

Force Schools

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Force Power Damage and Bonus Guide			
Tier	DC		Modifier
Tier 1	15	2d6	+2
Tier 2	20	4d6	+4
Tier 3	25	6d6	+6
Tier 4	30	8d6	+8
Tier 5*	40	5d6*2	+10
Tier 6*	50	6d6*2	+12
Tier 7*	60	7d6*2	+14
Etc	Etc	Etc	Etc

*Use of force points is required to use achieve this tier, even if the DC is matched.

This system is meant to allow the player to be more creative with their usage of the force and not have their abilities limited to the boxes the game builds for force powers.

Using a Force Power

Time. Most uses of a force power take an action, though they may take more or less at the Storyteller’s discretion.

For example: most uses of force augmentation are done as part of a different action, such as adding damage to an attack, running faster, or negating fall damage.

Check: To use a force power that affects another object or creature, make a Use the Force check and compare the total to modifier column of the table above. Use the modifier provided in addition to your ability score (Charisma or Willpower) along with any other bonuses that may be applicable (Darkside bonus, specific equipment bonus, competency bonus) to actually cast the force power. Using a force power oneself may play by different rules. Consult the present DM to clear up any confusion on specific circumstances.

Duration. The default duration of a force power is instantaneous. Force and Destiny points can extend the duration.

1 force point = encounter. 2 force points = 1 hour. Each force point after that doubles the duration.

Destiny point either = a day, or multiplies by 30.

Range. The base range for every power is touch, line of sight, with somatics (deep meditation or hand gestures). If any of these things change, it increases the DC by 5.

Schools

Alchemy

Imbuing objects with the living force.

Manipulation of mater, energy, and the Force. Embuing mater with the force as with Force Weapons or Savage Opress

Though this school can produce long term effects, a use of a Force Power only grants temporary ones. Long term effects require other rules such as the Force Acolyte’s Force Object/Weapon talent.

Augmentation

(Enhancing your own body's natural abilities): Using the Force to augment your physical abilities, increasing your strike's accuracy, or how fast you can run or far you can jump.

*= This rule was copy pasted from the Star Wars Saga Edition Wiki and then modified.

Cognition

Use of the force relating to the mind.

Common uses include Telepathy, Mind Trick, Force Sense: Using the Force to mess with the thoughts of those around you, either to make them believe, feel, or perceive what you want them to.

Sorcery

Mnipulating the living Force itself, such as by sending concentrated bolts of fury lighting toward your foe, interfering with your enemy's ability to use the Force, or channeling the Force aura of a force rich environment.

Technokinesis

(controlling complicated machinery including computer circuits)

Telekinesis

Creating physical force with your mind.

Using the Force to move objects or stop objects from moving without physically interacting with them.

Vitalism

Controlling bodily processes.

Using the Force to influence the metabolic processes of those around you, allowing you to overcome ailments, repair wounds, or inflict such debilitations upon your foes.

Force Training Feat:

Force Training	Force Sensitivity	Remove -5 competence penalty and specialize in a number of Force Schools equal to 1 + your Wisdom bonus (minimum 2).
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- Use of force schools no longer has a -5 competence penalty.
- Allows the player to put 2 points into any schools that have not been invested in yet (2 schools 0->1). Alternatively, the player can put 1 level in a school that has already been invested in (1->2, 2->3)
 - Each point of specialization grants a +5 competence bonus.

Force Sensitivity Feat:

Force Sensitivity		Most start with this unless stated otherwise.	You can make Use the Force checks and gain access to Force Talent.
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- Can make use the force skill checks.
- Gain access to Force Talent which you can choose instead of a class talent upon leveling up.
- Force Uses: = 1+1/2 player level rounded down
 - Force uses to restrict the number of times you can use the force in a significant way. Uses of the force that are insignificant (such as levitating a light object) do not consume force uses.
 - Upon running out of Force Uses, the next force use will be at -5, then -10, and so on, -15, -20 etc.

Other Ways of Gaining Force School Points:

Force school points, as gained by the Force Training Feat, can be gained by spending downtime. To train a school from level 0 to level 1, 30 days of downtime is required while training with another Character or NPC that has at least level 2 in that

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school. To gain level 2, you would need 60 days and another entity that has level 3 in that school. To train to level 3 requires 100 days of downtime in addition another entity with level 3 in that school.