

Jedi

A Jedi is one who studies the force, usually the light side. Jedi fight for peace and justice usually against their mortal enemies, the sith or dark Jedi. When possible, Jedi's prefer not to fight, but if they must fight then they will use their skill with the force along with their preferred method, hand to hand combat. The weapon of the Jedi is the lightsaber, a weapon with a blade made of pure energy. The way of the Jedi is the way of wisdom and patience, backed by swift, and decisive action when necessary. Becoming a Jedi requires upmost commitment and the most astute mind, the life of the Jedi is a life of sacrifice.

Ability Bonuses at First Level: +1 Str, +1 Con, +2 Wis, 15+ your Con Score HP.

Trained Skills: Diplomacy and Motive. Choose 2 more trained skills at 1st level.

Weapons: you like all swords. You dislike all guns.

Force points (FP): You Start with force points equal to your base Wisdom modifier, this is also your max force points. In addition you have force regenerate 2 this can make you go over your max amount, at the start of each turn you gain 2 force points. Force points do not carry over from one Battle to the next.

Armor type: Light

Jobs

At first level you may choose one of the fallowing jobs:

Artist

As the artist it is your job to beautify everything around you to your idea of beauty anyway

You can now create coloring pages, see coloring pages in the big gook of items for a list of coloring pages and there components cost.

Assassin

As the Assassin it's your job to, sneak in behind enemy lines unseen to do massive amounts of damage.

You gain the sneak attack ability. Sneak attack: If you can catch a monster when it is unable to defend its self (e.g. sleeping, dazed, stunned, Helpless, etc.) you can strike at a vital area for extra damage. The assassin does extra damage whenever she flanks, is behind, or is effected by a special condition that allows you a surprise attack. This extra damage is 1D6 at level1 and adds 1D6 for every two levels here after (Level 1,3,5,7 etc.). If the assassin scores a critical hit with the sneak attack the extra D6 is not multiplied. Extra damage from a sneak attack cannot be used in a ranged attack unless the target is within six squares of the assassin.

Builder

As the builder it's your job to make sure the party's weapons are sharp and armor is strong, but most of all that it is of the best quality.

You gain the armor smith or weapon smith trick as wells as the powder of shininess ability. Powder of shininess: you may make one of your weapons sparkle and shine even in the dark. Once per day you may make your weapons shiny Add +1+your level damage or attack power to your weapon until the end of the day. May also be used as a light source.

Cook

As the cook it is your job to keep the party well fed and in shape. When you're not cooking you can be found looking for and trying out new ingredients to put into your cook book.

You gain a cook book to keep all your recipes in. In the big gook of items for a list of coloring pages and there components cost. See Cook Book In the big gook of items for a list of recipes and there components cost.

Crowd control

As a crowd controller it is your job to blow apart the many minions (and sometimes your allies if they get in your way) that may tie up an assassin or tank from getting to and killing the boss monster.

You gain the Crowd control ability: any time you target more than one monster in an AOE you do an extra D4 damage to those targets, and an extra D4 ever two

levels here after (3, 5, 7, 9 etc.). If the controller scores a critical hit with an AOE attack the extra D4 is not multiplied.

Dungeon delver

As a dungeon delver it's your job to scout out the caves ahead and disarm any traps that may lay ahead as well as to warn the party of dangerous monsters that may be above their ability.

You gain the ability to sense traps, and then break them. Sense traps: you are more aware of where traps would be placed and are ready for them when they go off. +1 to AC and AC when trying to avoiding traps, and a further +1 at levels: 4, 8, and 10. Jam Traps: once a day when you are attempting to disarm a trap you may use this power. You gain a +5 to your traps skill for the purpose of disarming that trap.

Jack of all trades master of none

As the Jack of all trades it's your job to fill the void in your party help out when and where ever needed.

You gain the Jack of all trades trick and may use any of the job specific items in the items book.

Healer

As a healer your job is to keep the party alive and ready to fight, but first you most make sure you won't die in the middle of a battle.

You gain the ability to make shots. See Shots in the Big book of items for a list of shots you can make and there component cost.

Weapons Master

As the weapons master it is your job to make sure everyone is equipped and trained with the appropriate weapons, which means you must also keep up with all the current weapons and train in them yourself.

You gain the two weapon fighting or the weapon proficiency trick. You also gain the Sensei ability: Any ally within 2 of the Weapon Master benefits from the Master's experience with weapons. If an ally is using a weapon that the Weapon Master likes, they gain a +1 to attack power with that weapon. If there is more than one Weapons Master in a party, this ability does not stack.

Midichlorians: You may expend your hero dice to gain extra Force points equal to your Constitution modifier, you cannot expend more than one hero dice in this way per day.

Force illusion is a very powerful Force ability, a subset of the various mind trick powers. You projected an image into the minds of beings within range, of anything from a pillar of fire to a horde of snarling monsters to a fleet of warships, depending on the range. You could "see" the illusion as well, though it would be only partially there, semi-transparent like a hologram. Though powerful, it was not without its drawbacks. Chief among them was that it has absolutely no effect on any mind that isn't organic, such as robots and other AI, and has a greatly reduced (or almost nonexistent) effect on Force users or Force-resistant races.

Force Persuasion: When using a Jedi mind trick, a Jedi often waves his or her hand to aid in the persuasion. The Jedi adopts a peculiar tone of voice along with a casual facial expression. The sentient being that was the object of the mind trick tended to adopt a casual tone of voice but a peculiar facial expression. Should the trick succeed, he or she then agreed to whatever was being said to them without being able to think for themselves. Moments later, they would feel puzzled about their new opinion, but usually didn't feel like changing it back. Usage of the mind trick is a moral issue for some Jedi, as it violates the individual's free will and conscience. Thus, the Jedi are strictly prohibited from using it for personal gain

(such as in betting or bargaining), reserving its use for when it would serve the greater good. The DC the NPC must beat equals your diplomacy skill. If the NPC fails the DC check they will believe whatever you tell them.

Telekinesis: The primary purpose of the telekinetic powers is to move objects through space. You could use this ability to push, pull, and lift objects, to disarm opponents. It could never be used to lift, push, or pull more than 10lbs.

Power Points (PP): power points are what you use to level up your powers. Every character level you gain 4PP to spend on powers, you may only apply two PP to any one power per character level. For each PP you apply to a power that power gains a level, for example; if you apply 2 PP to a level 1 power, that power is now a level 3 power. The level of a power is not a level requirement, but the amount of time you have dedicated to training with and using the power, it also determines the Strength of the power its self. All powers start at level 0 and so must first be purchased with 1PP in order to be used, which you can then apply your PP to.

"Remember, a Jedi fights only as a last resort. If you are forced to draw your lightsaber, you have already forfeited much of your advantage. A Jedi trusts the Force and at first seeks other ways to resolve problems: patience, logic, tolerance, attentive listening, negotiation, persuasion, calming techniques. But there are times when a Jedi must fight." – Luke Skywalker

Power: Force Pull / Push 1 FP

Force Push or pull creates a telekinetic impulse, launching a concussive burst of pressurized air akin to an explosive force. Depending on the power of the user, this ability could be used to do anything from staggering a target to shattering stone.

Range 10

Target: One monster

Attack: Wisdom vs. AC

Hit: $1d4 + \text{Wisdom modifier damage}$, and you push or pull the target 1 square.

Special: This power can be used as a ranged basic attack

Level 2 Hit: $1d6 + \text{Wisdom modifier damage}$, and you push or pull the target 1 square. **FP1**

Level 4 Hit: $1d8 + \text{Wisdom modifier damage}$, and you push or pull the target 1 square. **FP2**

Level 6 Hit: $1d10 + \text{Wisdom modifier damage}$, and you push or pull the target 1 square. **FP2**

Level 8 Hit: $1d12 + \text{Wisdom modifier damage}$, and you push or pull the target 1 square. **FP2**

Level 10 Hit: $1d12 + \text{Wisdom modifier damage}$, and you push or pull the target up to 3 square. **FP3**

Level 12 Hit: $1d12 + \text{Wisdom modifier damage}$, and you push or pull the target up to 5 square. **FP3**

Level 14 Hit: $2d12 + \text{Wisdom modifier damage}$, and you push or pull the target up to 5 square. **FP4**

Level 16 Hit: $3d6 + \text{Wisdom modifier damage}$, and you push or pull the target up to 5 square. **FP5**

Level 18 Hit: $4d6 + \text{Wisdom modifier damage}$, and you push or pull the target up to 3 square. **FP6**

Level 20 Hit: $5d6 + \text{Wisdom modifier damage}$, and you push or pull the target up to 2 square. **FP7**

Power: Force Choke 1 FP

This is an attack via the Force that is used to crush a living being's throat, in effect choking them if used at a low level. Sith Masters used this when wanting to punish people or prove their strength to a number of individuals.

Ranged 2

Target: One monster

Attack: Wisdom vs. AC

Hit: $1d4 + \text{Wisdom modifier damage}$

Special: This power can be used as a ranged basic attack

Level 2 hit: $2d4 + \text{Wisdom modifier damage}$ **FP1**

Level 4 Ranged 6 **FP1**

Level 6 hit: $3d4 + \text{Wisdom modifier damage}$ **FP2**

Level 8 Ranged 8 **FP2**

Level 10 hit: $3d4 + \text{Wisdom modifier damage}$, and the target is Helpless type 1 (save ends). **FP2**

Level 12 range 10 **FP3**

Level 14 hit: $4d4 + \text{Wisdom modifier damage}$, and the target is Helpless type 1 (save ends). **FP4**

Level 16 hit: $4d4 + \text{Wisdom modifier damage}$, and the target is Helpless type 2 (save ends). **FP5**

Level 18 hit: $4d4 + \text{Wisdom modifier damage}$, and the target is Helpless type 3 (save ends). **FP5**

Level 20 hit: $5d4 + \text{Wisdom modifier damage}$, and the target is Helpless type 3 (save ends). **FP6**

Power: Sith Rage 2FP

You tap into your innermost fears, pain and hate, and convert them into an intense rage. You then channel the anger to increase your own abilities. However, your body cannot handle such rage for long periods of time, so you shortly became greatly weakened for some time after the rage subsided.

Ongoing 2

Target: Self

Effect: Target gains +2 attack power bonus +2 damage bonus +2 Will power bonus but a -2 to your AC until the end of the Battle.

Level 3: Effect: Target gains +2 attack power bonus +2 damage bonus +2 Will power bonus but a -2 to your AC until the end of the Battle. **FP2**

Level 5: Effect: Target gains +3 attack power bonus +4 damage bonus +4 Will power bonus but a -4 to your AC until the end of the Battle. **FP3**

Level 7: Effect: Target gains +4 attack power bonus +5 damage bonus +4 Will power bonus but a -5 to your AC until the end of the Battle. **FP3**

Level 9: Effect: Target gains +5 attack power bonus +7 damage bonus +5 Will power bonus but a -10 to your AC until the end of the Battle. **FP4**

Level 11: Effect: Target gains +6 attack power bonus +8 damage bonus +5 Will power bonus but a -10 to your AC until the end of the Battle. **FP4**

Level 13: Effect: Target gains +7 attack power bonus +9 damage bonus +5 Will power bonus but a -10 to your AC until the end of the Battle. **FP5**

Level 15: Effect: Target gains +8 attack power bonus +10 damage bonus +5 Will power bonus but a -10 to your AC until the end of the Battle. **FP6**

Level 17: Effect: Target gains +9 attack power bonus +10 damage bonus +6 Will power bonus but a -10 to your AC until the end of the Battle. **FP6**

Level 19: Effect: Target gains +10 attack power bonus +10 damage bonus +7 Will power bonus but a -10 to your AC until the end of the Battle. **FP6** **Ongoing 3**

Power: Emerald Fire 2FP

Emerald fire is much like force lightning but it shows up as yellow or green corrosive energy instead of blue or white, but otherwise it was very similar in both appearance and usage.

Range: 4

Target: One Monster

Attack: Wisdom vs. AC

Hit: $2d6 + \text{Wisdom modifier damage}$, the target takes an ongoing 5 Force damage and -1 to AC, Will, (save ends both)

Level 3 Hit: $2d6 + \text{Wisdom modifier damage}$, the target takes an ongoing 5 Force damage and -2 to AC, Will, (save ends both) **FP2**

Level 5 Range: 6 **FP2**

Level 7 Hit: $2d6 + \text{Wisdom modifier}$ damage, the target takes an ongoing 8 Force damage and -3 to AC, Will, (save ends both) **FP3**

Level 9 Range: 8 **FP3**

Level 11 Hit: $3d6 + \text{Wisdom modifier}$ damage, the target takes an ongoing 8 Force damage and -3 to AC, Will, (save ends both) **FP4**

Level 13 Hit: $3d6 + \text{Wisdom modifier}$ damage, the target takes an ongoing 9 Force damage and -4 to AC, Will, (save ends both) **FP4**

Level 15 Hit: $3d6 + \text{Wisdom modifier}$ damage, the target takes an ongoing 10 Force damage and -5 to AC, Will, (save ends both) **FP4**

Level 17 Hit: $3d6 + \text{Wisdom modifier}$ damage, the target takes an ongoing 11 Force damage and -6 to AC, Will, (save ends both) **FP4**

Level 19 Hit: $3d6 + \text{Wisdom modifier}$ damage, the target takes an ongoing 12 Force damage and -7 to AC, Will, (save ends both) **FP5**

Power: Force Shield 2 FP

Ongoing 2

Target: Self

Effect: Gain +1 AC and AC power bonus until the end of the Battle.

Level 3 Effect: Gain +2 AC power bonus until the end of the Battle.

Level 5 Effect: Gain +3 AC power bonus until the end of the Battle.

Level 7 Effect: Gain +4 AC power bonus until the end of the Battle.

Level 9 Effect: Gain +5 AC power bonus until the end of the Battle.

Power: Force Orb 3FP

Range 5 cone 2

Target: all monsters In cone

Attack: Wisdom vs. AC

Hit: $3d6 + \text{Wisdom modifier}$ force damage, you slide the targets a number squares equal to your Wisdom modifier.

Level 5 Miss: Half damage and you slide the targets half your Wisdom modifier. **FP3**

Level 9 Range 8 cone 3.

Level 13 Hit: $3d6 + \text{Wisdom modifier}$ force damage, you slide the targets a number squares equal to your Wisdom modifier. **FP4**

Power: Force Heal 1FP

"Must relax... reach out with my mind... reach inside... through the pain... to touch the Force! Knit bones... mend flesh... renew!" – Kia-adi-mundi

Target: self or one adjacent ally

This power can be used a number of times per-day equal to your healing skill

Effect: Heal ally with $2d4$

Level 2 Effect: Heal ally with $2d4 + 2\text{Hp}$. **FP1**

Level 4 Effect: Heal ally with $2d4 + 4\text{Hp}$. **FP1**

Level 6 Target: self and up to two adjacent ally. **FP2**

Level 8 Effect: Heal ally with $2d4 + 5\text{ Hp}$. **FP2**

Level 10 Effect: Heal ally with $3d4 + 8\text{ Hp}$. **FP2**

Level 12 Effect: Heal ally with $3d4 + 10\text{ Hp}$. **FP2**

Level 14 Effect: Heal ally with $3d4 + 12\text{ Hp}$. **FP2**

Level 16 Effect: Heal ally with $3d4 + 16\text{ Hp}$. **FP2**

Level 18 Effect: Heal ally with $3d4 + 20\text{ Hp}$. **FP2**

Level 20 Effect: Heal ally with $4d4 + 25\text{ Hp}$. **FP2**

Power: Force lightning 2 FP

Raw force energy courses down your arm and arcing out your palms and finger tips splitting into dozens of small forks allowing you to target multiple enemies

Range: close cone 2

Target: all monsters in the cone

Attack: Wisdom vs. AC

Hit: $2d6 + \text{Wisdom modifier}$ damage

Level 3 Range: 2 cone 2 **FP2**

Level 5 $3d6 + \text{Wisdom modifier}$ damage **FP3**

Level 7 Range: 2 cone 3 **FP3**

Level 9 $4d6 + \text{Wisdom modifier}$ damage **FP3**

Level 11 $4d6 + \text{Wisdom modifier}$ damage and an ongoing 2 lighting damage **FP4**

Level 13 $4d6 + \text{Wisdom modifier}$ damage and an ongoing 4 lighting damage **FP4**

Level 15 $4d6 + \text{Wisdom modifier}$ damage and an ongoing 6 lighting damage **FP5**

Level 17 $4d6 + \text{Wisdom modifier}$ damage and an ongoing 8 lighting damage **FP5**

Level 19 $4d6 + \text{Wisdom modifier}$ damage and an ongoing 10 lighting damage **FP4**

Power: Force Weapon 2FP

You imbue an unpowered weapon with the Force for a period of time. By channeling energy into the weapon, it allowed the wielder to strike and do more damage than the weapon's simple appearance would suggest.

Ongoing 1

Target: Self or adjacent ally

Effect: When a monster is hit with the weapon it deals an additional 2 points of damage.

Level 3 Effect: When a monster is hit with the weapon it deals an additional 4 points of damage. **FP2**

Level 5 Effect: When a monster is hit with the weapon it deals an additional 6 points of damage. **FP2**

Level 7 Effect: When a monster is hit with the weapon it deals an additional 8 points of damage. **FP2**

Level 9 Effect: When a monster is hit with the weapon it deals an additional 10 points of damage **FP3 Ongoing 2**

Level 11 Effect: When a monster is hit with the weapon it deals an additional 12 points of damage **FP3 Ongoing 2**

Level 13 Effect: When a monster is hit with the weapon it deals an additional 14 points of damage **FP3 Ongoing 2**

Level 15 Effect: When a monster is hit with the weapon it deals an additional 16 points of damage **FP3 Ongoing 3**

Level 17 Effect: When a monster is hit with the weapon it deals an additional 18 points of damage **FP3 Ongoing 3**

Level 19 Effect: When a monster is hit with the weapon it deals an additional 20 points of damage **FP4 Ongoing 4**

"Through the Force I can make my simple staff more powerful than any lightsaber."

—Vodo-Siosk Baas

Power: Dark Transfer

This is an extremely rare power that allows the user to bring others back to life from the brink of death.

Range: touch

Target: one dead adjacent ally

Special: the target must have failed all their saving throws or gone below their weakened value within 3 turns in order to benefit from this power.

Effect: the target ally is resurrected and healed equal to the amount of health and/or force points you deduct from your current total.

"I will not let you go master!" – Cade Skywalker

Power: Blink 3FP

Ongoing 1

Target: Self or one adjacent ally

Effect: you or one ally may re-roll any missed attack rolls once, then Must stick with the last result even if it is also a miss. This effect last until the end of the Battle. Only one blink may be active per Jedi.

Level 5: target: you and up to 2 adjacent allies. Ongoing 2

Level 10: target: you and up to 3 adjacent allies. Ongoing 3

Level 15: target: you and up to 3 allies within a blast 5. Ongoing 3.

Level 20: target: you and all allies within a blast 5. Ongoing 3.

Power: Force Blast 3FP

Force blast is a powerful telekinetic exertion of the Force that is basically a more powerful version of Force push, where the user blasts opponents and obstacles out of the way in a much more violent manner than a simple push.

Range: Close blast 2

Target: all monsters in the blast

Attack: Wisdom vs. AC

Hit: $2d6 + \text{Wisdom modifier}$ force damage, and the targets are pushed away from you two squares.

Level 5 Hit: $2d8 + \text{Wisdom modifier}$ force damage, and the targets are pushed away from you two squares. **FP4**

Level 9 Range: Close blast 4 **FP5**

Level 13 Hit: $2d10 + \text{Wisdom modifier}$ force damage, and the targets are pushed away from you two squares. **FP5**

Power : Force Fear 3FP

You strike directly at the deepest parts of the target's mind, causing an uncontrollable shaking fear that wreaks havoc with your target's capabilities. Through pure force of will alone, you cause your enemy to lose their courage completely, and if left undefended, the effects could be severe, rapidly demoralizing the enemy with a feeling of hopelessness and regret.

Close blast 5

Target: All monsters In the blast

Attack: Wisdom vs. Will

Hit: $2d6 + \text{Wisdom modifier}$, Causes fear type 1 {save ends}

Miss: The target is dazed type 1 until the end of your next turn.

Level 5 Hit: $4d6 + \text{Wisdom modifier}$, Causes fear type 1 {save ends} **FP4**

Level 9 Hit: $6d6 + \text{Wisdom modifier}$, Causes fear type 1 {save ends} **FP5**

Level 13 Hit: $6d6 + \text{Wisdom modifier}$, Causes fear type 2 {save ends} **FP6**

Level 17 Hit: $6d6 + \text{Wisdom modifier}$, Causes fear type 3 {save ends} **FP7**

Combustion FP1

By sheer force of will you can cause your enemies to burst into flames.

Immediate reaction/simple

Trigger: when you hit with an attack.

Effect: your attack also does an additional 2 fire damage to the target(s) (save ends).

Level 3 Effect: your attack also does an additional 4 fire damage to the target(s).

Level 6 Effect: your attack also does an additional 6 fire damage to the target(s).

Even 9 Effect: your attack also does an additional 8 fire damage to the target(s).

FP2

Level 12 Effect: your attack also does an additional 10 fire damage to the target(s).

Level 15 Effect: your attack also does an additional 12 fire damage to the target(s).

Level 18 Effect: your attack also does an additional 16 fire damage to the target(s). **FP3**

Force stun FP3

You temporarily deaden the senses and perceptions of your enemy, preventing most movements.

Immediate reaction/simple

Trigger: when you hit with a melee attack.

Effect: you inflict the stunned type 1 status effect to the target(s) (save ends).

Force slow FP1

This power clouded the target's mind, causing them to slow down both mentally and physically.

Immediate reaction/simple

Trigger: when you hit with a melee attack.

Effect: you inflict the slow type 1 status effect to the target(s) (save ends).

Force resist FP1

The technique involved using the force to negate an effect of an attack on one's mind or body by imagining an impenetrable ACress within one's mind.

Ongoing 1

Target: self

Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier

Level 3 Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier +2

Level 6 Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier +4

Level 9 Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier +6

Level 12 Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier +8

Level 15 Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier +10

Level 18 Effect: you gain resistance to all one type of damage (your choice) equal to your con modifier +12

"Imagine in your mind a ACress of stone and steel, with crenellated walls. Within it stands a keep, itself walled."

Power: Shatterpoint 3FP

By focusing through the force on where the healing had taken place, you are able to see where her old wounds were, and reopen them in a very deadly manner.

Range: 10

Target: One Monster

Attack: Wisdom vs. AC

Hit: 2d6 + Wisdom modifier and the target is at -2 AC.

Miss: Half damage -1 AC

Level 5 Hit 4d6 + Wisdom modifier and the target is at -5 AC. **FP4**

Level 9 Miss: Half damage -5 AC **FP5**

Level 13 Hit 5d6 + Wisdom modifier and the target is at -5 AC. **FP5**

Level 17 Hit 6d6 + Wisdom modifier and the target is at -5 AC. **FP7**

"I can see every flaw. All I have to do is pour the Force into the cracks..." - Cade Skywalker

Force destruction. 3FP

A massive amount of energy is stored up within you, drawn from the dark side of the Force, and with incredible concentration, the energy is discharged using your own body as a conduit. Usually fired through the arm or hand, it can blast a large radius vaporizing anyone who is within.

Close blast 1

Targets: all in the blast

Attack: Wis vs AC

Hit: 2d4 + wis modifier force damage, any walls in the blast become difficult terrain/ low cover, also any low cover in the blast is destroyed.

Level 5 close blast 3. **4FP**

Level 9 Hit: 6d4 + wis modifier force damage, any walls in the blast become difficult terrain/ low cover, also any low cover in the blast is destroyed. **5FP**

Level 13 close blast 5 **6 FP**

Level 17 Hit: 6d6 + wis modifier force damage, any walls in the blast become difficult terrain/ low cover, also any low cover in the blast is destroyed. **8FP**

Flamusfracta FP minimum 2

You cause the object of your intent, by sheer force of will, to explode.

Immediate reaction/simple

Trigger: whenever you hit with an attack.

Effect: you do damage to all adjacent creatures equal to the force points spent to use this power.

Level 9 Effect: you gain temporary hit points equal to your con modifier +9

Level 12 Effect: you gain temporary hit points equal to your con modifier +12

FP 2

Level 15 Effect: you gain temporary hit points equal to your con modifier +15

FP 2

Level 18 Effect: you gain temporary hit points equal to your con modifier +20

FP 3

Utility Power: Force Reflect 1FP

It takes much skill in the Force to use this, but can be useful when a Jedi is out of reach of his saber.

Jedi

Immediate Reaction

Trigger: when you are hit by a ranged attack

Target: self

Effect: you reduce the amount of damage done to you by ranged attack by 2, the 2 damage that was blocked is returned to the attacker.

Level 3 Effect: you reduce the amount of damage done to you by ranged attack by 5, the 5 damage that was blocked is returned to the attacker.

Level 6 Effect: you reduce the amount of damage done to you by ranged attack by 8, the 8 damage that was blocked is returned to the attacker.

Level 9 Effect: you reduce the amount of damage done to you by ranged attack by 10, the 10 damage that was blocked is returned to the attacker.

Utility Power: Force Speed 1FP

Using feeding certain parts of your body the force you increase your muscle speed and also slow down your perception of the world around you.

Jedi

simple action

Target: self

Effect: you gain a +2 movement bonus until the end of the Battle.

Level 3 Effect: you gain a +3 movement bonus until the end of the Battle.

Level 6 Effect: you gain a +4 movement bonus until the end of the Battle.

Level 9 Effect: you gain a +5 movement bonus until the end of the Battle.

Utility Power: Cloak of Shadows 4FP

This is rarely seen power involves the manipulation of light and sound waves to render you virtually invisible to the naked eye.

Jedi

simple action

Target: self

Effect: Until you hit a monster with an attack or until the end of the Battle, you are Invisible to your enemies if you are not their nearest enemy,

Force body FP1

With the help of the force you push your body's endurance past its limit and, you live through what you know would have normally killed you.

Target: self

Effect: you gain temporary hit points equal to your con modifier

Level: 3 Effect: you gain temporary hit points equal to your con modifier + 3

Level 6 Effect: you gain temporary hit points equal to your con modifier + 6

Level 2	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 11	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 3	4HP+ con mod +2 skill points +4 power points +1 trick	Level 12	4hp+ con mod + 2 defense point +2 trick +2 Ability points +4 power points
Level 4	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 13	4HP+ con mod + 1 defense +2 skill points +4 power points
Level 5	4HP+ con mod +2 skill points +5 power points	Level 14	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 6	4hp+ con mod + 2 defense point +2 trick +2 Ability points +4 power points	Level 15	4HP+ con mod +2 skill points +5 power points +1 trick
Level 7	4HP+ con mod +2 skill points +4 power points	Level 16	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 8	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 17	4HP+ con mod +2 skill points +4 power points
Level 9	4HP+ con mod +2 skill points +4 power points +1 trick	Level 18	4hp+ con mod + 2 defense point +2 trick +2 Ability points +4 power points
Level 10	4hp+ con mod + 2 defense point +1 trick +2 Ability points +5 power points	Level 19	4HP+ con mod +2 skill points +4 power points
		Level 20	4hp+ con mod + 2 defense point +1 trick +2 Ability points +5 power points

Epic* At level 11 you may choose to go epic , if you do you may not use the level chart above but must use the epic level chart from here on.

Let's Go Epic

Epic levels 11-15

At levels 11-15 if you choose to go Epic you are saying there's not a lot more you can learn from anyone but must make new discoveries on your own. To push yourself beyond what you've already become, that's what truly makes an epic hero. You may now choose one of the following epic attitudes: Aggressive, Defensive and, Passive. Then choose one of the following Epic bonuses: Harder, Better, Faster, or Stronger. You can only have one attitude and one epic bonus.

Attitude: Aggressive

Whenever you use hero dice to add to your attack power or damage roll you gain 10 temporary hit points. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	Crit +1 (20+1 = 19,20) +4 power points	+2 to your attack damage rolls +4 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points
Better	+1 to all your attack rolls +5 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	+1 movement +5 power points	+5 to <u>all</u> your damage rolls +4 power points
Faster	+1 to your initiative +4 power points	+2 movement +4 power points	+2 to your dexterity +4 power points	+1 to all your attack rolls +4 power points	+5% recharge to all your powers. +4 power points
Stronger	+ 2 to your damage rolls +4 power points	+1 to your movement +4 power points	+2 to your strength +4 power points	+1 to all your attack rolls +4 power points	+ 8 to <u>all</u> your damage rolls +4 power points

Attitude: Defensive

Whenever you use hero dice to add to your saving throw you gain +4 to all your defenses until the end of your next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Physical damage resistance 5 +4 power points	+5 HP +4 power points	+1 to AC and Fort +4 power points	+1 to all your saving throws +4 power points	+1 to all your defenses +4 power points
Better	+2 to your constitution +4 power points	Physical damage resistance 5 +4 power points	+2 Defense point +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points
Faster	+1 to AC and Will +4 power points	+1 movement +5 power points	+1 to all your saving throws +5 power points	Fort + 2 +4 power points	+1 to AC +4 power points
Stronger	+ 5 HP +4 power points	+2 to your constitution +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points	Physical damage resistance 5 +4 power points

Attitude: Passive

Whenever you use hero dice to add to one of your skill checks you gain +1 to the level of all your passive powers until the end of your next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	+2 Defense point +4 power points	+1 Trick +4 power points	+1 to all your trained skills +4 power points	+1 con, dex, and int +4 power points	Fort + 2 +4 power points
Better	+1 trick +4 power points	+1 Trick +4 power points	Fort + 5 +4 power points	+1 to all your trained skills +4 power points	+1 str, con, dex, wis, int, cha +4 power points
Faster	+1 to your initiative +4 power points	+ 1 movement +4 power points	+5% recharge to all your powers. +4 power points	+1 trick +4 power points	+1 to all your saving throws +4 power points
Stronger	+1 Str, wis, cha +4 power points	+1 to all your trained skills +4 power points	+4 power points +4 power points (may only be spent on powers the deal damage, not passive powers)	+1 Str, wis and cha +4 power points	+1 trick +4 power points