

The Force

A member of the great trifecta (Force Powers, Lightsabers, Starfighters), the Force is a vital part of any Star Wars game. It binds the various features of the setting together in much the same way that it binds the galaxy itself together. It provides special abilities for Force-using heroes and villains, as well as innumerable plot devices, and a convenient “wizard did it” when pure science fiction just isn’t enough. The major focus of all six Star Wars films is the balance of the Force. Below are all of the rules and guidelines needed to make use of the Force in a Star Wars Storyteller game.

Force Sensitivity

Some individuals are born with an innate connection to the Force that binds the galaxy together. This connection manifests itself in different ways with different individuals, but almost always takes a form similar to Force powers derived from the Sense aptitude.

Force Sensitivity (2, 3, or 4 point merit)

A character with this merit possesses a natural, intuitive connection to the Force. For 2 points, the character has enough innate potential to become Force Attuned. This level of the merit has no effect beyond allowing the character to gain ranks in the Attunement trait. For 3 points, the character gains a +1 bonus on willpower rolls to use powers during a flurry. For 4 points, the character gains a +2 bonus on willpower rolls to use powers during a flurry.

Attunement

Where Force Sensitive individuals have an intuitive connection to the Force (which they may not even recognize as such), Attunement represents conscious, purposeful development of that same connection. Attunement is the most basic of a character’s Force Traits, representing her overall level of connectedness to the Force. It serves as the base trait for most Force-related dice pools. Aptitudes, like Abilities, represent what the character *knows*, while Attunement, like an Attribute, represents what the character *is*.

Aptitudes

Aptitudes represent a character’s ability to direct a certain aspect of the Force. Where Attunement typically controls how powerful a character’s Force effects can be, Aptitudes represent how skillfully a character uses it.

Control – Control represents awareness and command of the flow of the Force within and through oneself. It is responsible for aiding coordination and other inwardly focused powers.

Sense – Sense represents a character’s understanding of the flow of the Force through the galaxy. Sense provides the character with precognitive and extrasensory.

Alter – Alter represents the Force-user’s direct command over the Force. Its effects are most often kinetic,

Bonus Point Costs	
Attunement	6
Padawan Degree	4
Knight Degree	5
Master Degree	6
Power	Degree +1
Experience Point Costs	
Force Attunement	10
Padawan Degree	8
Knight Degree	10
Master Degree	12
Power	Degree +3

typified by direct attacks and defenses, though any effect which imparts the will of the Force user onto the galaxy is Alter effect.

The Light and the Dark

Contrary to the prevailing perception, there is only one Force. As an all-encompassing, amoral energy field, it is physically and metaphysically incapable of holding within itself any dichotomy or contradiction. The Light and Dark “sides” of the Force are actually euphemisms used by some Force traditions to describe a Force user’s mindset or actions. That being said, Attunement to the Force is itself an emotional and spiritual commitment, and so mindset and intent have a concrete effect on a Force user’s capabilities.

Mechanically, the Light and Dark Sides are intimacies (Force traditions other than Jedi may have further intimacies). They follow all of the same rules as other intimacies, with a few additions. Each grants bonuses and penalties to a Force User who maintains them. A Force User is not required to choose one or the other, and it is possible, though unusual, to have both, or even neither. Below are actions that count as a scene of either building or eroding the given Force intimacy (a Storyteller can also deem that a character spent the a scene building or eroding an intimacy when appropriate). Only one such action per scene is counted; if the character both builds and erodes an intimacy in the same scene, the net change is decided upon by the Storyteller.

Light Side:

Building – Channeling Compassion or Temperance.

Eroding – Suffering Virtue Compulsion at 0 Willpower.

Failing a Temperance Roll.

Modifiers –

Dark Side:

Building –

Eroding – Succeed on a Compassion roll.

Modifiers –

Grey Side (Optional)

There are those in the galaxy who make a deliberate choice to straddle the line between Light and Dark. In some cases, these characters struggle to maintain both Light and Dark Side intimacies. Others, however, walk the middle path in a more direct fashion. Such characters have the Grey Side intimacy.

Building – None. No actions automatically build the Grey side; a character must deliberately build this intimacy in a way the Storyteller deems fit

Eroding – Channeling a Virtue as part of a Force Power related roll.

Modifiers –

Though they are certainly predicated in the Expanded Universe, Greywalkers do not fit the tone of every game. Seek your Storyteller's permission before making a Grey Side character. This is also why the building of the intimacy is left directly to ST discretion.

Learning the Force

The study of Force powers makes use of a system much like mortal thaumaturgy (see Exalted Second Edition, pg 137) for tracking an individual's capabilities. The powers are divided into Aptitudes (the Force equivalent of Arts), a character's skill in which is measured in Degrees.

Each Aptitude has three degrees, Padawan, Knight, and Master. To learn these degrees, a character must have an Attunement of 1, 3, or 5, respectively. Powers can be bought independently of their degrees, provided that the character meets a minimum Attunement of 1 for Padawan-level powers, 2 for Knight-level powers, or 3 for Master-level powers. A very few powers are actually degree 0, or Initiate. These can be purchased by any character with Force Sensitivity at the 3-point level or better, and are gained automatically with the first dot of Attunement (provided they are Inclusive).

Powers come in two varieties, inclusive and exclusive, which determine how they are learned.

Inclusive: When a character earns a degree in an Aptitude, all inclusive powers within the aptitude which are of the character's new degree or lower instantly become available for use. If a character chooses to learn inclusive powers before earning the degree at which he would get them automatically, he reduces the XP cost of that degree by the XP value of the inclusive power(s) he learned early.

Exclusive: Exclusive powers do not come automatically with the study of degrees. The character must purchase them separately with bonus or experience points. In addition to meeting the minimum rating in Attunement, the character must also have purchased any lower-degree versions of the same power. Also unlike inclusive powers, points spent on exclusive powers do not contribute to the appropriate degree.

Powers in Combat

Unless otherwise noted, Force powers in combat are Speed 6/-1 DV miscellaneous actions. They can be flurried just like other actions. In order to flurry multiple

powers as part of the same action, the character must succeed at a Willpower roll, with a difficulty equal to the number of powers in the flurry -1. A given power cannot be used more than once in a single flurry unless otherwise specified.

Control Powers

Coordination (1-3, Inclusive)

- Padawan: Multiple action penalties to Dexterity-based actions are reduced by one die.
- Knight: The penalty reduction is increased to two dice.
- Master: The penalty reduction is increased to three dice.

Force Cloak (2-3, Exclusive)

- Knight: All attempts to detect the character using the See Force power add +2 to the difficulty. The character can use all, none, or part of this modifier at will.
- Master: The maximum difficulty increase rises to +4.

Haste (2-3, Inclusive)

- Knight: As a reflexive action, the character can spend a point of Willpower to increase his Dexterity by 1 for the purposes of determining Move and Dash speed, Parry and Dodge DV, and Melee and Martial Arts attack pools for a number of ticks equal to twice his Attunement.

Aptitude	Power	Initiate	Padawan	Knight	Master
Control	Coordination	—	■	■	■
	Force Cloak	—	—	□	□
	Haste	—	—	■	■
	Lightsaber Forms	—	□	□	□
	Suspend Metabolism	—	■	■	■
Sense	Clairsentience	■	■	■	■
	Precognition	■	■	■	■
	Prophecy	—	—	□	□
	Read Thoughts	—	■	■	■
	See Force	—	■	■	■
Alter Mind	Battle Meditation	—	—	□	□
	Battle Meld	—	—	□	□
	Camouflage	—	—	□	□
	Illusion	—	■	■	■
	Influence	—	■	■	■
	Send Thoughts	—	■	■	■
Alter Energy	Block	—	—	■	■
	Grip	—	—	■	■
	Jump	—	■	■	■
	Lightning	—	—	■	■
	Move	—	■	■	■
	Strike	—	—	■	■

■ Inclusive □ Exclusive

- Master: The dexterity bonus increases to +2.

Lightsaber Forms (1-3, Exclusive)

- Special: There are many different lightsaber combat forms, all of which must be purchased separately. See Lightsabers, below, for specifics.

Suspend Metabolism (1-3, Inclusive)

- Padawan: Add Attunement to Resistance for rolls made for Enduring Hardship and Holding Breath (see Exalted: Second Edition, pgs 129-130). The character can not use this bonus on two consecutive rolls of the same type.
- Knight: Add Attunement to Resistance for rolls made to Enduring Hardship and Holding Breath. The character can use this bonus on up to two consecutive rolls of the same type.
- Master: Add Attunement to Resistance for rolls made to Enduring Hardship and Hold Breath. The character can use this bonus on up to four consecutive rolls of the same type.

Sense Powers

Clairsentience (0-3, Inclusive)

- Initiate: The character gains uncanny extrasensory capabilities. Whenever the character is in a situation where he is forced to guess what is in a box, behind a panel, etc, he makes any appropriate roll (even a random-chance roll) twice, and takes the better result (if one is indeed better).
- Padawan: The character now has the ability to truly extend his senses beyond himself. At this level of proficiency, the character can extend one sense at a time, up to one meter per point of Attunement and over a volume with a diameter of 1/2 meter. This ability may grant dice bonuses to actions at the Storyteller's discretion. Activating this power requires a minute or so of meditation.
- Knight: Two senses, range 10 meters per Attunement, volume with 2 meter diameter.
- Master: Three senses, range 100 meters per Attunement, volume with 5 meter diameter.

Precognition (0-3, Inclusive)

- Initiate: The character is never treated as distracted when making Perception + Awareness rolls vs. unexpected attack.
- Padawan: Such rolls are at target number 6.
- Knight: Target number reduced to 5.
- Master: Target number reduced to 4.

Prophecy (2-3, Exclusive)

- Knight:
- Master:

Read Thoughts (1-3, Inclusive)

- Padawan:
- Knight:
- Master:

See Force (1-3, Inclusive)

- Padawan:
- Knight:

- Master:

Alter Mind Powers

Battle Meditation (2-3, Exclusive)

- Knight: A unit (or units) with a total magnitude equal to or less than the character's Attunement receives +1 Drill. The character must be part of or attached to the target unit.
- Master: A unit (or units) with a total magnitude equal to or less than the character's Attunement receives +2 Drill. The character must be part of or attached to the target unit.

Battle Meld (2-3, Exclusive)

- Knight: The character chooses a number of other characters equal to his Compassion + Attunement. They each gain access to a pool of DV bonus equal to the number of characters in the meld. When defending against an attack, any member may take part or all of this pool as a bonus to his DV. The bonus point(s) return to the communal pool when the defender's DV next refreshes. A given character can only have one such meld active at a time, though other characters may activate this power to join an existing meld and increase the size of the pool by one.
- Master: When initiated by a master, the size of the pool doubled, as is the maximum number of members. A master of this power who joins an existing meld adds two to the pool, and may also bring another character into the meld with him.

Camouflage (2-3, Exclusive)

- Knight: The character makes a social attack using Manipulation + Attunement, and applies the results to up to Attunement targets. These targets resist with their Mental Dodge DV. Unthinking or droid targets are immune. If successful, the character can pass amongst those targets undetected. Direct evidence of his presence (shouted warnings, motion sensors, etc) prompts normal stealth and detection rolls.
- Master: The character adds two automatic successes to his roll.

Illusion (1-3, Inclusive)

- Knight:
- Master:

Influence (1-3, Inclusive)

- Knight: The character makes a social attack to compel behavior as normal. Reduce the target's MDV by the character's Attunement. This attack must be a one-on-one interaction which uses Manipulation + Investigation or Presence.
- Master: Such social attacks are at -1 to target number.

Send Thoughts (1-3, Inclusive)

- Padawan:
- Knight:
- Master:

Alter Energy Powers

Alter Energy Attacks						
Power	Spd	Acc	Dmg	Rate	Range	Tags
Strike	4	+1	+1B	Attn	10+2Sns	P
Grip (Clinched)	5	-1	+0B	1	10+2Sns	P
	5	+2	+2B	1	10+2Sns	P
Lightning	6	+3	+2E	1	2+Sns	P

All attacks use a base pool of (Willpower + Degree) for

Block (2-3, Inclusive)

- Knight: By activating this power, the character can Parry physical (i.e. non-energy) attacks unarmed without a stunt, using a DV of (Attunement + WP)/2.
- Master: The parry DV granted by this power increases to Attunement + (WP/2). At the Storyteller's discretion, normally unblockable attacks (such as landslides or cave-ins) can now be parried with this power.

Grip (2-3, Inclusive)

- Knight: The character gains access to the Grip Force attack (see table).
- Master: Grip attacks add Attunement to Damage.

Jump (1-3, Inclusive)

- Padawan: The character jumps with a pool of Strength + Athletics + Attunement.
- Knight: The character jumps with a pool of Strength + Athletics + Attunement.²
- Master: The character jumps with a pool of Strength + Athletics + (Attunement² x 2).

Lightning (2-3, Inclusive)

- Knight: The character gains access to the Lightning Force attack (see table).
- Master: Lightning attacks add Attunement to Rate.

Move (1-3, Inclusive)

- Special: Moving objects with the Force uses a special subset of guidelines, based on the character's Attunement and degree of Move. See Force Movement, below, for details.

Strike (2-3, Inclusive)

- Knight: The character gains access to the Strike Force attack (see table).
- Master: Strike attacks add Attunement to Accuracy.

Force Movement

The following actions become available to a character who possesses the Move Alter Energy power.

Establish Hold (3/-1)

The character grabs onto an object which she can see (or otherwise perceive) with the Force. With one use of this action, a character with Attunement 1 and the Padawan degree of Move can latch onto an object with a mass of .5 kg. This base mass doubles with each further point of Attunement. Learning the Move power at the Knight degree multiplies the weight by 5, and Master multiplies it by 25. Only solid objects can be moved about with the Move power. Provided the character moves them about as one mass, a collection of smaller items totaling the character's maximum mass can be moved about together without penalty. If the character wants to take separate actions with held items, he must Flurry multiple Establish, Improve, or Maintain Hold, Propel, Manipulate, and Fling actions using the normal rules for Force flurries.

Once a hold is established, the character may choose to immediately arrest its current movement. Any other change in velocity requires the use of the Manipulate, Propel, or Fling actions.

If the character targets an object which is more massive than the character can manage with one use of this power, Establish Hold simply starts the Move process. Before the character can manipulate the object in any way, he must use the Improve Hold action until the total mass he can effect is equal to or greater than the mass of the object.

As part of an Establish or Improve Hold action, a character can spend a point of temporary Willpower to increase his effective Attunement by 1 for the purpose of controlling that object only. This boost remains until the hold is broken.

Improve Hold (3/-1)

Using the Improve Hold action on an object already targeted by Establish Hold multiplies the maximum mass of the hold by 5. A character can use this action on a given object only once with Padawan Move, twice with Knight Move, and three times with Master move. The hold is not considered fully established until the force exerted accounts for its whole mass.

Maintain Hold (3/0)

If the character has no immediate plans for an object he has established a hold on, he must use the Maintain Hold action to keep it controlled. If he does not, the hold breaks and must be

Maximum Mass (kg)

Tick 3			
Attune	Padawan	Knight	Master
1	0.5	2.5	12.5
2	1	5	25
3	2	10	50
4	4	20	100
5	8	40	200
6	16	80	400

Tick 6			
Attune	Padawan	Knight	Master
1	2.5	12.5	62.5
2	5	25	125
3	10	50	250
4	20	100	500
5	40	200	1000
6	80	400	2000

Tick 9			
Attune	Padawan	Knight	Master
1	--	62.5	312.5
2	--	125	625
3	--	250	1250
4	--	500	2500
5	--	1000	5000
6	--	2000	10000

Tick 12			
Attune	Padawan	Knight	Master
1	--	--	1562.5
2	--	--	3125
3	--	--	6250
4	--	--	12500
5	--	--	25000
6	--	--	50000

begun again with a new Establish Hold action.

Propel (3/-1)

The character can move the object in a controlled fashion. The base speed of this movement is 1 meter/tick. By reducing his effective Attunement by 1 (and with it the amount of weight he can move), the character can double this speed. Note that this reduces the maximum mass moved accordingly. He can double the speed in this fashion any number of times, provided he retains a minimum effective Attunement of at least 1.

A character with Knight Move can use a second application of this action on the same object to double its speed. A character with Master Move can use it a third time to double this speed again. Once a character has reached his maximum velocity with an object, it continues to travel at that speed for as long as the character continues to use Propel on it. Once he stops using Propel, environmental factors begins slowing it down again as normal.

Manipulate (3/-1)

The character can manipulate the Force-held object as though with one hand (albeit a very strong hand at the higher levels of proficiency). She may use any appropriate abilities or Mental attributes she possesses at her full rating, but her Dexterity only 1. Appropriate specialties may be included as well at the Storyteller's discretion. The character may choose to reduce her effective Attunement by 1 in order to increase her effective Dexterity by two (Max possible Dexterity of Rank*2).

Taking actions at range may result in difficulty penalties, at the Storyteller's discretion. If a character attempts kinetic combat (making attacks with a manipulated weapon), the difficulty of all attacks increases by 1.

Fling (3/-1)

Instead of the controlled movement of Manipulate or Propel, the character can opt to simply toss a held object in a given direction. Doing so immediately breaks the character's hold on the object. The object travels five times faster than if he had used Propel on it. This movement lasts for up to three ticks. After that, gravity, air resistance, and other external factors apply as normal.

If used as an attack, a flung object uses an attack pool of $X + \text{Thrown}$ and deals $2 + Y$ damage, where $X+Y$ equals the characters attunement and Y is at least the minimum Attunement necessary to lift the object. If the character used Propel actions to accelerate the object before using Fling, multiply the base damage by the number of such actions used, +1, with a maximum multiplier of x3. This damage is bashing or lethal depending on the nature of the object. If the object is an actual weapon, add its base damage -2 (minimum 0) to the base damage of the attack. Special weapon effects (piercing, disarming, overwhelming, etc.) apply at the Storyteller's discretion.

***Extended Example:** Master Yoda and Darth Sidious (both Alter Energy Masters with Attunement 5) battle on the floor of the Senate chamber. While Yoda springs about, attempting to get into a position of advantage, Sidious wraps the Force around one of the Senatorial platforms. First, he uses the Establish Hold action, then spends a point of Willpower to gain a temporary +1 Attunement boost. With one Improve Hold action, he has full control over the 2000 kg platform. He then uses the Propel action to set it spinning, and follows this up with a Fling action. After only one Improve Hold action, simply maintaining the hold requires Sidious's full Attunement, leaving no points free for the Attack pool. Therefore, the attack uses*

Sidious's base Thrown pool of 2, +3 from his "Large Force Propelled Objects" specialty, for a total of 5 attack dice. Were it to hit, it would deal $(2 + 5) \times 2$, or 14 dice of bashing damage.

Luckily, Master Yoda realizes what Sidious is up too. First, he uses Guard to delay, bringing his own actions into line with those of his opponent. Then, while Sidious is using Propel to spin the platform, Yoda initiates his own Establish Hold action on it. When Sidious uses Fling, Yoda immediately uses Improve Hold to gain control of it himself. With Sidious's hold of the platform broken by his Fling action, the careening platform lurches to a halt mere inches from the light side Master.