

SWG Dark Rebellion

Force Handbook

Edition I

© 2022 - 2023 Borrie BoBaka

Add Headings (Format > Paragraph styles) and they will appear in your table of contents.

# The Force

The Force is a key integral part of the Star Wars universe and experience. It is defined as an energy field that permeates everything in the galaxy, both generated by and fueling the energy and fire of life. It has the ability to alter reality, probability, and is a manifestation of fate and destiny. It is the narrative voice in a galaxy of chance and chaos. It has been seen as a gift, a curse, and everything in-between. One in a hundred million beings in the galaxy will be born with sensitivity to the Force, allowing them to connect, feel, control, and even impose their own will upon the Force, elevating them to some of the most powerful beings in the galaxy.

## Becoming Force Sensitive

At the moment of your character’s creation, you will be given a prompt whether or not your character is Force Sensitive. This opportunity is only given once to each character. They can choose to become Force Sensitive, which costs 20 skill point capacity, but enables them to become more powerful in the future. They can opt out of this and gain five free skill points instead.

It is said that those who are Force Sensitive tend to have things come easier to them in life. Even without awareness of their sensitivity, or without training, they tend to be luckier, mildly precognizant, and more intuitive with certain aspects like mechanics or medicine. This has been regarded as a potential hindrance to becoming greater. Those without the boons of Force Sensitvity tend to work harder to get to the same level as those who have it, and therefore they have more working skills as a result.

# Force Immersion

As the character goes through their life, they’ll become more immersed with the Force as a whole, depending on a variety of factors that guide them through their journey. There are six stages of Force Immersion that a character can undergo.

## Force Sensitive

This is the base state of all Force Sensitive characters. They are born with a higher midi-chlorian count than average, which allows them to be sensitive to the Force around them. Characters at this level might be the target for Force-driven occurrences. They might be drawn to other Force Sensitives, or Force-rich locations. They may be luckier than normal, and have an innate reflex or even precognitive dreams. They can be sensed by others who are more immersed in the Force as strong in the Force.

**Being Force Sensitive will allow you to see “The Force” immersion ranking in your skills.**

## Force Aware

The character has become aware of his or her connection to the Force, and can feel its influence through careful meditation and quieting of one’s mind. The character now knows there is something more to them, that they might be able to expand upon. They are not able to use the Force, or make sense of what they feel, but they are more akin to trust in the Force when performing a task that the Force might enhance. Luke Skywalker in *Episode IV: A New Hope* would be considered to be at this stage. He cannot directly control the Force, but he can allow it to influence him.

There are multiple ways to become Force Aware. Using a Holocron will allow you to spend Roleplay XP to unlock this stage. Meditating at a Force-rich location will also allow you to unlock Force Awareness, albeit at a higher price. Finally, another Force User can spend a small amount of Roleplay XP to awaken your awareness of your Force Sensitivity.

**Being Force Aware will allow you to see Force Skills in the Skill Window. You can roll these skills untrained for random effects.**

## Initiated

At this stage, the character has begun their training. They have begun to learn how to not only trust in the Force, but manipulate it, and understand it. It does not come easily to them, but as they begin to learn more and more it becomes effortless. The character is now more able to understand and listen to instruction, and have the confidence that they can apply it. Luke Skywalker in *Episode V: Empire Strikes Back* would be considered Initiated by Yoda.

The Force user becomes Initiated when they find a source to learn a Force Skill, either through a Holocron, a Scroll, or another Force User teacher.

## Adept

Knowledge, training, practice and application is all that stands in the way of this Force User from becoming a natural Master of it. The Force User does not know all that he needs to know to rely on his skills fully. There is so much more she must learn. The average Jedi Padawan would be considered an Adept.

The Force user becomes Adept once they max out one of the Force skills, or spend twenty points in Force skills.

## Journeyman

The Force user is considered fully trained, capable of completing the tasks set before them, and being ready to face whatever their destiny may be. From here on out, the Force User’s “coming of age” is complete. Your typical Jedi Knight is considered a Journeyman.

The Force User becomes a Journeyman upon having forty points spent on Force Skills, or reaches Knight rank in a Force Order.

## Master of the Force

In order to truly Master the Force and understand its principles to the fullest, it is required to train others in the ways of the Force to better understand your own abilities, and further your connection.

Each box trained will grant Apprenticeship experience which can then be used to unlock the Master of the Force ranking. The amount of which is generally based on the amount of boxes to reach two students from initiate to Journeyman rank.

# Training in the ways of the Force

Unlike other skills and professions in Dark Rebellion, Force skills must be acquired through an outside source, be it a training device, a teacher, or special circumstances. Force Skills cost the same amount of experience as any other skills, and can be taught freely if deemed worthy of training by another Teacher. There are three primary sources of education in the Force.

## The Teacher

The most reliable way to learn the ways of the Force is to find a teacher who has already learned how to use the skills you wish to learn. These skills can be taught using the game’s teaching mechanic, which requires you to be in a group with your teacher, and have the necessary experience and attributes for the skill being taught. You cannot teach your own characters the ways of the Force; this is so to promote Master/Student roleplay.

It is customary to teach the student a lesson in-character regarding the level and type of skill being taught. While there is no standard curriculum, and every teacher is different, it is up to the teacher to craft and roleplay the lesson for the student. It is highly recommended to engage with your student rather than simply teach the skill, as this will develop the character, your bond, and be a far more satisfying experience.

Upon the skill being taught, the teacher will earn experience which will progress them toward Mastery of the Force. Teachers do not need to be of any rank in order to share their knowledge, though some orders may frown upon teaching others abilities that are not “approved” or out of tradition. Apprentices who teach eachother new skills enter what is referred to as a [Reciprocal Apprenticeship](https://starwars.fandom.com/wiki/Reciprocal_apprenticeship). Teachers will still earn experience toward Mastery even if they are not actively in line to learn that skill.

## The Scroll

Over history, a variety of scrolls were written to pass on and record the knowledge of the Force, across many orders. Scrolls often are ancient and located within ruins and other locations of historical significance, and may be one of the easier methods of gathering knowledge. However, Scrolls are fragile, and limited in what they can teach. Scrolls can teach any range of skills from 1 to 10, though they can often only teach a few levels of a particular skill.

Scrolls that were written by those steeped in the dark side often used methods that tap into the dark side in order to learn that ability; therefore, learning from such material can incur corruption within the Dark Side.

## The Holocron

Ancient devices capable of storing vast amounts of knowledge, a Holocron can teach a particular skill from any rank, up to the maximum possible rank. Holocrons are much more rare in the galaxy, and their usage can break down the crystal matrix within; which will break the holocron unless it can be properly maintained and repaired. Holocrons contain gatekeepers within, which is a holographic clone of a personality; often the personality of the one who stored their knowledge in the Holocron.

Sith Holocrons are specifically designed to break the student and tempt them into the dark side when used. To gain information from these holocrons will incur corruption points; twice as many as one would gain from a scroll, as the gatekeeper will actively play on your fears, desires, and temptations while teaching you the knowledge you seek.

Broken Holocrons can be repaired in certain circumstances.

# Force Powers

As one gains strength and knowledge in the Force, they learn how to use their connection in order to manifest amazing and incredible feats. There are powers that are automatically gained by learning how to use certain skills to certain levels, however there are also secret powers that can be obtained through roleplay, events, and special interactions.

Nearly every power uses a “Force Power Input” value to determine the potency and effect of the power being used. When utilizing a Force Power, you can dictate how much of your Force Pool you wish to spend into the ability to increase its effects. This can also be used to perform lesser versions of the ability for a more muted effect. The usage of “FPI” can vary, power by power.

Your Force Immersion level dictates how much of your total force points you can pour into an ability. As you develop your training and become more immersed in the Force, you become more capable of using abilities with more impact and effect.

Force Immersion Limits are as follows:

| **Rank** | **Maximum FPI Usage** |
| --- | --- |
| Sensitive | 0 |
| Aware | 1 |
| Initiate | 2 |
| Adept | One Quarter of the Total Force Pool of the Character |
| Journeyman | One Half of the Total Force Pool of the Character |
| Master | You may use your entire Force Pool in an ability |

## 

## Alter Powers

Alter powers affect the world around you on a fundamental level, changing the attributes and abilities of yourself and others by way of the Force. This includes healing, imbuement, and physical alterations.

**Force Speed** (/rpfspeed)

*Alter Rank 1*

Use the Force to allow yourself to move at impossible speeds, either to move or attack.

When used, you may move (FPI \* 2) extra meters on a move turn. For example, if you can move 32 meters normally, then use this ability with an FPI of 8, you can then move 48 meters in one turn. If you happen to pass a DC:30 check when rolling Force Speed, you may choose to instead perform two major actions in a single turn. You do not need to attack if you pass this bonus check, and instead carry on with movement.

Using Force Speed with an Alter skill of 6 or above will eliminate any Immobilization status on your character.

**Heal Self** (/rpfheal)

*Alter Rank 2*

Use the Force to mend your own injuries and ailments.

Roll your Alter skill against a DC of 10. A successful check will heal yourself for (FPI \* 2) points of health damage.

To heal others, see “Heal Other”

**Force Jump** (/rpfjump)

*Alter Rank 4*

Use the Force to ascend new heights and clear obstacles with a single leap.

Jump to any location in space within an (FPI \* 4) meter range. You may use this to jump over walls, obstacles, or enemies. However, if you don’t have enough space within your used FPI to safely land, then you will fall to the ground. If you are higher up than 6 meters, then every meter beyond that will add a 1d4 die to an inevitable damage roll for fall damage. For example, if you jump 12 meters into the air, and your FPI was 3, then you will take 6d4 damage on the way back down.

Using Force Jump with an Alter skill of 4 or above will eliminate any Immobilization status on your character.

**Heal Other** (/rpftargetheal)

*Alter Rank 5*

Use the Force to mend the injuries of another.

You can heal another organic individual within 8 meters of range. Roll your Alter skill against a DC of 15. A successful check will heal your target for (FPI \* 2) points of health damage.

You cannot use this ability on yourself. To heal yourself, see “Heal Self”

**Project Image** (/rpfproject)

*Alter Rank 7*

You bend the light around you in order to project an image of yourself offset from your actual location, making it more difficult to hit you.

When active, the next attack against you must succeed a normal To-Hit DC with a penalty of (FPI \* 2) in order to strike the correct version of you that is before them. Regardless of whether or not you are attacked, the effect only lasts one turn.

Roleplay Context: Project Image may be used to project an image of yourself a short distance from your physical location to speak remotely with someone. This image cannot physically interact with the world around it in any way, however, nor can it directly see or hear.

## Control Powers

Control powers are explicitly used to affect and change the minds of others, in one fashion or another. They can be as harmless as a simple suggestion, to going as far as twisting the minds of others to make them perceive reality incorrectly through potent illusions.

**Persuade** (/rpfpersuade)

*Control Rank 1*

Use the Force to gently nudge a mind to be more receptive to you.

When used, perform a Control skill check, using the target’s resolve skill as the DC. Should the check succeed, you will gain a (FPI, Max: 20) bonus to your next persuasion, bluff, or intimidation roll against your target.

Note: This ability does not work on other Force Sensitives. As it is not a proper mind trick, and is instead using a combination of mind reading, heightened awareness of social cues, as well as empathic sensing, it is considered a more inward boon than outward control, which is effective regardless wether or not the target is weak minded or strong minded.

**Mind Trick** (/rpftrick)

*Control Rank 3*

By reaching into the mind, one may change the other’s opinion more directly, even against their own beliefs.

When used, perform a Control skill check, using the target’s resolve skill as the DC. Should the check succeed, the next bluff, persuasion, or intimidation check made against the target will be considered a natural twenty, and instantly successful.

Note: This ability does not work on other Force Sensitives. Any target with a Mindfulness attribute at the value of 8 or higher is considered strong minded, and cannot be affected by Mind Trick.

**Force Flash** (/rpfflash)

*Control Rank 4*

Cause your target to be blinded by a bright light emitted from the palm of your hand.

When used, perform a Control skill check, with a modifier of (FPI), and use the target’s Awareness skill as the DC. Should the check succeed, the target is blinded for 1d4 turns.

Note: Cannot be used to illuminate dark passages as the flash is purely within the minds of those affected by your powers.

**Force Stealth** (/rpfstealth)

*Control Rank 5*

Suppress the curiosity of those around you in order to more aptly hide within plain sight.

When used, perform a Control skill check, with a modifier of (FPI) against a DC of 20. Should you succeed, you may enter a state of stealth immediately without needing to be out of line of sight of any nearby targets. This effect is not persistent however, and standard stealth rules will apply immediately after.

Note: This ability does not make you persistently invisible, it only suppresses the curiosity of your observers and allows you to hide quickly.

**Dominate Mind** (/rpfdominate)

*Control Rank 8*

*Dark Side Ability*

Supplant the will of your target with your own, controlling them absolutely, regardless of their input or considerations.

When used, perform a Control skill check, with a modifier of (FPI) against the target’s resolve skill as the DC. Should the check succeed, the actions taken by the target in the next turn are dictated by you. Using Dominate Mind is a dark side ability, and will add 1 corruption point.

Note: Any target with a Mindfulness attribute at the value of 6 or higher is considered strong minded, and cannot be affected by Dominate Mind.

**Twist Reality** (/rpftwist)

*Control Rank 10*

*Dark Side Ability*

Alter the target’s very perception of reality, making them incapable of grasping what is real, and what is illusion. Anything can seem real.

When used, perform a Control skill check, with a modifier of (FPI) against the target’s resolve + 10 skill as the DC. Should the check succeed, the target is instantly immobilized, stunned, and blinded for 1d4 turns. Using Twist Reality is a dark side ability, and will add 1 corruption point.

Note: Any target with a Mindfulness attribute at the value of 8 or higher is considered strong minded, and cannot be affected by Twist Reality.

Roleplay Context: Twist reality can be used to create minor illusions in order to trick or manipulate others in a non-combat setting. This can be anything from making a target see animals that don’t exist, or believing themselves to be armed with ineffectual weapons.

## Inward Powers

Inward powers focus on drawing the Force within, and manifesting strength, serenity, and reflection from within the mind. They often allow one to push the body and mind beyond limitations, or enhance themselves through powerful energy.

**Force Meditation** (/rpfmeditate)

*Inward Rank 1*

Draw upon the living Force that surrounds and penetrates you. Use it to strengthen and refresh your connection to the Force.

When used, spend a single will point to regenerate half of your maximum Force energy. This can only be used in a location that is considered “safe,” as per the rules of a Short Rest.

Roleplay Context: While anyone can meditate, having Force Meditation allows you to use your connection with the Force to tie your meditation into the living Force around you, which may provide details, information or interactions with the world around you as context allows.

**Force Body** (/rpfbody)

*Inward Rank 2*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

Perform an Inward skill check with a DC of 10. A successful check will heal yourself for (FPI) points of action.

**Force Rage** (/rpfrage)

*Inward Rank 3*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Focus** (/rpgfocus)

*Inward Rank 4*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Absorb** (Combat Reaction Stance)

*Inward Rank 5*

Absorb hostile Force and energy attacks through the Force.

Force Absorb is a Combat Reaction Stance, which can be assigned using the “/rpsetstance“ command. For more information on how Force Absorb works, please see the “Reaction” section in the Combat chapter of the Core Rulebook.

**Force Defense** (/rpfdefense)

*Inward Rank 6*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

## Lightning Powers

Considered the most absolute and rawest expression of one’s will over the Force itself, lightning powers are primarily the manifestations of the dark side of the Force. According to some Sith legends, lightning is the key to understanding and harnessing true power, and manifesting the ambitions of its wielder.

**Force Shock** (/rpfshock)

*Lightning Rank 1*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Lightning** (/rpflightning)

*Lightning Rank 4*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Chain Lightning** (/rpfchain)

*Lightning Rank 6*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Storm** (/rpfstorm)

*Lightning Rank 10*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

## Sense Powers

Enhanced by the Force, the senses can be expanded beyond the limitations of the physical form. Sense powers deal with detection and awareness, as well as listening to the unheard, and seeing the unseen.

**Force Sight** (/rpfsight)

*Sense Rank 1*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Read Mind** (/rpfread)

*Sense Rank 4*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Precognition** (/rpfprecog)

*Sense Rank 8*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

## Telekinesis Powers

Often seen as a trademark aspect of the Force User, the most common of abilities, is that one can move objects of roughly any size through the mind alone. Often these powers can be used to push and pull in waves, as though manipulating the air itself.

**Manipulate** (/rpfmanipulate)

*Telekinesis Rank 1*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Pull** (/rpfpull)

*Telekinesis Rank 3*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Push** (/rpfpush)

*Telekinesis Rank 4*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Throw** (/rpfsthrow)

*Telekinesis Rank 5*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Grip** (/rpfgrip)

*Telekinesis Rank 6*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Crush** (/rpfcrush)

*Telekinesis Rank 8*

Pour the force into your body to help rest and rejuvenate it, and heal yourself of exhaustion.

----

**Force Deflect** (Combat Reaction Stance)

*Telekinesis Rank 10*

Deflect hostile attacks and projectiles with the Force.

Force Deflect is a Combat Reaction Stance, which can be assigned using the “/rpsetstance“ command. For more information on how Force Deflect works, please see the “Reaction” section in the Combat chapter of the Core Rulebook.

----

# Corruption

Blah blah blah blah

# Artifacts

Blah blah blah blah

# Lightsabers

Blah blah blah blah

# Force Orders

Blah blah blah blah

# Special Training

Blah blah blah blah

# Galactic Reputation

Blah blah blah blah

# Philosophy of the Force

Blah blah blah blah