to the host, the orbalisks would release poisons into the host's body causing extreme physical pain.

Whether a result of natural selection and adaption or a result of residing on Dxun, a great focus of dark side power, the orbalisks were able to feed on the Force-sensitivity of darksiders. When Darth Bane entered the Tomb of Freedon Nadd to retrieve Freedon Nadd's holocron, orbalisks fell from the ceiling. He was able to deflect most of them away, but one landed on the back of his left shoulder, and another landed on the center of his chest. Though he tried to pry them off, to no avail, he soon learned the benefits. The orbalisks fed off the

dark side energy within his body, and in return, they sent a constant massive surge of adrenaline and other enzymes into Bane's bloodstream, increasing his already considerable strength and enabling him to draw on even more dark side energy. The shell of the orbalisk was so strong, Darth Bane's lightsaber could not penetrate it. As the orbalisks grew and reproduced, it eventually covered most of his body, providing him with an almost impenetrable armor. The only weaknesses to this armor were the exposed joints at the neck and the wrists, but these gaps were so small a lightsaber could only barely slice through. He was able to keep the orbalisks from covering his face, hands, and feet by making armaments to cover those areas, courtesy of the knowledge he gained from Freedon Nadd's holocron. The chemicals released into his bloodstream by the orbalisks allowed Darth Bane to heal from virtually any wound almost instantly.

But the benefit came at a price. Drawing in more dark side energy left Darth Bane vulnerable to fits of mindless rage if he did not keep his anger under control. And the orbalisk armor proved vulnerable to electricity; though they did provide some protection, as proved by Darth Bane withstanding the electrical shocks from the Force pikes – set to kill – wielded by the eight Umbaran Shadow Assassins he faced on Ambria. That protection failed him on Tython, for during his duel against the Jedi Knights that had come to kill him and Darth Zannah, as his dying act, the Ithorian Jedi Master Worrer erected a Force bubble around himself and Darth Bane. The bubble reflected Darth Bane's Force lightning, causing him to experience the full effect of the Force lightning.

Though Darth Bane barely survived, some of the orbalisks died, releasing a highly potent toxin into Darth Bane's body that would prove fatal within days unless he received treatment. Fortunately for him, he had sent Darth Zannah on a mission to infiltrate the Jedi Temple on Coruscant to find a way to safely remove the orbalisks. She had succeeded, and unexpectedly found her cousin Darovit while in the Jedi Temple. She forced him to come with her, and they eventually made their way to Ambria where Darth Bane had once encountered a healer named Caleb. She persuaded both Caleb and Darovit with false promises to remove the orbalisks and save Darth Bane. Upon their success in saving Darth Bane, she brutally killed Caleb and drove Darovit insane with her Sith sorcery, setting Darovit up to play the role of a surviving Sith Lord to deceive the Jedi Order into believing they had killed the last Sith Lord who had somehow survived the Seventh Battle of Ruusan.

### Orbalisk

**Status**: Legends

**Type**: Nocturnal jungle predator

**Planet of Origin**: Dxun Moon of Onderon

**DEXTERITY** 0D+1

**PERCEPTION** 1D+2

Hide 4D+2

**STRENGTH** 0D+1



## Star Wars

Bite 2D+1

### Force Skills:

*Sense* 2D

### Force Powers:

*Sense*: life detection, life sense, sense Force, sense Force potential

### Special Abilities:

*Force-sensitive*: The orbalisk is Force-sensitive.

*Parasitic Grip*: If an orbalisk successfully bites a character, it does no damage, but latches on. While latched onto a host, an orbalisk has an effective *Strength* score of 9D to resist being removed. If successfully removed in this manner, an orbalisk inflicts 1D+1 damage to its former host.

*Poison*: An orbalisk injects venom into its host. When injected into characters with Dark Side Points, this venom has certain properties. Characters who are host to one or more orbalisks must succeed in a Difficult *Strength* check each day or take 1D+2 poison damage per orbalisk (meaning that anyone host to five orbalisks will take 8D+1 poison damage without a successful roll). Characters with Dark Side Points get a +1 pip bonus to this *Strength* roll for every 2 Dark Side Points they have, and characters with more than 36 Dark Side Points do not have to roll at all. See the entry on Orbalisk Armor for the beneficial effects of orbalisk venom.

**Move**: 10 cm (ground), 4 cm (burrow)

**Size**: Unlisted (a full-grown orbalisk weighs 1 kilogram)

**Source**: [The Dark Side Sourcebook](#) pages 117-8 for Original/Revised Core Rulebook d20 stats, [Creature Stats](#) page 85 for converted d6 stats

**Appeared where**: The Old Republic video game, [Bane of the Sith](#), [Darth Bane: Rule of Two](#)



### Orbalisk Armor

**Type**: Parasite armor

**Scale**: Character

**Cost**: Not for sale

**Availability**: 4

**Game Notes**: Orbalisk infestation will cover a small host in 13 days, a medium host in 17 days, and a large host in 21 days. The biochemical reaction created by the mixture of Dark Side energy and orbalisk venom can be reflected in a *Strength*

increase of +1 pips for every 20% of coverage. Additionally, characters who are host to orbalisks can make natural healing rolls twice as often for every 20% of coverage (see below).

Wound level	Wounded once/twice	Incapacitated	Mortally wounded
None	3 days	14 days	35 days

20%	2 days	7 days	18 days
40%	1 day	4 days	9 days
60%	12 hours	2 days	5 days
80%	5 hours	1 day	3 days
100%	3 hours	6 hours	2 days

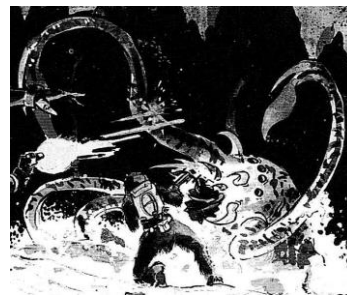
The armor bonus granted by orbalisks depends on the degree of coverage they have on the host. The bonus applies towards physical and energy damage, such as a blaster bolt. Against lightsabers, though, the bonus is doubled.

% of Coverage	Bonus	vs. lightsaber	Dexterity penalty	Move penalty
10%	+1 pip	+2 pip	-1 pip	-0
20%	+2 pip	+1D+1	-2 pips	-0
30%	+1D	+2D	-2 pips	-0
40%	+1D+1	+2D+2	-1D+1	-2
50%	+1D+2	+3D+1	-1D+1	-2
60%	+2D	+4D	-1D+1	-2
70%	+2D+1	+4D+2	-2D	-4
80%	+2D+2	+5D+1	-2D	-4
90%	+3D	+6D	-2D	-4
100%	+3D	+6D	-2D+2	-8

**Source**: [The Dark Side Sourcebook](#) pages 67-8 for Original/Revised Core Rulebook d20 stats, [Equipment Stats](#) page 21 for converted d6 stats

**Appeared where**: The Old Republic video game, [Bane of the Sith](#), [Darth Bane: Rule of Two](#)

## Piscator



A piscator was a large, Force-sensitive predator native to Alluuvia that grew stronger from the fears of their prey.

### Piscator

**Status**: Legends

**Type**: Force-sensitive predator

**Planet of Origin**: Alluuvia

**DEXTERITY** 2D+2

**PERCEPTION** 2D

**STRENGTH** 3D

Brawling 3D

### Special Abilities:

*Fear-sensitivity*: +1D to *brawling* for each character who's succumbed to fear.

*Tentacles*: Each of the eight short tentacles does STR+1D damage.

*Tusks*: Do STR+3D damage.

**Move**: 12

**Size:** 3 meters long

**Source:** Operation: Elrood page 38

## Starweird



A starweird is an ancient, incorporeal humanoid creature that resonated with the Force and were considered a great and terrible power. Encounters with starweirds generally only occur in space, and although they are real, starweirds have no defined ecological niche, no environmental purpose. It is only encountered in deep space, apparently existing in a vacuum without injury. They typically attack spacers repairing their damaged hull or manifest aboard starships travelling through hyperspace.

A starweird appears as an impossibly tall humanoid, so gaunt as to be nearly skeletal. It has long, wild, white hair floating around its head even within the artificial gravity of a spaceship. It wears ephemeral rags that hang in strips from its bony arms. Its pale skin can vary in hue depending on the encounter. While descriptions of its face seem to differ, most who see the desiccated visage often perceive some slight resemblance to their own. A starweird has an exaggerated mouth full of sharp teeth, and its eyes glow with an eerie sanguine light. Its hands are long and bony with black-taloned fingers. It does not walk, but rather hovers and flies at speeds slightly faster than most bipedal Human-sized species could move. Though fairly intelligent, it has no known language and never speaks. It can see up to twenty meters in complete darkness, but cannot distinguish colors under that circumstance.



A starweird attacks as soon as it is spotted, unleashing a horrible telepathic scream that echoes even in the vacuum of space. The sound they emit can reach a height comparable to a starfighter engine, causing great pain to their victims and perhaps making their ears bleed. Most individuals caught within the scream's twenty-meter range cower or run upon hearing the scream, but some reportedly

stand their ground despite their terror. The enraged starweird then attacks foes physically with its claws. Starweirds have a particularly strong hatred for Force-users, single-mindedly attacking them while ignoring all other opponents.

A starweird chooses a victim and focuses on it, although how one incurs a starweird's wrath remains unknown. Victims might be selected at random, or the creature might nourish itself on the life force of specific individuals. In any event, when a starweird dies, it leaves no trace of itself behind.

Some Jedi believe that starweirds are physical manifestations of the dark side of the Force, although little evidence supports this claim.

It is considerably difficult to injure starweirds in a way that really affected them. Blasters are not very effective, and a starweird could continue to pursue its target even if its entire body has been impaled. Force fields can stop the creatures, and they are affected by Force powers.

In Legends continuity, during the time of the Great Galactic War between the Galactic Republic and the reconstituted Sith Empire, Jedi Master Wyellett saved his Padawan Xerender and many members of the Jedi Council from a famous starweird known as the Starweird Queen. However, Imperial forces captured Jedi Master Wyellett.

In Canon continuity, they were considered extinct until the final years of the Imperial Era. During the Clone Wars, one was sealed away by Jedi Masters Aayla Secura and Shaak Ti in the Jedi prison known as the Sason Temple on Sason. In the year between the Battles of Hoth and Endor, the rogue archaeologist Doctor Chelli Lona Aphra and Jedi Luke Skywalker accidentally released the starweird during Chelli Lona Aphra's attempt to recover Kythoo's Bell, which she believed to be a Jedi artifact. But it was in fact a security system installed at the temple to help keep the starweird sealed. After a difficult confrontation, the two were able to defeat the starweird.

### Starweird

**Status:** Canon/Legends

**Type:** Large Force-using vacuum predator

**Planet of Origin:** Outer Space

**Dexterity 3D**

**Perception 4D+1**

Hide 10D, search 11D

**Strength 5D+2**

**Special Abilities:**

*Claws:* Do STR+1D damage.

*Darkvision:* Can see up to 20 meters in total darkness.

*Incorporeal:* A starweird's body is visible but incorporeal. It has a 50% chance to ignore any damage from a corporeal source, but not from Force Powers. Also, its claw attacks ignore armor protection. It can pass through solid objects and cannot be heard if it does not wish to be.

*Telepathic scream:* A starweird can unleash a telepathic scream as an attack action, affecting all living creatures within 20 meters of it. Creatures that fail a Very Difficult *willpower* roll are panicked by 1D rounds.

**Force skills:**

*Control 3D+1, sense 4D, alter 3D+1*

**Force powers:**

*Control:* absorb/dissipate energy, control pain

*Sense:* life detection, life sense, receptive telepathy, sense Force, sense Force potential

*Alter:* injure/kill

*Control and Alter:* drain energy, Force lightning, inflict pain

*Control, Sense, and Alter:* telekinetic kill

**Move:** 12 (flying)

**Size:** 1.8 meters tall

**Source:** Ultimate Adversaries pages 121-2 for Original/Revised Core Rulebook d20 stats, Creature Stats page 114 for converted D6 stats

**Appeared where:** Doctor Aphra: Ripple Effect

## Storm beast



The storm beasts were originally natural creatures at the top of the food chain on Malachor V. Once the Sith arrived and established the Trayus Academy, they turned their sights towards these beasts. Using the dark side, and most likely Sith alchemy, they turned these creatures into menacing beasts with enhanced

strength and the ability to emit a wave of destructive sonic energy. The storm beasts continued to be immersed in the dark side long after the Sith left the planet. The second activation of the Mass Shadow Generator devastated the planet, and while many storm beasts died, some survived and were able to live sustainably in what remained of Malachor V's atmosphere.

### Storm beast

**Status:** Legends

**Type:** Reptilian predator

**Planet of Origin:** Malachor V

**Dexterity** 2D+2

Brawling parry 3D+2, sonic blast 4D

**Perception** 3D+1

**Strength** 6D

Stamina 8D

**Special Abilities:**

*Claws:* Do STR+2 damage.

*Force-sensitive:* Storm beasts are Force-sensitive, and drenched in the dark side.

*Sonic blast:* The storm beast can emit a 45° cone of destructive sonic energy that targets everyone in the cone's blast to a range of 10 meters. Those caught in the blast take 3D+2 damage.

**Move:** 10

**Size:** 2 meters tall

**Source:** Jedi Academy Training Manual page 144 for Saga d20 stats, Jedi Academy Training Manual D6 Conversion page 10 for converted D6 stats

**Appeared where:** Knights of the Old Republic II: The Sith Lords video game

## Taozin



Native to the jungle moon of Va'art, the taozin was a giant annelid with many arms and legs. It could spit silken webbing to entrap its prey, and its natural shell armor was almost completely resistant to blasters and lightsabers. The creatures were Force-sensitive and could interfere with the sensory ability of Force-sensitive individuals, making them appear invisible in the Force.

Though they found their way across the galaxy at one point, they were thought to be extinct by the time of the Trade

Federation's invasion of Naboo. However, I-5YQ, Lorn Pavan, Jedi Padawan Darsha Assant, and Darth Maul encountered one in the depths of the Coruscant underworld. Darth Maul described it as "almost like encountering a surface so slick that one could find no purchase on it." The Sith Lord eventually killed it by cutting the bridge he and the taozin were on, letting it fall into the chasm below.

Taozin nodules allow the wearer to maintain the same Force-disguise that a living taozin could, disappearing nearly completely into the Force. Lorn Pavan wore one during his failed attempt to kill Darth Maul. After the fall of the Republic and the rise of the Empire, the members of the Inquisitorius wore taozin amulets, which would mask their presence while on the hunt for rogue Jedi.

### Taozin

**Status:** Legends

**Type:** Annelid predator

**Planet of Origin:** Va'art

**DEXTERITY** 1D

**PERCEPTION** 1D+1

Hide 5D+1 (8D+1 in dark conditions), search 5D

**STRENGTH** 8D+1

Climbing 13D

**Special Abilities:**

*Bite:* The taozin's bite inflicts its Strength+1D+2 damage.

*Blindsight:* Taozin are blind and do not "see" by conventional means.

*Camouflage:* Taozin are naturally translucent. In dark conditions, they gain a +3D bonus to all *hide* skill rolls.

*Energy Resistance:* Taozin are resistant to energy from fire, blasters, and lightsabers. When resisting damage from fire or blasters, a taozin gets a +2D bonus to its Strength. When resisting damage from lightsabers, this bonus increases to +3D.

*Force Invisibility:* Taozin cannot be detected by any uses of the Force.



**Lightsaber Diffusion:** When struck by a lightsaber, a Taozin's translucent flesh causes the energy from the saber to "splash" outward in all directions. Anyone within 2 meters of a Taozin that is struck by a lightsaber will take 5D of damage, unless they make a Difficulty *dodge* skill roll.

**Web:** A taozin can spew an adhesive substance from its mouth with a range of 3-25/50/100. This web-like material covers a 6 meter by 6-meter area, and anyone within the target area may attempt to *dodge* the attack as normal. Anyone hit by this attack is considered entangled. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their *Dexterity* scores, and can only move at half of their normal Movement scores. Those wishing to free themselves must roll a Very Difficult *Strength* check to do so. These webs are flammable, and will burn away within 1D rounds, but anyone caught in the burning webs will take 3D+1 worth of damage each round they are exposed to the flames.

**Move:** 4 (ground), 4 (climbing)

**Size:** Unlisted (Gigantic)

**Source:** *Power of the Jedi Sourcebook* pages 81-83 for Original/Revised Core Rulebook d20 stats, *Creature Stats* page 118 for converted d6 stats

**Appeared where:** *Darth Maul: Shadow Hunter*

**Author's note:** This is the taozin as witnessed in the Legends continuity. In the current Canon continuity, it has been seen as a grub in Dryden Vos' ship, the *First Light*, and in Oga's Cantina at the Black Spire Outpost on Batuu. There has been no indication of the creature's ability to hide in the Force as it does in Legends continuity.

## Vornskr



The vornskr was a wild, vicious canine species native to the planet Myrkr. It had the unusual ability to sense the Force. This ability evolved to help them hunt ysalamiri; however, this ability had the side effect of causing them to think that Force-sensitive individuals were their favorite prey. To counter the vornskr's hunting methods, the ysalamiri developed the ability to project a "Force bubble," inside which no Force abilities could be used. This will be expanded upon further in the ysalamiri entry.

The vornskrs were primarily nocturnal hunters and used their whip-like, mildly venomous tails to stun their prey before finishing it off with their teeth.

The smuggler Talon Karrde kept two vornskrs, Sturm and Drang, as pets and guard animals. He once shot off Sturm's tail in self-defense when attacked. An unexpected result of this act was that he was able to handle Sturm more easily. When he removed the venomous tip from Drang's tail, Drang



became easier to handle as well. In an article published in the *Galactic Zoology Monthly*, Talon Karrde detailed that removing the frequently used weapon of the vornskrs was like castration, since it removed most of their hunting aggression. While removing their

tales made them more docile, it did nothing to curb their hostilities towards Force users. During the day, they were normally sedate, but hunger or other factors would drive them to hunt during the daylight hours.

Talon Karrde considered selling Sturm and Drang as guard animals, but chose not to. Tyber Zann, on the other hand, used vornskrs as guard animals and as effective hunters for enemy troops that



escaped imprisonment. The Sith also used the vornskrs as guards in the Dark Force Temple on Dromund Kaas.

While dangerous creatures to the Jedi in their own right, the Yuuzhan Vong learned about the vornskrs, and used them as a template for a creature that was even more horrifying to Luke Skywalker's Jedi Order.

### Vornskr

**Status:** Legends

**Type:** Force-sensitive predator

**Planet of Origin:** Myrkr

**DEXTERITY 4D**

**PERCEPTION 2D+2**

Sneak 5D

**STRENGTH 3D+2**

**Special Abilities:**

*Teeth:* Str+2D damage

*Force sense:* Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a Very Easy roll; 11-25 meters is an Easy roll; 26-50 meters requires a Moderate roll; and 51-100 meters requires a Difficult roll. Over 100 meters is a Heroic difficulty.

**Move:** 15

**Size:** 0.8 meters tall at the shoulder, up to 1.6 meters long (including tail)



**Source:** Alien Anthology pages 48-49, The Thrawn Trilogy Sourcebook pages 159-60, Heir to the Empire Sourcebook pages 87-9, The Last Command Sourcebook pages 102-3, Creature Stats pages 131-2

**Appeared where:** Boba Fett: Hunted, Galaxy of Fear: The Brain Spiders, Galaxy of Fear: The Doomsday Ship, Empire at War: Forces of Corruption, Heir to the Empire, Dark Force Rising, The Last Command, Dark Forces: Rebel Agent, Jedi Knight: Mysteries of the Sith, The New Rebellion, Edge of Victory I: Conquest

## Voxyn



After learning about the vornskrs and their ability to hunt Force-sensitive beings, the Yuuzhan Vong shapers created a genetic cross between the vornskr and the fero xyn, a ferocious hunting animal from their homeworld of Yuuzhan'tar. The result was the voxyn, a reptilian creature they used to hunt down and kill Jedi with considerable success.

Standing a meter high, a mature voxyn measured over four meters in length. A pair of oval yellow eyes were on the voxyn's flattish head, which had a broad snout over six inches long that was filled with fangs. Its lithe body was covered in black or green scales and sported eight legs with claws. They were able to jump to great heights and could swim in water. Voxyn could submerge themselves underwater for extended periods of time, but the blast effect of a concussion grenade could stun them while they were underwater, causing them to rise to the surface.

Voxyn could see twice as far as normal in poorly lit areas and could distinguish colors in those areas. Their torsos possessed a gut, a stomach, and a rib cage that protected the internal organs. Their bodies gave off heat, allowing any beings who could see in the infrared spectrum to track them. Their paws were round, and the toe pads housed a hundred deadly retroviruses, whose medium was the green slime that covered the voxyn's claws.

Running down the voxyn's spine was a series of sensory bristles that were coated with a neurotoxin that had a variety of effects depending on the species. Some fell into convulsions and then into an endless sleep. Some weakened over many hours before losing the ability to breathe or swallow. Some drowned in their own saliva. The voxyn had a whip-like tail with a white barb that could deliver a poison that would cause swelling and make most creatures' flesh red for one to six days. The tail could also deliver a neural shock.

The voxyn had long, forked tongues and were able to shoot from their mouths via an efflux tube a jet of brown, acidic saliva that burned anything it touched. The saliva could easily kill a humanoid if it landed on a vital spot like the face. The creatures could emit a sonic blast from their snouts, and this blast sent a compression wave that could temporarily disable a person's hearing, make them feel nauseous, and shatter eardrums.

When exposed to air, the voxyn's purple blood became a neurotoxin that smelled like smoke and ammonia. It had a detrimental effect on humanoid lungs that could take over a day to fully heal.

As they were designed to hunt Jedi, voxyn possessed the ability to sense Force-sensitives just like vornskrs could. This made them unique amongst the Yuuzhan Vong and their creations, since all Yuuzhan Vongs and all their creations were completely devoid of the Force and could not touch it in any way. The voxyn could sense the presence of a Jedi even if the Jedi diminished their presence in the Force.

A Jedi could sometimes feel the voxyn through the Force, registering the creature as a hungry or feral presence. Sometimes, the voxyn could sense the Force-sensitive's emotions, and occasionally a Force-sensitive could sense other things about the voxyn rather than just the creature's hunger. However, a voxyn could hide their presence from Force-sensitives. A Force-sensitive who was skilled with animals could sometimes convince a voxyn via the Force to do certain things by imparting ideas to them, like attacking their Yuuzhan Vong minders; however, this was difficult to do.

The voxyn were remarkably durable and difficult to kill due in part to their ability to heal quickly. Even if they were pinned beneath a metal bulkhead and their torso was crushed almost flat, the voxyn would survive. They could survive the blast from a thermal detonator and could function well even with the loss of limbs and chunks of flesh. While a Jedi's lightsaber could cut through most things, it had trouble cutting through a voxyn's foot, though it could still kill a voxyn. The voxyn's scales could occasionally deflect a blaster bolt. When exposed to decompression, the voxyn was able to make a scale cocoon that allowed it to survive for a time in vacuum if they went into a deep hibernation, though they sometimes panicked from the sudden loss of air. However, prolonged exposure to vacuum would result in the voxyn freezing to death and every cell in their bodies bursting.

Despite the obvious success from the crossbreeding, there was one significant drawback – only one was successfully created. All additional attempts ended in failure, and even though the original could lay eggs, the eggs were sterile. Unable to reproduce and failing to create others through crossbreeding, the Yuuzhan Vongs were forced to resort to cloning the original. They also found that the voxyn's cells deteriorated at a rapid rate if they were not exposed to a nutrient from the planet Myrkr. Away from Myrkr, voxyn did not survive for more than a few months after their release. Once the voxyn's cells began to deteriorate, the scales lost

their colors and flaked off. The creature's movements would then become listless as it lost energy, and its eyes would become filmy.



After they were created, the Yuuzhan Vongs trained them to hunt Jedi in a

multitude of environments as well as how to avoid various hazards aboard the worldship *Baanu Rass* over Myrkr. Though they were non-sentient, they were quite intelligent and cunning. They were smart enough to tap the activation stud of a lift tube if they wanted to use it, and could occasionally sense when a trap was being laid for them. They were taught during their training to avoid triggered traps and dangerous hazards, like fire, to make them more effective hunters. However, the voxyn were occasionally guided by their Yuuzhan Vong counterparts when inside unfamiliar locations, like the interiors of residential areas, and voxyn that were confused by such conditions were considered useless to the Yuuzhan Vongs. The voxyn did learn from their mistakes, which made them better predators, but unlike the voxyn queen, the clones were not cunning enough to use their surroundings to create advantages for themselves. But while the voxyn were trained to stalk the Jedi, the voxyn queen herself was trained to preserve her own life to ensure the survival of the voxyn as a species. The traitorous Human senator from Kuat Viki Shesh believed the voxyn were vicious in nature and enjoyed hurting things.

Voxyn had no fixed habitat as they were taught versatility by their Yuuzhan Vong creators on the *Baanu Rass*, where they learned to hunt in almost every habitat imaginable that existed in the galaxy. This allowed the voxyn to survive and hunt effectively on a vast number of worlds. While the Yuuzhan Vong had an extreme aversion towards technology, the voxyn was comfortable hunting in and around mechanical objects, as they were conditioned from birth to be able to hunt Jedi anywhere.

Voxyn typically hunted in packs of four when they tracked Jedi or other Force-sensitives for the Yuuzhan Vongs. The voxyn were trained to obey commands given to them by the Yuuzhan Vongs, which included having the voxyn remain stationary while the Yuuzhan Vong tortured other individuals with the variety of dangerous abilities the creatures possessed. Specialized Yuuzhan Vongs known as voxyn handlers usually accompanied voxyn packs, and the beasts would tolerate the leashes that the handlers sometimes put on them, though they would still snap at the handlers if they came too close. If a voxyn was close to its prey, though, it would break free from the handlers to attack its target.



When tracking a Jedi or other Force-sensitive, voxyns typically swept their heads from side to side and sometimes howled when they first sensed a Jedi or other Force-user. While hunting for Jedi, voxyn would occasionally circle

other non-Force-sensitives to investigate them and would cock their heads at loud noises. Voxyns would also lick the air with their tongues while on the hunt, and if they had located a Force-sensitive and were following it, they would keep their eyes fixed on the floor while their tails waves about. They were resilient when hunting, and Jedi found the voxyn difficult to deter from their tails. In addition, the voxyn would continue to hunt their prey even after sustaining heavy injuries, such as the loss of limbs. Hunting Force-sensitives filled the voxyns with energy, and listless voxyns nearing the end of their life-spans would shake off their lethargy when they sensed prey. When entering combat with a Force-sensitive or other enemy, the voxyn like to open with a sonic screech over any other attack. On occasions, they would use their acid to melt holes in which they would hide.

Should the Yuuzhan Vong lose a voxyn, the creature could still survive on its own. It would become feral, though feral voxyn would attack and harass Force-sensitives despite not being ordered to do so.

The shapers found, for a reason that they could not understand, that the voxyn hated the ysalamiri, creatures that were able to repel the Force. When a ysalamiri was nearby, the voxyn lost their natural intelligence and would go to great lengths to eat the creatures. During experiments in which a voxyn's legs were bound to the ground by blorash jelly, and an ysalamiri was placed out of reach in front of them, the voxyn would sometimes tear off its own legs to get at the creature, which it would kill and eat. Despite the adverse reaction the ysalamiri caused the voxyn to have, some Yuuzhan Vong warriors gave ysalamiri to voxyns as treats.

The voxyn were carnivorous and ate ysalamiri, humanoids, and even the lone Yuuzhan Vong. Feral voxyn on the *Baanu Rass* created nests in a series of caves near the city of the slaves on the worldship. They would bring corpses to the nests to feed the young they would never have. The voxyn were territorial about their nests – they would not leave their nests unless they felt threatened and defended them from other voxyn and beings not of their species. Nesting voxyns were more inclined to stay in their nests than attack a passerby unless otherwise provoked. In some instances, voxyn would starve themselves to death rather than leave the nest to hunt. While guarding a nest, agitated voxyn would ruffle their neck scales and scratch the ground. Voxyn without nests became excited if they found fresh corpses while hunting that could

potentially nourish their young and would drag them back to a voxyn nesting area.



A Jedi strike team, led by the Solo siblings, infiltrated the *Baanu Rass* to kill the voxyn queen. Though successful in killing the voxyn queen and putting the stop to

the cloning of the voxyn, the price of victory was high. Many members of the team, including Anakin Solo, were killed. The many deaths and the torture the team suffered during their captivity would have a long-lasting effect on the survivors, especially Anakin Solo's siblings and paramour Tahiri Veila.

Even after the death of the voxyn queen, the Yuuzhan Vong continued using the surviving voxyn even as they began to die off. The last voxyn died during the Battle of Ebaq 9, a year after the death of the voxyn queen.

### Voxyn

**Status:** Legends

**Type:** Bioformed predator

**Planet of Origin:** Bioengineered by the Yuuzhan Vong

**DEXTERITY 3D+1**

Dodge 6D, spit acid 7D

**PERCEPTION 3D+1**

Hide 6D, search 6D, sneak 6D

**STRENGTH 3D+2**

**Force Skills:**

*Sense 3D*

**Force Powers:**

*Sense:* life detection, life sense, receptive telepathy, sense Force, sense Force potential

**Special Abilities:**

*Acid Spit:* Voxyn can spit acid with a range of 1-2/4/6. This attack can be dodged just like any other ranged attack. Voxyn acid inflicts 3D+2 damage each round for 1D+2 rounds, and will damage any armor or equipment it comes into contact with (see SWD6, pages 94-95). During a round that a voxyn spits, it can make no other attacks.

*Bite:* Does STR+1D damage.

*Claws:* Do STR+2 damage, plus disease (see below).

*Disease:* The claws of a voxyn are rife with harmful bacteria. If a target takes damage from a voxyn's claws, it must also succeed in a Difficult *Strength* check. Failure means that the wounds are infected, which results in a loss of 1 pip from its *Strength* rating. After 24 hours, the victim must make another *Strength* check, with failure resulting in a loss of another 2 pips from *Strength*. This loss can be healed with proper medical attention.

*Force Immunity:* Voxyn are immune to all Force powers that involve *sense* or *alter*.

*Force-Sensitive:* This creature is Force-sensitive.

*Low-light Vision:* A voxyn can see twice as far as a normal human in poor lighting conditions.

*Nutrient Dependency:* Voxyn must ingest a nutrient compound from the planet Myrkr in order to survive. Without this nutrient, their *Strength* score is halved after a month, and quartered after two months. After three months without the nutrient, a voxyn will die.

*Poison Tail:* Anyone struck by a voxyn's tail takes the creature's STR+1 in damage, and must make a Difficult *Strength* check. Failure indicates that the target is completely paralyzed for 2D minutes. The poison also causes swelling and redness in most creatures, and this lasts 1D days.

*Regeneration:* Voxyn heal twice as fast as other creatures.

*Sonic Screech:* A voxyn can let loose with a compressed-wave screech. All living beings within 10 meters of the screeching voxyn must make a Difficult *Strength* check or be deafened for 1D+2 days. Voxyn will typically use this attack prior to its initial attack in order to disorient and confuse its opponents. A screeching voxyn can make no other attacks.

*Toxic Blood:* Any air-breathing creature within 2 meters of a voxyn that has been wounded (or worse) must succeed in a Difficult *Strength* roll, or suffer 5D of poison damage.

**Move:** 14

**Size:** 4 meters long

**Source:** [The New Jedi Order Sourcebook](#) pages 137-8 for Original/Revised Core Rulebook d20 stats, [Creature Stats](#) pages 132-3 for converted d6 stats

**Appeared where:** [Star by Star](#), [Enemy Lines II: Rebel Stand](#), [Destiny's Way](#)

### Voxyn Queen

**DEXTERITY 3D+1**

Dodge 7D+1, spit poison 8D+2

**PERCEPTION 4D**

Hide 5D+2, search 6D+2, sneak 7D

**STRENGTH 5D+1**

**Force Skills:**

*Sense 3D+2*

**Force Powers:**

*Sense:* life detection, life sense, receptive telepathy, sense Force, sense Force potential

**Special Abilities:**

*Bite:* Does STR+1D damage.

*Claws:* Do STR+2 damage, plus disease (see below).

*Disease:* The claws of a voxyn queen are rife with harmful bacteria. If a target takes damage from a voxyn's claws, it must also succeed in a Very Difficult *Strength* check. Failure means that the wounds are infected, which results in a loss of 1 pip from its *Strength* rating. After 24 hours, the victim must make another *Strength* check, with failure resulting in a loss of another 2 pips from *Strength*. This loss can be healed with proper medical attention.

*Force Immunity:* Voxyn are immune to all Force powers that involve *sense* or *alter*.



*Force-Sensitive:* This creature is Force-sensitive.

*Low-light Vision:* A voxyn queen can see twice as far as a normal human in poor lighting conditions.

*Nutrient Dependency:* The voxyn queen must ingest a nutrient compound from the planet Myrkr in order to survive. Without this nutrient, their *Strength* score is halved after a month, and quartered after two months. After three months without the nutrient, a voxyn will die.

*Poison Spit:* Rather than making any other attacks, the voxyn queen can spit poison at her opponents with a range of 1-3/6/10. If hit, a target must make a Very Difficult *Strength* check or suffer a -1D penalty to all *search* skill checks.

Additionally, the target treats all opponents as if they have half concealment due to his impaired vision. After an additional minute, another roll must be made. Failure indicates that the target is struck blind for 1D+2 days. If the second roll is successful, the character's impaired vision only lasts 2 days.

*Poison Tail:* Anyone struck by a voxyn's tail takes the creature's STR+1 in damage, and must make a Difficult *Strength* check. Failure indicates that the target is completely paralyzed for 2D minutes. The poison also causes swelling and redness in most creatures, and this lasts 1D days.

*Regeneration:* The queen voxyn heals twice as fast as other creatures.

*Sonic Screech:* A voxyn can let loose with a compressed-wave screech. All living beings within 10 meters of the screeching voxyn must make a Difficult *Strength* check or be deafened for 1D+2 days. Voxyn will typically use this attack prior to its initial attack in order to disorient and confuse its opponents. A screeching voxyn can make no other attacks.

*Toxic Blood:* Any air-breathing creature within 2 meters of a voxyn that has been wounded (or worse) must succeed in a Difficult *Strength* roll, or suffer 5D of poison damage.

**Move:** 14

**Size:** 4.6 meters long

**Source:** [The New Jedi Order Sourcebook](#) pages 150-1 for Original/Revised Core Rulebook d20 stats, [Creature Stats](#) page 133 for converted d6 stats

**Appeared where:** [Star by Star](#)

**Author's note:** *Life sense* and *receptive telepathy* are not listed in the voxyn's and queen voxyn's stats in [Creature Stats](#), but I have always believed that if a Jedi, Sith, or Force-sensitive knows a Force power, the individual must first know all the prerequisites before learning a Force power. Thus, I decided to add those two powers to the stats.

In addition, the stats state that the voxyn and the voxyn queen share the Yuuzhan Vongs' immunity to all Force powers that involve *sense* or *alter*. However, as I previously stated in the Vongsense section that several dark side powers – *Force lightning*, *dark side web*, and *Force net* to be exact – could harm the Yuuzhan Vong, and that Force powers dealing with the manipulation of the elements, like *Force wind* and *Force whirlwind*, could have been equally effective against the

Yuuzhan Vong. It is possible that these powers might have been equally effective against the voxyn and the voxyn queen.

## Ysalamiri

Native to the planet Myrkr, the ysalamiri was a lizard-like tree dweller about 50 centimeters long. A ysalamiri sank their claws into the oblio trees on which they lived and drew



nutrients. It was very difficult to remove a ysalamiri from its tree without killing it, though Talon Karrde's smugglers found a way. Grand Admiral Thrawn learned how to do this as well and constructed a back harness or a nutrient frame to allow himself and his men to carry these creatures with them.

What made this creature particularly unique was its ability to create a Force-neutral bubble. The ysalamiri did not negate the Force; since all existence was infused with Force energy, this would not be possible. Rather, they projected a bubble that repelled the Force. Any Force-user within this bubble would be unable to exert any influence over the Force. This ability evolved in response to predation by the vornskrs. A single bubble measured up to ten meters in diameter, but large groups of ysalamiri could extend their collective bubble by kilometers. Only a group consisting of a great number of ysalamiri could do this. Grand Admiral Thrawn used this to his advantage to protect himself from the powers of the cloned Dark Jedi Master Joruus C'baoth and to accelerate the Spaarti cloning process without the usual side-effects which occurred when similar Force imprints interfered with one another.

While native to Myrkr, ysalamiri somehow have made their way to Dromund Kaas.

While native to Myrkr, ysalamiri somehow have made their way to Dromund Kaas.

### Ysalamiri

**Status:** Legends

**Type:** Force-sensitive sessile lizard

**Planet of Origin:** Myrkr





**DEXTERITY +2**

**PERCEPTION 1D+1**

**STRENGTH +2**

**Special Abilities:**

*Force Repulsion:* Ysalamiri can create “bubbles” in which the Force cannot be manipulated. A single ysalamiri can form a defensive bubble up to 10 meters in radius. Within the bubble, characters cannot use the Force skills, Force Points, or Character Points. Force attacks directed at ysalamiri fade away as they enter the creature’s “Force bubble.”

**Move:** 0

**Size:** Up to 50 centimeters long

**Source:** [Alien Anthology](#) page 52, [The Thrawn Trilogy Sourcebook](#) page 160, [Heir to the Empire Sourcebook](#) page 89, [The Last Command Sourcebook](#) page 101, [Creature Stats](#) page 140

**Appeared where:** [Empire at War: Forces of Corruption](#), [Heir to the Empire](#), [Dark Force Rising](#), [The Last Command](#), [Jedi Knight: Mysteries of the Sith, I](#), [Jedi](#), [The New Rebellion](#), [Vision of the Future](#), [Star by Star](#), [Enemy Lines II: Rebel Stand](#), [Legacy of the Force: Fury](#), [Fate of the Jedi: Omen](#), [Fate of the Jedi: Abyss](#), [Fate of the Jedi: Allies](#), [Fate of the Jedi: Ascension](#)

**Author’s note:** This is the ysalamiri as witnessed in the Legends continuity. In the current Canon continuity, Grand Admiral Thrawn has two sculptures of this creature made from yellow, green, and brown material in his office aboard the *Chimaera* placed behind his desk. The sculptures depict a four-eyed lizard-like creature.

# Appendix

## Proximity Modifiers:

<b>User and the target are:</b>	<b>Add to difficulty:</b>
Touching	+0
Line of sight (not touching)	+2
Not line of site, at 1-100 meters	+5
101 meters to 10 kilometers	+7
11 to 1,000 kilometers	+10
Same planet more than 1,000 kilometers	+15
Same star system, different planet	+20
Not in same star system	+30

## Relationship Modifiers:

<b>User and the target are:</b>	<b>Add to difficulty:</b>
Close relatives (married, siblings, parent and child, etc)	+0
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

# References

## Source codes

DE – Dark Empire Sourcebook  
 DFR – Dark Force Rising Sourcebook  
 HTTE – Heir to the Empire Sourcebook  
 JA – Jedi Academy Sourcebook  
 JATMD6 – Jedi Academy Training Manual D6 Conversion  
 KOTORD6 – Knights of the Old Republic D6 Conversion  
 LECGD6 – Legacy Era Campaign Guide D6 Conversion  
 SWAJ – Star Wars Adventure Journal  
 SWRPGD6 – Star Wars RPG (D6) – Force Powers PDF  
 SWRPGRE – Star Wars Role Playing Game Second Edition Revised and Expanded  
 TAB – Truce at Bakura Sourcebook  
 TCWCGD6 – The Clone Wars Campaign Guide D6 Conversion  
 TFUD6 – The Force Unleashed D6 Conversion  
 TOTJC – Tales of the Jedi Companion  
 TTT – The Thrawn Trilogy Sourcebook

Absorb/Dissipate Energy – SWRPGRE, TOTJC, HTTE, SWRPGD6  
 Accelerate Another’s Healing – SWRPGRE, TOTJC, SWRPGD6  
 Accelerate Healing – SWRPGRE, TOTJC, SWRPGD6  
 Affect Mind – SWRPGRE, TOTJC, DFR, SWRPGD6  
 Alchemy – SWRPGD6  
 Aquatic Force – SWRPGD6  
 Aura of Uneasiness – TOTJC, JA, SWRPGD6  
 Ballistakinesis – LECGD6  
 Battle Meditation – TOTJC, SWRPGD6  
 Battle Meld – SWRPGD6  
 Beast Languages – TOTJC, JA, SWRPGD6  
 Bolt of Corruption – TFUD6  
 Bolt of Hatred – TOTJC, SWRPGD6  
 Burst of Speed – SWRPGD6  
 Channel Rage – SWRPGD6  
 Cloak – TCWCGD6  
 Combat Sense – TOTJC, DFR, TTT, SWRPGD6  
 Combustion – LECGD6  
 Concentration – SWRPGRE, TOTJC, SWRPGD6  
 Contort/Escapes – TOTJC, JA, SWRPGD6  
 Control Another’s Disease – SWRPGRE, TOTJC, SWRPGD6  
 Control Another’s Pain – SWRPGRE, TOTJC, DFR, SWRPGD6  
 Control Breathing – TOTJC, SWRPGD6  
 Control Disease – SWRPGRE, SWRPGD6  
 Control Mind – TOTJC, HTTE, DFR, TTT, SWRPGD6  
 Control Pain – SWRPGRE, TOTJC, HTTE, SWRPGD6  
 Control Temperature – SWRPGD6  
 Create Force Storms – TOTJC, DE, SWRPGD6

Create Force Talisman – SWRPGD6  
 Cryokinesis – JATMD6  
 Danger Sense – TOTJC, DFR, TTT, SWRPGD6  
 Dark Side Web – TOTJC, SWRPGD6  
 Dark Transfer – LECGD6  
 Detonate – LECGD6  
 Detoxify Poison – TOTJC, SWRPGRE, HTTE, DFR, SWRPGD6  
 Detoxify Poison in Another – TOTJC, JA, SWRPGD6  
 Dim Another’s Senses – TOTJC, DFR, TTT, SWRPGD6  
 Direction Sense – SWRPGD6  
 Disable Droid – SWRPGD6  
 Doppelgänger – TOTJC, DE, SWRPGD6  
 Drain Energy – SWRPGD6  
 Drain Life – SWRPGD6  
 Drain Life Energy – TOTJC, JA, SWRPGD6  
 Drain Life Essence – TOTJC, DE, SWRPGD6  
 Electronic Manipulation – TOTJC, JA, SWRPGD6  
 Empower Force – SWRPGD6  
 Emptiness – SWRPGRE, TOTJC, SWRPGD6  
 Enhance Attribute – TOTJC, DFR, TTT, SWRPGD6  
 Enhanced Coordination – TOTJC, HTTE, DFR, TTT, SWRPGD6  
 Enlarge Force – SWRPGD6  
 Enlighten – LECGD6  
 Extend Force – SWRPGD6  
 Farseeing – TOTJC, DFR, TTT, SWRPGD6  
 Fear – KOTORD6  
 Feed on Dark Side – TOTJC, SWRPGD6  
 Fold Space – JATMD6  
 Force Blast – TFUD6  
 Force Blinding – SWRPGD6  
 Force Breach – SWRPGD6  
 Force Flight – SWRPGD6  
 Force Harmony – TOTJC, DE, SWRPGD6  
 Force Jump – SWRPGD6  
 Force Light – SWRPGD6  
 Force Lightning – TOTJC, HTTE, DFR, TTT, SWRPGD6  
 Force of Will – TOTJC, JA, SWRPGD6  
 Force Push – SWRPGD6  
 Force Repair – JATMD6  
 Force Scream – TOTJC, TTT, SWRPGD6  
 Force Shot – SWRPGD6  
 Force Weapon – SWRPGD6  
 Force Whirlwind – KOTORD6  
 Force Wind – TOTJC, JA, SWRPGD6  
 Friendship – SWRPGD6  
 Greater Force Shield – SWRPGD6  
 Grenade Defense – JATMD6  
 Guided Attack – SWRPGD6  
 Hatred – SWRPGD6  
 Hibernation Trance – SWRPGRE, TOTJC, HTTE, SWRPGD6  
 Illusion – SWRPGD6  
 Illusion Bond – JATMD6

## Star Wars

Inflict Pain – TOTJC, DFR, TTT, SWRPGD6  
Injure/Kill – SWRPGRE, TOTJC, SWRPGD6  
Inspire – SWRPGD6  
Instinctive Astrogation – TOTJC, SWRPGD6  
Instinctive Astrogation Control – TOTJC, SWRPGD6  
Kinetic Combat – SWRPGD6  
Lesser Force Shield – TOTJC, JA, SWRPGD6  
Life Bond – TOTJC, TAB, SWRPGD6  
Life Detection – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Life Sense – SWRPGRE, TOTJC, SWRPGD6  
Life Web – TOTJC, TAB, SWRPGD6  
Lifemerge – SWRPGD6  
Lightning Burst – LECGD6  
Lightsaber Combat – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Link – JATMD6  
Magnify Senses – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Malacia – SWRPGD6  
Masquerade – JATMD6  
Maximize Force – SWRPGD6  
Memory Walk – JATMD6  
Memory Wipe – TOTJC, JA, SWRPGD6  
Merge Senses – SWAJ14, SWRPGD6  
Mind Numbing – SWRPGD6  
Morichro – SWRPGD6  
Nature Affinity – SWRPGD6  
Obscure – LECGD6  
Pall of the Dark Side – TCWCGD6  
Perfect Telepathy – JATMD6  
Place Another in Hibernation Trance – SWRPGRE, TOTJC, SWRPGD6  
Plant Surge – SWRPGD6  
Postcognition – SWRPGRE, SWRPGD6  
Predict Natural Disaster – JA, SWRPGD6  
Projected Fighting – TOTJC, JA, SWRPGD6  
Projective Telepathy – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Rage – TOTJC, DE, SWRPGD6  
Receptive Telepathy – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Redirect Energy – SWRPGD6  
Reduce Injury – SWRPGRE, TOTJC, SWRPGD6  
Remain Conscious – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Remove Another's Fatigue – TOTJC, JA, SWRPGD6  
Remove Fatigue – TOTJC, JA, SWRPGD6  
Rend – TCWCGD6  
Repulse – TFUD6  
Resist Force – KOTORD6  
Resist Stun – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Return Another to Consciousness – SWRPGRE, TOTJC, SWRPGD6  
Sense Force – SWRPGRE, TOTJC, SWRPGD6  
Sense Force Potential – TOTJC, JA, SWRPGD6  
Sense Path – TOTJC, JA, SWRPGD6  
Sense Surroundings – SWRPGD6  
Sever Force – SWRPGD6  
Shadow Bomb – SWRPGD6  
Shatterpoint Sense – TCWCGD6  
Shatterpoint Strike – TCWCGD6  
Shield Gauntlet Defense – SWRPGD6  
Shift Sense – TOTJC, SWRPGD6  
Short-Term Memory Enhancement – TOTJC, DFR, TTT, SWRPGD6  
Sith Sorcery – SWRPGD6  
Sith Sword Combat – SWRPGD6  
Slow – KOTORD6  
Split Force – SWRPGD6  
Technometry – TCWCGD6  
Telekinesis – SWRPGRE, TOTJC, HTTE, SWRPGD6  
Telekinetic Kill – TOTJC, DFR, TTT, SWRPGD6  
Thought Bomb – JATMD6  
Transfer Force – SWRPGRE, TOTJC, SWRPGD6  
Transfer Life – TOTJC, DE, SWRPGD6  
Translation – TOTJC, JA, SWRPGD6  
Up the Walls – SWRPGD6  
Waves of Darkness – TOTJC, SWRPGD6  
Weather Sense – TOTJC, JA, SWRPGD6



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