

STAR WARS
**FORCE
AND DESTINY**



GENESYS

STAR WARS
FORCE
AND DESTINY

GENESYS

RULE SUPPLEMENT



A long time ago in a galaxy
far, far away...



Force and Destiny

Darkness covers the galaxy. The evil GALACTIC EMPIRE rules through fear, holding countless planets in an iron grip.

The Dreaded DARTH VADER and his agents have destroyed the JEDI—guardians of order and justice. The forces of evil have triumphed, crushing the forces of good.

Now a few brave souls band together, arming themselves with the legacy of the Jedi. They stand ready to fight the darkness and restore peace to the galaxy...

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BASED ON THE GENESYS AND STAR WARS: FORCE AND DESTINY GAME SYSTEMS

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INTRODUCTION





"Your Focus Determines your reality."

— Qui-Gon Jinn

FORCEANDDESTINY GENESYS is a fan creation put together to work in tandem with the **GENESYS Core Rulebook**. This does not replace **GENESYS** or **FORCEANDDESTINY**, but simply adds another option for players that want to play *Jedi* or *Force-sensitives* in the **GENESYS** system. This is to be used with Motivations (page 46 of the **GENESYS Core Rulebook**) and the numerical scale of Morality (pages 7-8)













When choosing the 8 Career Skills at Character Creation, a character choosing either Control or Alter, gains Force Rating 1. Characters may only purchase Force Talents (with exception to Affinity and Awakening) or ranks in Control and Alter if they have a Force Rating of 1 or greater.

Characters that begin their journey of exploration into the Force may after character creation may only gain Control or Alter as a career skill through the Affinity Talent, or some GM approved narrative effect. Could be finding a teacher, an encounter with life or death circumstances, or a Force sensitive implement or Nexus that awakens the Force in them.

The twelve-sided white Force die , is the seventh narrative die used in **FORCEANDDESTINY GENESYS**. On it, are white circular symbols , representing the Light Side of the Force. The black circular symbols, , represent the Dark Side of the Force. The Force die does not generate symbols that contribute toward success or failure. Unlike any other die used in this game, the Force die's Lightside and Darkside symbols do not cancel each other out. Instead, the Force die generates Force Points , for Force-sensitive characters to spend to activate Talents and other abilities.

STAR WARS VS GENESYS DIE SYMBOLS

The symbols in this Document adhere to Star Wars dice rather than Genesys. This is to keep in line with the Star Wars theme. Though Genesys dice can still be used, substituting the twelve-sided white die for a standard d12 (page 44, Table 5-1)

| SYMBOL | STAR WARS | GENESYS |
|-----------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| Advantage |  |  |
| Threat |  |  |
| Success |  |  |
| Failure |  |  |
| Triumph |  |  |
| Despair |  |  |



THE FORCE

"Luminous beings are we, not this crude matter. You must feel the Force around you..."

—Yoda

Using the Force is done in the same manner as GENESYS Magic (Page 210 of the GENESYS Core Rulebook). A character takes an action, choosing a Force power, adding any additional effects they desire.

The base difficulty of the check is determined by the specific power they are using, then increased as determined by any additional effects added. The character then makes a skill check using their Force skill and suffers 2 strain after the check is resolved.

Unlike the normal magic rules, a character with a Force Rating may use a Force skill without having ranks in it. Since there are only two skills, this just means that if a PC has ranks in only one skill, they may still make checks with the other.

FORCE RATING

A character's Force Rating is a mechanical representation of their connection to the Living Force. An emergent just beginning to recognize their Force-sensitivity, would probably have a lower Force Rating than a trained Jedi. It is determined by a number equal to half of their ranks in their highest-ranking Force Skill (Control or Alter), rounded up. If the PC has 3 Ranks in Alter, and 0 Ranks in Control he would have

a Force Rating of 2. When using a Force power, a character may add a number of additional effects equal to 1 plus their Force Rating.

FOR EXAMPLE;

Dillun has a Force Rating of 1 and wants to use the Move Power. He can only add 2 effects to this check.



MORALITY

Each Player Character in **FORCE AND DESTINY GENESYS** has a Morality that represents how “good” or “evil” that character is. This value changes over the course of a campaign, reflecting a character’s choices and actions as the adventure progresses. A character’s Motivations can greatly impact their morality scale. These personality traits are key, as a character’s moral decisions may greatly be affected by them.





A numeric value represents the character’s moral standing and determines the PC’s relationship with the Light Side and Dark Side of the Force. It is tracked on a scale of 1 to 100. At character creation, each character begins with a Morality of 50 by default. The Character may choose one of the three following options:


- Gain **+10** additional starting XP.
- Gain **+72,500** starting Credits.
- Gain **+5** starting XP and **+71,000** starting Credits.
- Becoming a Light Side Paragon or Dark Side User

Although these characters may have led exciting and adventurous lives before the game began and may have even started to explore the Force, they have not had the chance to embrace the Light or Dark Side of the Force. However, to represent their prior experiences in the galaxy, they can choose to modify their starting Morality. Each session a character’s Morality can, and probably will change.







A PC’s actions during the session will increase the opportunity for his Morality to rise or fall. This is determined through **CONFLICT**. Conflict is not a punishment. It is a resource that PC’s can accumulate throughout a game session based on choices they make and actions they make. The more Conflict a PC gains, the greater the chance his Morality will decrease at the end of the session. (Calculating Conflict can be found on page 45).

The character can also accumulate Conflict for performing immoral actions, as determined by the GM. Extreme actions, including taking lives, can give a PC a significant amount of Conflict. However, the


GM should always inform players if their characters are about to perform an action that would cause them to earn conflict. (See Table 5-4 Page 47). Any time a character uses a Talent that requires  to be rolled, and generates Force Points , with Dark Side results , he accumulates 1 Conflict per  used (in addition to any other penalties, such as strain, that the character may accrue).



When a Force-sensitive Player Character fails a fear check, the GM can choose to have the PC suffer a number of Conflict equal to the difficulty of the check instead of the normal penalties. Generating  on a fear check may cause this to happen automatically. If the character is making an action in line with their motivational Flaw or Fear, the GM may determine additional conflict should be given for the specific action.






MORALITY THRESHOLDS

LIGHT SIDE PARAGON: A character with a Morality of **71 or higher**. They only take 1 strain when using a Force power (instead of the normal 2). The character generates  using . If the Paragon wants to use the Dark Side on a Force Power or generate  from , he must spend a Destiny Point and suffer Strain equal to the number of Dark Side Points  used. The user takes 1 conflict per  used. At the beginning of each session, when rolling for the Destiny pool, The Paragon *adds* one Light Side point, in addition to the rolled result.

When a character’s morality score rises above 80, the Paragon’s Force user’s strain threshold is increased by 1. If it rises above 90, the Paragon’s Strain threshold is increased by an additional 1, for a total increase of 2.

BALANCED FORCE USER: (Optional Rule Set) A character with a Morality between **45-55**. They do not suffer strain to call on the Darkside. When using a Force Power, they may choose to add  to the check equal to half their Force Rating (rounding up). If they do, they cannot call on the Dark Side. Caution is to be used when allowing this mechanic to be used.





DARK SIDE FORCE USER: A character with a morality of 29 or less. Once having crossed over into the Dark Side, they do not need to spend a Destiny Point to use the Dark Side of the Force, do not suffer strain and do not generate a  when using the Dark Side to add a  to the check when calling on it.




The character generates Force Points , using Dark Side results . This also means that if the Dark Side Force user wants to generate Force Points from Light Side results , he must flip a Destiny Point and suffer Strain equal to the number of  used. The user takes 1 conflict per  used. The PC's presence in the group also alters the starting Destiny Point pool, **converting** one rolled Light Side Destiny Point to a Dark Side Destiny Point at the beginning of each session.



When a character's morality score falls below 20, the Darksider's strain threshold is decreased by 1 and his wound threshold is increased by 1. If it falls below 10, the Dark Side Force user's strain threshold is decreased by another 1 and his wound threshold is increased by another 1, for a total increase and decrease of 2.

USING THE DARKSIDE

After making, but not resolving a Force Skill Check, a character may call on the Dark Side to empower their use of the Force. As an incidental, the Force User may spend a Destiny Point to add  and/or an  equal to their Force Rating to the result of that check. If they do, they suffer 1 strain and 1 Conflict for every  and/or  added this way.

If a character's reason for using the Dark Side aligns with one or more of their motivations, that character may roll a  and choose to add the result to the check. If so this character instead takes 2 Conflict for each  and/or  added to the result of the check.

FORCE SKILLS AND MANEUVERS

The Force is used through two skills: **Control** and **Alter**. The Control skill can either be linked to the Willpower or Presence characteristics, while the Alter skill is linked to Intellect and Cunning. (Table 2-1) When first taking the Control or the Alter skill, choose one of the two associated characteristics. Only that one characteristic will be the linked characteristic for that skill.

CONTROL (WILLPOWER/PRESENCE)

Control represents the ability used to extend one's self through the Force. Through determination and force of will, the Force acts as an extension of the Force User, using it to bolster their own abilities and command the Galaxy around them.

ALTER (INTELLECT/CUNNING)

The Alter skill is using the Force to make the galaxy as the user wishes. This could be how it's perceived, or how the very laws of nature work. This is done through a specific intellectual understanding or masterful manipulation.

TABLE 2-1: FORCE POWERS AND SKILLS

| FORCE POWER | CONTROL | ALTER |
|-------------|---------|-------|
| Attack | ☐ | |
| Augment | ☐ | ☐ |
| Barrier | ☐ | ☐ |
| Conjure | ☐ | ☐ |
| Ebb | ☐ | ☐ |
| Dispel | | ☐ |
| Heal | | ☐ |
| Misdirect | | ☐ |
| Move | ☐ | ☐ |
| Sense | ☐ | |
| Telepathy | ☐ | |

The following maneuvers can be used by who use Force Skills:

FOCUS

Using the Focus maneuver reduces the difficulty of the next Force Power check you make, to a minimum of Simple. A character may only use this maneuver a number of times equal to their ranks in the Discipline Skill. This can be represented by your character taking a moment to close their eyes, breathing deeply, or reaching out with their hand.

CONCENTRATE

Some Force effects might require concentration to sustain. If a Force Action (or ability) can benefit from concentration, the action description notes this.

Force Powers that can be sustained through concentration last until the end of the character's next turn. However, if the character performs the concentrate maneuver during that next turn, the powers effects last until the end of the character's following turn, instead. This can be sustained indefinitely by performing the concentrate maneuver each turn.

RESIST

The equivalent of Counterspell (page 218 of the GENESYS Core Rulebook). Resist is a maneuver used by Force users to oppose those who would use the Force against them. If the character performs the Resist maneuver, all opponents within medium range upgrade the difficulty of checks to use force powers once, until the end of the character's next turn.





FORCE POWERS

"A Jedi uses the Force for knowledge and defense, never for attack"
-Yoda

Use of the Force takes many different shapes. The traditional methods taught by the Jedi are what most think of when they ponder the "mystical" power of the Force. But this energy field, created by all living things, surrounding and penetrating all, binding the galaxy together has application beyond what the Jedi, and even the Sith were capable or willing to use it for. The following will list the different Force Actions, or "Powers", that can be taken with the Force skills, Control and Alter.



DARK SIDE POWERS

Some Force Powers have additional effects that are primarily attuned to the Darkside of the force. When using them, the character takes 1 Conflict for each Darkside effect added to the check. These will be noted in the Force Power additional effect tables with **✖**.

ATTACK

SKILL: Control

Attack abilities include “any combat check or” other action that directly or indirectly deals damage or strain to an enemy. These include blasts or pulses of Force energy, hurling objects at foes, or unleashing elemental forces, though the latter is usually used by those of the Dark Side or a Force tradition other than the Jedi.

If a character feels the need to make an attack outside of a structured combat encounter, such as to blast open a door or shoot a bolt of energy at a tree to knock it over, you can still follow the rules for the Attack power action. Decide on a minimum amount of damage needed to achieve the desired result, then make the check.

ATTACK POWER IN STRUCTURED ENCOUNTERS

Concentrate: No

Attack Powers are combat checks, and they follow the normal rules for performing a combat check (page 101 of GCRB), using the characters Force Power skill

instead of a combat skill. There are some exceptions, as detailed below. When making an Attack Power check, the character must select one target at short range (not engaged). The default difficulty of the check is **Easy** (◆). The attack deals damage equal to the characteristic linked to the skill being used to attack plus 1 damage for each uncanceled ✨. The attack has no critical rating, only a ☠ may inflict a critical injury.

Before making an Attack Power check, choose any number of additional effects listed on **Table 3-1**. These effects are added to the attack.



TABLE 3-1: ATTACK POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Bombard: The attack gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.) | + ◆ |
| Bind: The attack gains the Ensnare quality with a rating equal to the character's Force Rating. | + ◆ |
| ✖ Cruel: The attack gains the Burn quality with a rating equal to the character's Force Rating. | + ◆ |
| Shockwave: The attack gains the Blast quality with a rating equal to the character's Force Rating. | + ◆ |
| ✖ Damaging: Each uncanceled ✨ on the attack roll deals +2 damage, instead of +1. | + ◆ |
| ✖ Deadly: The attack gains a Critical Rating of 2. The attack also gains the Vicious quality with a rating equal to the character's Force Rating. | + ◆ |
| Close Combat: May select a target engaged with your character. | + ◆ |
| Non-Lethal: The attack gains the Stun Damage quality. | + ◆ |
| Manipulate: If the attack hits, you may spend ☯☯ to move the target up to one range band in any direction. Increase ☯ necessary by 1 for each silhouette above 1. | + ◆ |
| Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time. | + ◆ |
| ✖ Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality equal to the character's Force Rating. | + ◆ ◆ |
| Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged. | + ◆ ◆ |
| ✖ Unleash: If the attack deals damage, the target must immediately make a ◆◆◆ Resilience check or suffer additional Wounds and Strain equal to the character's Force Rating. | + ◆ ◆ |
| ✖ Drain: This character heals a number of wounds equal to the number of wounds dealt to a single target. | + ◆ ◆ ◆ |

AUGMENT

SKILLS: Alter, Control

One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. Making leaps that might otherwise be deemed impossible, moving at high speeds, and harnessing physical strength well beyond the capacity of most sentient beings is all equally viable. In this way, the Force becomes an almost literal fuel for feats of endurance and power. Most Force users find it a relatively simple thing to use the Force in order to overcome their own physical limitations and shrug off the effects of fatigue. With a little practice, most Force users are able to expand the arenas in which they can use the Force beyond that of mere brute strength. They are able to concentrate the Force into assisting them with acts of dexterity and acrobatics.

AUGMENT POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

Augment is using the Force to enhance and empower people. A character targets themselves, then makes an Alter or Control skill check. The default difficulty of the check is **Average** (◆◆). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, adding ◆ to their checks). A character cannot be affected by more than one Augment ability at the same time.

Before making an Augment Power check, choose any number of additional effects listed on **Table 3-2**. These effects are added to the check.



TABLE 3-2: AUGMENT POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Leap: Instead of the normal effect of Augment, this character moves horizontally and/or vertically a number of range bands away equal to half of the character's Force Rating, rounding up. | - |
| Force Speed: Targets affected by the ability can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn). | +◆ |
| Invigorate (Alter): The target increases their wound threshold by a value equal to the character's Force Rating for the duration of the ability. | +◆ |
| Strengthen (Control): The target adds damage equal to the character's Force Rating to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3. | +◆ |
| Swift: Targets affected by the ability ignore the effects of difficult terrain and cannot be immobilized. | +◆ |

BARRIER

SKILLS: Alter, Control

Using the Force to create a field of energy, or lifting objects to cover oneself, Barrier can deflect incoming attacks, letting the user reduce incoming damage, create a shield against adverse environmental effects, or deflect incoming projectiles, blaster fire or primitive arrows. Almost anything can be deterred with the Force.



BARRIER POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

Force users have the ability to create barriers of Force energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes an Alter or Control skill check. The default difficulty of the check is **Easy** (◆). If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ beyond the first.

Before making a Barrier Power check, choose any number of additional effects listed on **Table 3-3**. These effects are added to the check.

TABLE 3-3: BARRIER POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Additional Target: The ability affects one additional target within range of the ability. In addition, after using the ability, you may spend ☮ to affect one additional target within range of the ability (and may trigger this multiple times, spending ☮ each time). | +◆ |
| Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Precognition: Each affected target gains ranged and melee defense equal to your character's Force Rating. | +◆◆ |
| Empowered: The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect. | +◆◆ |
| Reflection (Alter): If an opponent makes a ranged attack (including Force Power attacks) against an affected target and generates ☹☹☹ or ☹ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack. | +◆◆ |
| Repulse (Control): You cause opponents to automatically disengage from affected targets. ☮☮ may be spent to not allow them to engage the target again for the duration of the ability. | +◆◆ |

EBB

SKILLS: Alter, Control

The Force can be used to sap stamina from others and hinder foes, allowing you to take advantage. Force users truly let the Force flow through them, governing their actions, they feel the Force in every move it makes.

EBB POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

This action represents the combat use of the Ebb ability. Your character selects one target within short range, then makes an Alter or Control skill check. The default difficulty of the check is **Average** (◆◆). If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks).

Before making an Ebb Power check, choose any number of additional effects listed on **Table 3-4**. These effects are added to the check.

The powers presented in **FORCE AND DESTINY GENESYS** are intended to fit with the game's narrative style, and as such are left intentionally broad in scope. If players find ways to use their characters' Force powers outside of their predefined boundaries, the GM should consider allowing it, provided it is not abusive and adheres reasonably closely to the power's original design. In essence, players are encouraged to be creative, as are GMs.

For example, a Force-sensitive character might notice a colleague losing his step and falling off a nearby balcony. Even though the players are not in structured time, the GM could reasonably allow the Force-sensitive character to immediately make a check to use the Move power and see if he can catch his friend before he hits the ground below.



TABLE 3-4: EBB POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Enervate (Alter): If a target suffers strain for any reason, they suffer 1 additional strain. | +◆ |
| Suppress: After the target makes a check, you may change one ■ to a face displaying a ▼ | +◆ |
| Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Additional Target: The ability affects one additional target within range of the ability. In addition, after using the ability, you may spend ☹ to affect one additional target within range of the ability (and may trigger this multiple times, spending ☹ each time). | +◆◆ |
| ✖ Wilt: The target's strain and wound thresholds are reduced by an amount equal to the character's Force Rating. This effect may not be combined with the additional target effect. | +◆◆ |
| Dampen: After a target makes a check, you may change any one die in the pool not displaying a ☹ or ☹ to a different face. | +◆◆ |
| Paralyze: The target is staggered for the duration of the power. This effect may not be combined with the additional target effect. | +◆◆ |



SUPPRESS

SKILL: Alter

Suppressing other Force abilities is a powerful tool. By unraveling the opposing force power, they can Stop and dispel various types of Force abilities.

DISPEL POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

The ability to alter and nullify powers is quite effective, limited only to those most knowledgeable about how to use the Force. The character selects one target within short range that is under the effects of an ability, then makes an Alter skill check. The default difficulty for the check is **Hard** (◆◆◆). If the check is successful, the effects the target is under immediately end (if the ability affects multiple targets, the other targets remain affected).

Before making a Suppress Power check, choose any number of additional effects listed on **Table 3-5**. These effects are added to the check.

TABLE 3-5: SUPPRESS POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range band once each time. | +◆ |
| Additional Target: The ability affects one additional target within range of the ability. In addition, after using the ability, you may spend ☮ to affect one additional target within range of the ability (and may trigger this multiple times, spending ☮ each time). | +◆◆ |

HEAL

HEAL POWER IN STRUCTURED ENCOUNTERS

SKILL: Alter

Force user's capacity to manipulate the living energy in things around him. They use this gift to help others flourish, binding their injuries and making them whole. Heal allows the user to treat his own as well as his comrades' injuries. A Dark Side force user **cannot** use Heal.



Concentrate: No

The Alter skill has the ability to use the Force for healing purposes, healing wounds and illness. The character can use the Alter power skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is **Easy** (◆). Upon success, the character heals 1 wound per uncanceled ✨, and 1 strain per uncanceled 🌀🌀.

Before making a Heal Power check, choose any number of additional effects listed on **Table 3-6**. These effects are added to the check.

TABLE 3-6: HEAL POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Additional Target: Heal affects one additional target within range of the ability. In addition, after using the ability, you may spend 🌀 to affect one additional target within range of the ability (and may trigger this multiple times, spending 🌀 each time). | +◆ |
| Range: Increase the range of the ability by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends. | +◆ |
| Critical Healing: Select one Critical Injury the target is suffering. If the ability is successful, the Critical Injury is also healed. | +◆◆ |
| Revitalize: The character may select targets who are incapacitated. | +◆◆ |

MISDIRECT

SKILL: Alter

Trickery is an important part of many Force users' arsenals, letting them tip the scales of battle in their favor or even avoid some conflicts entirely. Force users versed in shrouding techniques often walk unseen amidst their foes — a particularly useful ability for any Force-sensitive hiding from the Empire. Especially skilled crafters of illusions can even project visions onto those around them, baffling pursuers or terrifying enemies with horrific phantasms.

When using the Misdirect ability in a narrative situation, first check to table of mechanical effects to see if the affects you want are listed there, using the listed difficulty to figure out how hard the ability should be.

MISDIRECT POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

Misdirect is using The Force to project an illusion or to disguise a character's appearance. The character makes an Alter skill check. The default difficulty for the check is **Easy** (◆). If the check is successful, the character creates a projection of a creature or object that is silhouette 1 or smaller. The projection appears within a radius of short range of the character. Alternatively, the projection changes the appearance of the user to one silhouette (or smaller) to target they are engaged with.

Projections can generate light and sound, but a projection cannot cause harm or interact with their environment in any way. Projections can be animated and can move, as long as they remain within range of the ability. A keen observer can attempt to spot the false nature of the projection by making an **Average** (◆◆) **Vigilance check** (or **Average** (◆◆) **Perception check** if the observer suspects that their senses may be fooled). Success means the observer recognizes the object's illusory nature.

Before making a Misdirect Power check, choose any number of additional effects listed on **Table 3-7**. These effects are added to the check.

TABLE 3-7: MISDIRECT POWER ADDITIONAL EFFECTS

| EFFECT | DIFFICULTY MOD |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Additional Projection: The ability creates one additional projection or disguises one additional character. In addition, after using the ability, you may spend ☯☯ to create another additional projection or disguise another additional character (you may trigger this multiple times, spending ☯☯ each time). | +◆ |
| Blur: The ability blurs and obscures the targets vision. Until the ability ends, add ☹ to the results of checks requiring clear sight (this applies even if the attacker realizes the effect is an illusion). | +◆ |
| Mirror Image: If the ability targets a character, it creates multiple images that move with the target and distract opponents. Until the ability ends, the character may spend ☹☹☹ or ☹ from any combat check targeting them to cause the attack to harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion). | +◆ |
| Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Size: Increase the silhouette of the projection created by one or disguise the appearance of a target one silhouette larger. This may be added multiple times, increasing the silhouette of the projection created or target disguised by one each time. | +◆ |
| Realism: The projection also affects additional senses such as smell, taste, or touch. Increase the difficulty to determine that the projection is fake by one. May spend ☯☯ to increase the difficulty of checks to determine that the projection is fake an additional time for every ☯☯ spent in this way. | +◆ |
| ✖Terrifying: The projection terrifies those who see it. When any character who does not know the projection is fake spots it, they must make a Hard (◆◆◆) Fear check. | +◆◆ |

FORESEE

SKILL: Alter

A Force-sensitive can feel The Force flowing through and around everything, seeing what is and what will be. They extend their perceptions through the Unifying Force, into time. At times they may even draw on the memory of the Force itself.



FORESEE POWER IN STRUCTURED ENCOUNTERS

Concentrate: No

This is using the Force to attempt to predict the future. The character makes an Alter skill check, then asks one question about events that will unfold within the next 24 hours. The default difficulty of the check is **Average** (◆◆). If the check is successful, your GM must provide the character with a truthful answer, but that answer may be one that can be interpreted multiple ways or is somewhat enigmatic.

Whether the check succeeds or fails, the character may not make another predict check to ask about the same events for the remainder of the session.

Before making the Foresee Power check, choose any number of additional effects listed on **Table 3-8**. These effects are added to the check.

TABLE 3-8: FORESEE POWER ADDITIONAL EFFECTS

| EFFECTS | DIFFICULTY MOD |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Quicksilver Reflexes: Instead of asking a question about events, the character adds ✨ to the results of any checks they make to determine Initiative during the next structured encounter they participate in. | - |
| Locate: Instead of asking a question about events, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before they use this Force power, and the power does not reveal how to get through any obstacles such as locked doors, hidden passages, or traps. | +◆ |
| Empowered: The character may ask a question about events that will unfold within the next month. | +◆ |
| Additional Questions: The character may ask one additional question about events. In addition, after using the Force power, you may spend ☉☉ to ask another additional question about events (and may trigger this multiple times, spending ☉☉ each time). | +◆ |
| Flash of Precognition: In addition to asking a question, once before the end of the current encounter, the character may add ✨ to the results of one of their checks. In addition, once before the end of the current encounter, the character may add ▼ to the results of a check targeting them. In addition, after the character uses this Force Power, you may spend ☉☉☉ to add ✨ to the results of one of their checks, and add ▼▼ to the results of a check targeting them, instead of this effect's normal benefits. | +◆◆ |
| ☠ Cheat Death: In addition to asking a question, the character foresees a possible doom for themselves in the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming. | +◆◆ |

MOVE

SKILLS: Alter, Control

Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. Those with even a modicum of training in the skill can cause small objects to slowly and painstakingly rise, fall or travel in space. True masters of the Force are rumored to be able to hurl starships about or juggle heavy crates in the air. Other applications of the power allow for Force users to manipulate control panels or computer keyboards at a distance. There is thought to be no limit to what a Force user could move with the application of enough concentration.

When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or accurate enough to allow for fine manipulation.



MOVE POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

Move is the ability to move objects or characters with the power of the Force. Select a target size silhouette 0 or smaller within short range then make a Control or

Alter skill check. The default difficulty is **Easy** (◆). If the check is successful, the character moves the target from its position to any location within short range of the character.

Before making the Move power check, choose any number of additional effects listed on **Table 3-9**. These effects are added to the check.

TABLE 3-9: MOVE POWER ADDITIONAL

| EFFECT | DIFFICULTY MOD |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Bind: After moving the target, they become Immobilized for the duration of the ability. The target may perform an action to attempt an Athletics or Discipline check opposed by the characters Control skill to break free from this effect. | +◆ |
| Manipulate: The character can interact with and finely manipulate an object affected by their Force ability as if they were holding it in their hand and using their fingers. | +◆ |
| Pull: If the target is an object in someone's hands or securely mounted, this character can pull with enough force to free it. | +◆ |
| Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Size: Increase the silhouette your character may target by one. This may be added multiple times, increasing the silhouette by one each time. | +◆ |
| ✖Choke: Instead of the normal effect of Move, target a character silhouette 1 or smaller, within short range. That character suffers wounds equal to this character's Force Rating, plus another wound for every uncanceled ☆☆ beyond the first and is immobilized. At the beginning of each turn this power is active, the target again suffers wounds equal to this character's Force rating, and this character takes another point of conflict. | +◆◆ |
| Multiple Targets: The ability affects one additional target within range of the ability. In addition, after using the ability, you may spend ☉ to affect one additional target within range of the ability (may trigger this multiple times, spending ☉ each time). | +◆◆ |
| Slam: After the target is moved, they suffer strain equal to This character's Force Rating, plus an additional strain for every uncanceled ☆☆ beyond the first. | +◆◆ |
| Slowed (Control Only): The target suffers a ☆ on any skill check they make until the end of their next turn. In addition, after using the ability, you may spend ☹☹ to force the target to suffer another ☆ (and may trigger this multiple times, spending ☹☹ each time). | +◆◆ |
| Stasis: The target is Staggered for the duration of the ability. | +◆◆◆ |

SENSE

SKILL: Control

By opening his mind, a Force user can commune with the world around him. He senses the endless movement of the Living Force, seeing beyond what his eyes allow. The actions of those around him are laid bare, as if the Force user had a bird’s eye view of his surroundings, allowing him to anticipate attacks and better strike blows of his own, or even spot ambushes and lurking foes. Users can rely on Sense to augment their defensive (and eventually offensive) abilities.

SENSE POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

Sense’s basic power allows the Force user to sense the living Force interacting with the world around him. This allows him to perceive life and his surroundings. The character makes an **Easy (◆) Control Skill check**. If the check is successful, the character senses all living things within short range (including sentient and non-sentient beings).

Before making the Sense power check, choose any number of additional effects listed on **Table 3-10**. These effects are added to the check.



TABLE 3-10: SENSE POWER ADDITIONAL EFFECTS

| EFFECT | DIFFICULTY MOD |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Defensive: While this power is active, this character increases their Melee and Range defense by 1. In addition, after using the ability, you may spend UU to increase your character’s Melee and Range defense by an additional 1 (you may trigger this multiple times, spending UU each time). | +◆ |
| Force Sight: While this power is active, this character suffers no penalty to vision-related checks, such as checks made in darkness or in fog. | +◆ |
| Offensive: While this power is active, all of this character’s attacks gain Accurate 1 (or increase the Accurate quality by 1). In addition, after using the ability, you may spend UU to increase the Accurate quality by an additional 1 (you may trigger this multiple times, spending UU each time). | +◆ |
| Offensive: While this power is active, all of this character’s attacks gain Accurate 1 (or increase the Accurate quality by 1). In addition, after using the ability, you may spend UU to increase the Accurate quality by an additional 1 (you may trigger this multiple times, spending UU each time). | +◆ |
| Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Seek: Instead of sensing all life within short range of this character, the Force user seeks a specific living individual within long range, sensing the direction they are in. | +◆◆ |
| Sharpened: This character upgrades the ability of all their attacks, and upgrades the difficulty of attacks that targets them. | +◆◆ |

TELEPATHY

SKILL: Control

By opening his mind, a Force user can use Telepathy to sense the thoughts of others. Even a Jedi cannot read someone’s mind completely, but a Force-sensitive being can detect his target’s feelings and emotions, and even sense surface thoughts, which can be particularly valuable in a wide variety of situations. Further, through the Force, a Force-user can impose their will on others, altering their thoughts or even suggesting actions.

The ability to influence the minds of others is not something to be taken lightly. Misuse of the ability, colloquially known as a "mind trick," is a sure step on the path to the dark side. A powerful Force user can manipulate the minds of others to the point where he can convince them to believe things that are untrue or calm an angry crowd. Conversely, he can rile the crowd into a murderous frenzy, or frighten a single soul into gibbering madness. This is where the danger of Influence lies.

However, Telepathy is not inherently evil. Many Force users have used Telepathy to protect the helpless or to deal with a threat in a way that avoids violence. It is much better to convince a guard to return to his post than to have to kill him.

TELEPATHY POWER IN STRUCTURED ENCOUNTERS

Concentrate: Yes

Telepathy is the ability to read and manipulate the current thoughts and emotional state of a target. The character selects an engaged target and makes a Control skill check. The difficulty of the check is **Average** (◆◆). If the check is successful, the character reads the target's feelings, learning their current emotional state. Every uncanceled ☆☆☆ beyond the first can be spent to learn an additional emotion that the target is feeling.

When a character attempts to alter a target's emotions, memories, or thoughts, the player should make clear their intentions and what they hope to accomplish with their manipulation beforehand. Though the final say of the resulting behavior of the target is up to the GM, the result should be agreed upon by the payer and the GM before the check is made.

Before making the Telepathy power check, choose any number of additional effects listed on Table **Telepathy Power Additional Effects**. These effects are added to the check.

TABLE 3-11: TELEPATHY POWER ADDITIONAL EFFECTS

| EFFECT | DIFFICULTY MOD |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Sense Thoughts: This character can sense the current thought of the target. Every uncanceled ☆☆☆ beyond the first can be spent to learn an additional thought that the target just recently had. | +◆ |
| Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time. | +◆ |
| Stoke/Dampen: The character can evoke an emotional state, or suppress an emotion in the target until the end of the round. In addition, after using the ability, you may spend ☹☹ to trigger effect again. (and may trigger this multiple times, spending ☹☹ each time). | +◆ |
| Stress: The character causes the target to suffer strain equal to their Force Rating. | +◆ |
| Plant/Cloud: The character can plant an idea or thought in the targets mind, or cause them to forget a recent event. In addition, after using the ability, you may spend ☹☹ to trigger effect again. (and may trigger this multiple times, spending ☹☹ each time). | +◆◆ |
| ✖ Probe: The character can pry deeper into the target's thoughts, search for specific information and older memories. But this process takes more time. The character will receive the information at the start of their next turn, or after a few minutes of probing. | +◆◆ |
| ✖ Control: Dictate the targets next Action and Maneuver. | +◆◆◆ |

IV

TALENTS

"I used to bull's-eye womp rats in my T-16 back home. They're not much bigger than two meters."

-Luke Skywalker

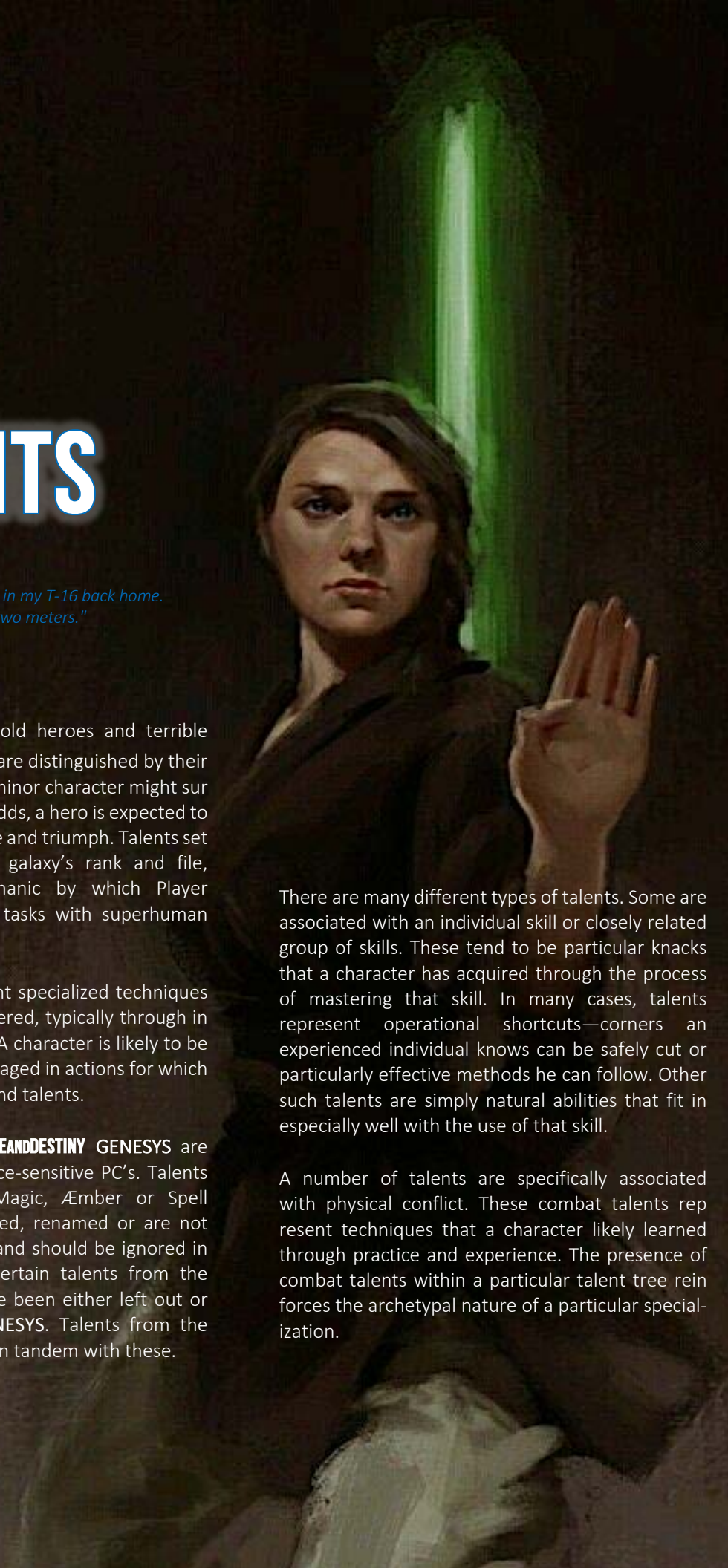
In a galaxy filled with bold heroes and terrible villains, Player Characters are distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat the foe and triumph. Talents set the PCs apart from the galaxy's rank and file, providing a game mechanic by which Player Characters may perform tasks with superhuman flair and ability.

Talents generally represent specialized techniques that a character has mastered, typically through intense practice and study. A character is likely to be more successful when engaged in actions for which he has appropriate skills and talents.



All of the talents in **FORCEANDDESTINY GENESYS** are meant specifically for Force-sensitive PC's. Talents that concern Genesys Magic, Æmber or Spell actions have been replaced, renamed or are not thematically appropriate and should be ignored in the Star Wars setting. Certain talents from the **FORCEANDDESTINY** system have been either left out or remolded to fit into **GENESYS**. Talents from the GCRB also are to be used in tandem with these.

There are many different types of talents. Some are associated with an individual skill or closely related group of skills. These tend to be particular knacks that a character has acquired through the process of mastering that skill. In many cases, talents represent operational shortcuts—corners an experienced individual knows can be safely cut or particularly effective methods he can follow. Other such talents are simply natural abilities that fit in especially well with the use of that skill.

A number of talents are specifically associated with physical conflict. These combat talents represent techniques that a character likely learned through practice and experience. The presence of combat talents within a particular talent tree reinforces the archetypal nature of a particular specialization.



Other talents require certain prerequisites before being available to the character. This may include training, represented by Skill Ranks, basic versions of a talent, or a minimum Force Rating. Others may have narrative restrictions that are ultimately up to


the GM and your game's direction. Some Force talents involve the use of Force powers (which are described in the **Chapter II: The Force**), the Force Die , or spending Force Points .

TALENT DESCRIPTIONS


A description for each of the talents used in Force and Destiny follows. Every entry includes the information required for game play:



- **Activation** explains whether a talent is always in use (Passive) or if a character must take action to activate it (Active). If activation is required, the type of action necessary is indicated. Some talents can be activated on other characters' turns. If this is the case, the Activation line also includes the "Out of Turn" note.






- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).

- **Conflict Talents** automatically give the Player Characters who possesses them 1 Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the Darkside. These talents are delineated with the following in the description: **(CONFLICT TALENT)** .

COMMITTING FORCE RATING

After a character uses a Force Power and uses the Concentrate maneuver with it, instead of using the concentrate maneuver normally, this character may suffer 1 strain to commit a force rating, or .

While  is committed, treat that character's Force Rating as if it has one less, and that power's effects remain active as long as  remains committed. At the end of this character's turn, they may uncommit their Force Rating as an incidental.

For mechanical purposes the character's Force Rating is decreased by the number of  committed. There are no hard limits as to how long a  can remain committed to a Force power or Force talent. Some talents and powers impose penalties every round  remains committed, others do not. If the GM feels this is being abused, the following rule may be used: If a player leaves  committed for multiple encounters, the character cannot recover strain at the end of each encounter. This limiter remains in effect until the character uncommits all  and leaves them committed until the next encounter begins or until the GM has deter-

mined enough time has lapsed.

When using an ability that has an effect that calculates a character's force rating, you may wish to commit a force rating. When doing so, the calculation is done before committing the Force Rating. (For example, John has a Force Rating of 3, and uses Augment with the Invigorate additional effect [increase your wounds equal to your Force Rating, giving John +3 wounds], then Commits a Force Rating to sustain the effect of Augment. He now has a Force Rating of 2, but still has +3 wounds from the Invigorate effect.)

TIER 1

ADEPT

Tier: 1

Activation: Passive

Ranked: Yes

When you gain this talent, choose one Force Power action. When you use that power with no additional effects (even those who are free via equipment or talents), the cost is reduced by 1 strain. Choose one new Force Power for each rank of Adept.

AFFINITY

Tier: 1

Activation: Passive

Ranked: Yes

Choose either Alter or Control (must pick only one). That skill is now a career skill. The character may now make Forcer Power checks, but with no added effects as if they had a Force Rating of 1. Until they gain a Force Rating of 1 or higher, they can only make a Force Power check once each encounter and cannot buy other Force Talents.

This represents a character that is either unaware of their Force Sensitivity or has had no training and little practice. Along with GM approval, it should be reserved for the character who's backstory and goals line with eventual growth in the Force.

AWAKENING

Tier: 1

Activation: Passive

Ranked: No

Must have purchased the Awakening talent. The Character Gains Force Rating 1.

CENTER OF BEING

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Until the start of your next turn, attacks against your character increase their Crit Rating by 1 until the start of your next turn.

CUNNING SENSE

Tier: 1

Activation: Passive

Ranked: No




This character can use the Sense Force Power with the Alter (Cunning) skill.

DARK INSIGHT

Tier: 1

Activation: Active (Incidental).

Ranked: No
(CONFLICT TALENT)





When using the Darkside to make a Force Power check your character may determine   or  added by your character's ranks in Knowledge (Lore) instead of their Force Rating.

FORCE JUMP

Tier: 1

Activation: Active (Action)

Ranked: No


The character may use this talent to roll  equal to their Force Rating, spending  to jump horizontally a short distance away. Additionally,   may be spent to increase the range jumped by one and may do so additional times. After the action is resolved, the character suffers 2 strain.

MANIPULATION

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character uses the Attack ability and includes the Manipulate additional effect, you may trigger the effect with  if the attack misses.



enhanced by the Force. Others do not note it as mystical but may be slightly put off. What form this enhancement takes is up to you, with your GM's approval, but it should be based on the Force skill your character possesses (as well as their backstory). A character with the Alter skill may always be flushed with good health, or their skin may grow pale momentarily. A character with the Control skill may have their hair tousled by undetectable winds, or when they wear a hat or hood, their face might be obscured by strangely deep shadows or creases.

NIGHTSISTER TEACHINGS ✳

Tier 1

Activation: Passive

Ranked: Yes

(CONFLICT TALENT)

This character can use the Conjure Spell (GENESYS Core Rulebook pages 216-217) with any Force skill.

ONE WITH THE FORCE

Tier 1

Activation: Active (Maneuver)

Ranked: No


When you take this talent, choose either the Alter or Control skill. Once per encounter when using the chosen skill, this character may count their ranks in that skill as being equal to their ranks in the other. (If your character chose the Alter skill, has zero ranks in that skill but 3 ranks in the Control skill, they may use this talent to make a check using the Alter skill as if they had 3 ranks in it).

OVERWHELMING AURA

Tier 1

Activation: Passive

Ranked: No



If your character has at least one rank in a Force skill, once per encounter, they may use this talent to add  to the result of their next social skill check. Additionally, this has a passive narrative effect; your character's presence is subtly

SENSE DANGER

Tier 1

Activation: Active (Incidental)

Ranked: No


Once per session, remove   from any one check.

SUBSTANCE EXTRACTION

Tier 1

Activation: Active (Incidental)

Ranked: No

When your character uses a Force Power, they may use this talent to consume a physical item and add  to the check. The item does not have to be expensive or rare, but it does have to be thematically appropriate for the spell, available to your character, and subject to your GM's approval. Some examples include Force Powder for Attack or Augment or a target's Personal Item for Foresee or Sense.

SUMMON ITEM

Tier 1

Activation: Active (Maneuver)

Ranked: No

Must have purchased the Nightsister Teachings talent. As a maneuver, the character can summon or dismiss a ritually prepared item.

TIER 2

CHANNEL AGONY

Tier 2

Activation: Active (Incidental)

Ranked: Yes

Your character must have purchased the *Dark Insight* talent to benefit from this talent. Before your character makes a Force Power check, may suffer a number of wounds to use this talent to add an equal number of ✨ to the check. The number cannot exceed your character's ranks in Channel Agony.

EMBRACE YOUR HATE ✨

Tier 2

Activation: Active (Incidental)

Ranked: Yes

(CONFLICT TALENT)

After making a successful Brawl, Lightsaber, or Melee combat check, the character may spend one Destiny Point and gain Conflict equal to the number of Darkside Destiny Points in the Destiny Pool to add an equal amount of damage to one hit of the attack. The character may use this ability once per encounter per rank of Embrace Your Hate.

FORCE AUGMENTATION

Tier 2

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, this character may use this Talent to use a Force Skill using the Augment ability as a maneuver. If they do, they suffer 1 additional strain when using Augment, I'm this way. Each rank of this Talent beyond the first allows your character to use this talent one additional time each encounter.

FORCE DEFLECTION

Tier 2

Activation: Incidental

Ranked: Yes

Must have two Ranks in either Alter or Control.

When hit by a ranged attack, may suffer 3 strain to reduce damage by 2 plus ranks in Force Deflection.

FORCE JUMP (IMPROVED)

Tier: 2

Activation: Passive

Ranked: No

Must have purchased the *Force Jump* talent.

When using the Force Jump talent, the default maximum range is Medium.

Additionally, your character may jump vertically as well as horizontally.



FORTIFY

Tier 2

Activation: Active (Action)

Ranked: No




May use the Augment power to target an engaged ally.

HEALING TRANCE

Tier 2

Activation: Active (Action)

Ranked: Yes

Must be a Lightside Force user to activate this talent. Commit  up to ranks in Healing Trance, but no greater than Force Rating. For every full encounter  remains committed, heal 1 Wound per  committed.

ICHOR BLADE

Tier 2

Activation: Passive

Ranked: No

Must have purchased the Nightsister Teaching's talent. The character chooses one melee or brawl weapon they possess, the item gains the Cortosis and Pierce 2 qualities and reduces its Critical Rating by 1 (to a minimum of 1). If the weapon is ever lost or destroyed the character can apply Ichor Blade to a new weapon.

KNOWLEDGE IS POWER

Tier 2

Activation: Passive

Ranked: No

Once per session, may count Force Rating as being equal to ranks in Knowledge Lore.

LIGHTSABER FORMS

Tier 2

Activation: Passive

Ranked: No




Must have at least two ranks in the Lightsaber skill. When your character purchases this talent, they choose one characteristic. They may use that characteristic in place of Brawn when making Lightsaber checks.

OVERWHELMING AURA (IMPROVED)

Tier 2

Activation: Incidental

Ranked: No

Your character must have purchased Overwhelming Aura to benefit from this talent. If your character has at least two ranks in a Force skill, when using the Overwhelming Aura talent, they may add   to their next social skill check (instead of ).

After purchasing this talent, your character's appearance is now noticeably changed by the Force. What form this enhancement takes is up to you, with your GM's approval, but it should be based on the Force your character possesses as well as the enhancement they originally possessed with the Overwhelming Aura talent.

REFLECT

Tier 2

Activation: Incidental

Ranked: Yes



If wielding a lightsaber weapon when hit by a ranged attack, may suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

PSYCHOMETRY

Tier 2

Activation: Active (Action)

Ranked: No

If the character is handling an object, spend a Destiny Point, and make a   Control check.

If successful, the character sees a small Force-reading of the being that handled it last.

The vision, and what it reveals is ultimately up to the GM.



SABER THROW

Tier 2

Activation: Active (Action)

Ranked: No

Make a Lightsaber combat check as a ranged attack at a target within Medium range, adding \diamond up to Force Rating. Must spend \bullet and succeed to hit target. Spend $\bullet\bullet$ to have the weapon return to hand.

SECRETS OF THE FORCE

Tier 2

Activation: Passive

Ranked: No

Knowledge (Lore) and Lightsaber become career skills for the character.

THE FORCE IS WITH ME

Tier 2

Activation: Passive

Ranked: Yes

Choose a skill other than Control, Alter or a Knowledge skill. When using that skill, add \square equal to your half character's Force Rating rounded up. When using this skill, your character may call on the Darkside just as they would when using a Force Power. Choose another skill for each rank of this talent.

TRAINING

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character acquires this talent, choose one Force Power action and one extra effect. Whenever they use a power that includes the chosen action and effect (which could include other effects), the difficulty is reduced by one. Each additional time you purchase this talent for your character, choose a new action and effect combination. You may not choose the same action more than once.

UNCANNY REACTIONS

Tier 2

Activation: Passive

Ranked: Yes

Add \square per rank of Uncanny Reactions to Vigilance checks.

UNCANNY SENSES

Tier 2

Activation: Passive

Ranked: Yes

Add \square per rank of Uncanny Senses to Perception checks.



TIER 3

ACKLAY'S SCYTHING STRIKE

Tier 3

Activation: Passive

Ranked: No

Brawl Attacks gain Pierce equal to force Rating.

ANIMAL COMPANION (IMPROVED)

Tier 3

Activation: Passive

Ranked: No



Must have Purchased the Animal Companion Talent. When directing your bonded animal, may suffer one Strain to add \blacksquare to the Animal's next check.

BALANCE

Tier 3

Activation: Passive

Ranked: No


The character must be a Balanced Force User (Page 4 of the **FORCE AND DESTINY GENESYS Supplement**). When your character heals strain at the end of an encounter may add  to the check up to half his Force Rating rounding up. He recovers strain equal to  generated.

CALMING AURA

Tier 3

Activation: Passive

Ranked: Yes

When an opponent targets the character with a social skill, the opponent adds  to the check per rank of Calming Aura.

CENTER OF BEING (IMPROVED)

Tier 3

Activation: Passive

Ranked: No



Center of Being may also apply to Ranged weapons.

COUNTERSTRIKE

Tier 3

Activation: Active (Incidental)

Ranked: No







When an attack misses the character and generates  or  may upgrade the next **Cunning** – **Lightsaber** check by one against the attacker during the encounter.

DEFENSIVE CIRCLE

Tier 3

Activation: Active (Action)

Ranked: No

Make a  **Intellect** – **Lightsaber** check. The character plus one ally in short range per  gains defense equal to 1 + 1 per  until the beginning of the characters next turn.

DJEM SO REFLECTION

Tier 3

Activation: Active (Incidental)

Ranked: No

After using Reflect, may spend a destiny Point to use a move maneuver as an out of turn incidental to close the distance or engage the opponent.



EMPOWERED

Tier 3

Activation: Active (Incidental)

Ranked: No

When this talent is purchased, pick either Control or Alter. Once per round on your character's turn, may suffer 3 strain to use this talent to add damage equal to ranks in the chosen skill to one hit of a successful melee attack.

FAR STRIKE

Tier 3

Activation: Active (Action)

Ranked: No

As an action, make a Brawl check as a ranged attack, adding \diamond up to Force rating, Increase the range of the attack by one band for each \bullet spent to a maximum of long.

FORCE ARMOR

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may use this talent to use the Barrier Force ability targeting only themselves. In addition, you may spend a Destiny Point to have them maintain the effects of the Force Power until the end of the encounter, without performing concentrate maneuvers.

FORCE ILLUSION

Tier: 3

Activation: Active (Incidental)

Ranked: No

After your character successfully used the Misdirect Force Power, you may spend a Destiny Point to have them use this talent to maintain the effect of this ability until the end of the encounter, without performing concentrate maneuvers.

FORCE JUMP (SUPREME)

Tier: 3

Activation: Passive

Ranked: No

Must have purchased the Force Jump talent.

Force Jump may be used as a maneuver.

FORCE OF WILL

Tier 3

Activation: Active (Incidental)

Ranked: No

Once per session, the character may suffer 2 strain to make a skill check with Willpower instead of the normal characteristic.



FORCE RATING

Tier 3

Activation: Passive

Ranked: Yes

Each rank of Force Rating increases your character's Force Rating by one.

FORCE STRENGTH

Tier: 3

Activation: Active (Incidental)

Ranked: No

After your character successfully used the Augment Force Power, you may spend a Destiny Point to have them use this talent to maintain the effect of this ability until the end of the encounter, without performing concentrate maneuvers.

HARASS

Tier 3

Activation: Passive

Ranked: No

Must have Purchased the Animal Companion Talent. Whenever the bonded animal makes a combat check, it may forgo inflicting damage to upgrade the difficulty of the targets next check instead.

ICHOR BLADE (IMPROVED)

Tier 3

Activation: Passive

Ranked: No

Must have purchased both the Nightsister Teaching's and the Ichor Blade Talents.

The weapon also gains the Sunder quality, the Defensive 1 quality, and increase the damage by 2

ICHOR RESERVE

Tier 3

Activation: Active (Maneuver)

Ranked: No



Must have purchased the Nightsister Teaching's Talent. Once per session, the character may suffer 2 strain, to increase Force Rating by one until the end of the encounter.

IMBUE ITEM

Tier 3

Activation: Active (Maneuver)

Ranked: No





Commit  and suffer 1 Strain to grant one weapon, piece of armor, or other item an improvement while  remains committed. Suffer 1 Strain at the beginning of each round that this remains in effect.

IMPOSSIBLE FALL

Tier 3

Activation: Active (Incidental)

Ranked: No

Once per session when falling; suffer 2 strain to roll  up to Force Rating. Spend  to decrease fall range band by one and land safely. Spend   to further decrease range.

INNATE FOCUS

Tier 3

Activation: Active (Incidental)

Ranked: No

While not using a force implement, your character increases the base damage of all Force attacks they use by two. In addition, when using a Force Power while not using a force implement, your character may use this talent to decrease the difficulty of the check by one. If they do so, they increase the strain suffered for using the Force Power by 1.

MASTER OF ILLUSION

Tier 3

Activation: Active (Incidental)

Ranked: No

After your character makes a successful Misdirect Power check to create an illusion, you may spend a Destiny Point to have your character use this talent to make the Illusion last until the end of the encounter, without performing concentrate maneuvers, and not need to remain with the power's range after being used. You may spend two Destiny Points to make the Illusion last until the end of the session instead.

ONE WITH THE UNIVERSE

Tier 3

Activation: Active (Action)

Ranked: No

Once per session, if the character has a moment to peacefully meditate or center himself, may make a **◆◆** Astrogration check. Success adds **✦** to all Force Power checks that character makes in the next encounter. Success with **✦**, adds **✦** to all Force Power checks instead. The GM has the final say whether or not the character can perform this in the allotted time.

OVERWHELMING AURA (SUPREME)

Tier 3

Activation: Passive

Ranked: No

Your character must have purchased Overwhelming Aura (*Improved*). If your character has at least three ranks in a Force Skill, once per session they can use this talent to force all enemies within medium range to make a **◆◆◆** Discipline check as an out-of-turn incidental. If they fail, they must spend all available maneuvers moving away from your character and they suffer 5 strain, plus 1 additional strain per **✦**.

What form this reveal takes is up to you, with your GM's approval, but it should be based on your character's Force Skill and the enhancement they possess from the Improved Strong Willed. Some possibilities include manifesting glowing yellow eyes, rising into the air, or becoming ethereal.

POTENT CONCOCTION

Tier 3

Activation: Passive

Ranked: No

When your character makes a check to craft a potion or poison that generates **⊕**, roll an additional **◆** and add its results to the pool, in addition to spending the **⊕** normally. If that check generates **⊖**, roll an additional **◆** and add its results to the pool, in addition to spending the **⊖** normally. Each of these effects can occur only once per check.

PREEMPTIVE INTERVENTION

Tier 3

Activation: Active (incidental)

Ranked: No

Immediately after an opponent moves to engage an ally within short range of the character, the character may spend one Destiny Point to engage that opponent as an out of turn incidental.







PSYCHOMETRY (IMPROVED)

Tier 3

Activation: Passive

Ranked: No





When using Psychometry, may add  up to Force Rating. Spend   to apply to a general area – to see what transpired in a particular room, for example. May spend additional  multiple times gaining new details. This works best for recent, non-violent encounters.

REFLECT (IMPROVED)

Tier 2

Activation: Passive

Ranked: No



Must have purchased the Reflect talent. When your character suffers a hit from a ranged combat check and uses Reflect, after the attack is resolved, you may spend  or    from the attacker's check to use this talent. Then, your character automatically hits one target in medium range once the same damage as the original hit.

SABER THROW (IMPROVED)

Tier 3

Activation: Passive

Ranked: No



When taking the Saber Throw action, may increase range to long. When attacking at long range must spend   to have weapon return to hand.

SENSE ADVANTAGE

Tier 3

Activation: Active (Incidental)

Ranked: No







Once per session may add   to one NPC's skill check.

SUM DJEM

Tier 3

Activation: Active (Incidental)

Ranked: No

When making a Lightsaber check, add  up to Force Rating. If successful, may spend  or   to disarm the opponent. Spend   to perform one additional maneuver after the action.










TERRIFY

Tier 3

Activation: Active (Action)

Ranked: No

(CONFLICT TALENT)





Make a    Coercion check adding  up to Force Rating. Disorient one target in medium range per . Spend   to extend duration and spend   to immobilize the affected target.

THE FORCE IS WITH ME (IMPROVED)

Tier 3

Activation: Active (Incidental)

Ranked: No

Must have purchased the The Force Is With Me talent. After making a check using a skill chosen with The Force Is With Me, but before resolving the check, your character may use this talent to remove  that would be rolled, adding to the result a  or  for every  removed.



TRAINING (IMPROVED)

Tier 3

Activation: Active (Incidental)

Ranked: No

Must have purchased the *Training talent*. When using a force power that includes the Additional, Range or Size additional effect, reduce the difficulty by one. This talent can only be used once per Force power.



TIER 4

BALEFUL GAZE ✱

Tier 4

Activation: Active (Incidental)

Ranked: No
(CONFLICT TALENT)

When targeted by a combat check within medium range, may spend a Destiny Point to upgrade the difficulty of the check equal to the number of ranks in Coercion.

CALMING AURA (IMPROVED)

Tier 4

Activation: Active (Incidental)

Ranked: No




Suffer 2 Strain to extend Calming Aura's effects to allies up to Willpower at Short range until the start of your next turn.

DRAW CLOSER

Tier 4

Activation: Active (Action)

Ranked: No




Make a *Willpower – Lightsaber* combat check targeting one, silhouette 1 target within medium range adding  no greater than Force Rating. Spend  to move to target one range band closer and spend  to add ✱ to the check.

FEAR THE SHADOWS ✱

Tier 4

Activation: Active (Action)

Ranked: No
(CONFLICT TALENT)





Make a    Deception or Coercion check to force a single minion group or rival to flee the encounter.

FORCE ASSAULT

Tier 4

Activation: Passive

Ranked: No





May spend  or    on a missed *Willpower – Lightsaber* attack to immediately perform a Move Force Power Action as a maneuver.

HAWK BAT SWOOP

Tier 4

Activation: Active (Action)

Ranked: No

Make an *Agility – Lightsaber* combat check against an opponent in short range. Spend  to engage the opponent and spend   to add  to the check.

HEALING TRANCE (IMPROVED)

Tier 4

Activation: Passive

Ranked: No

When healing wounds with Healing Trance, heal twice as many wounds. May also make a Resilience check to heal a Critical Injury. The difficulty of the check equals the Critical Injury severity.

ICHOR TRANSFUSION

Tier 4

Activation: Active (Maneuver)

Ranked: No

Must have purchased the Nightsister Teaching's talent. Once per encounter the character May heal any number of Strain by suffering that number of Wounds +1. The character may instead heal any number of Wounds suffering that number of Strain +1



MAKASHI FLOURISH

Tier 4

Activation: Active (Action)

Ranked: No

Once per encounter make a **◆◆ Presence – Lightsaber** check. One engaged opponent suffers Strain equal to **★**, and the character heals Strain an equal amount.

MASTER OF THE ORDER

Tier 4

Activation: Passive

Ranked: No

The character must have a Force Rating of 4 or higher. Once per encounter the character may spend 2 Destiny Points in a single action to upgrade a check twice instead of once.

JUJO SAVAGERY **★**

Tier 4

Activation: Passive

Ranked: No

(CONFLICT TALENT)

The character must have 2 or more ranks in the Lightsaber skill.

When the character inflicts a Critical Injury with a **Brawn – Lightsaber** combat check, add +5 to the Critical Injury roll for each dark side Destiny Point in the Destiny pool.



MENTAL BOND

Tier 4

Activation: Active (Action)

Ranked: No

*Must have Purchased the Animal Companion Talent. Commit **◇**. While committed may communicate with the bonded animal at long range and see and hear through its senses.*

NOW YOU SEE ME

Tier 4

Activation: Active (Action)

Ranked: No

Once per session make a **◆◆◆ Misdirect Power** check. Instead of the normal effects, may have a number of NPC's equal to Cunning within Medium range forget about the character.

PARRY (SUPREME)

Tier 4

Activation: Passive

Ranked: No

Must have purchased the Parry Improved talent. If the character did not make a combat check or use the Attack Power during the previous turn, may suffer 1 Strain to use Parry instead of 3.

POWER FROM PAIN **★**

Tier 4

Activation: Active (Incidental)

Ranked: No

(CONFLICT TALENT)

Must have a Morality of 29 or lower to activate this talent. Once per session spend a Destiny Point to gain +1 Force Rating for each Critical Injury the character is suffering until the end of the encounter.

REFLECT (SUPREME)

Tier 4

Activation: Passive

Ranked: No

If the character did not make a combat check or use the Attack Power during the previous turn, may suffer 1 Strain to use Reflect, instead of 3.

SABER SWARM

Tier 4

Activation: Active (Maneuver)

Ranked: No

Suffer 1 Strain to have the next




Agility – Lightsaber combat check to gain the linked quality equal to Force Rating during the check.

SAPITH SUNDERING

Tier 4

Activation: Active (Action)

Ranked: No




When making a Brawl combat check, the character may include  up to the character's Force rating. The Brawl attack gains the Sunder quality, and the character may spend  generated on the check as  to activate the Sunder quality.

SARLAC SWEEP

Tier 4

Activation: Active (Action)

Ranked: No

The character must have 2 or more ranks in the Lightsaber skill. Make a Lightsaber combat check at +. May spend  to hit an additional target.

SHARE PAIN

Tier 4

Activation: Active (Incidental)

Ranked: No







Must have Purchased the Animal Companion Talent. When the bonded animal suffers wounds, reduce the number of wounds by half. The character suffers those wounds instead.

STRATEGIC FORM

Tier 4

Activation: Active (Action)

Ranked: No



Make a  **Intellect – Lightsaber** check adding  up to Force Rating. If successful one target within Short range may only attack this character for 1 turn, plus 1 additional turn for each  spent.

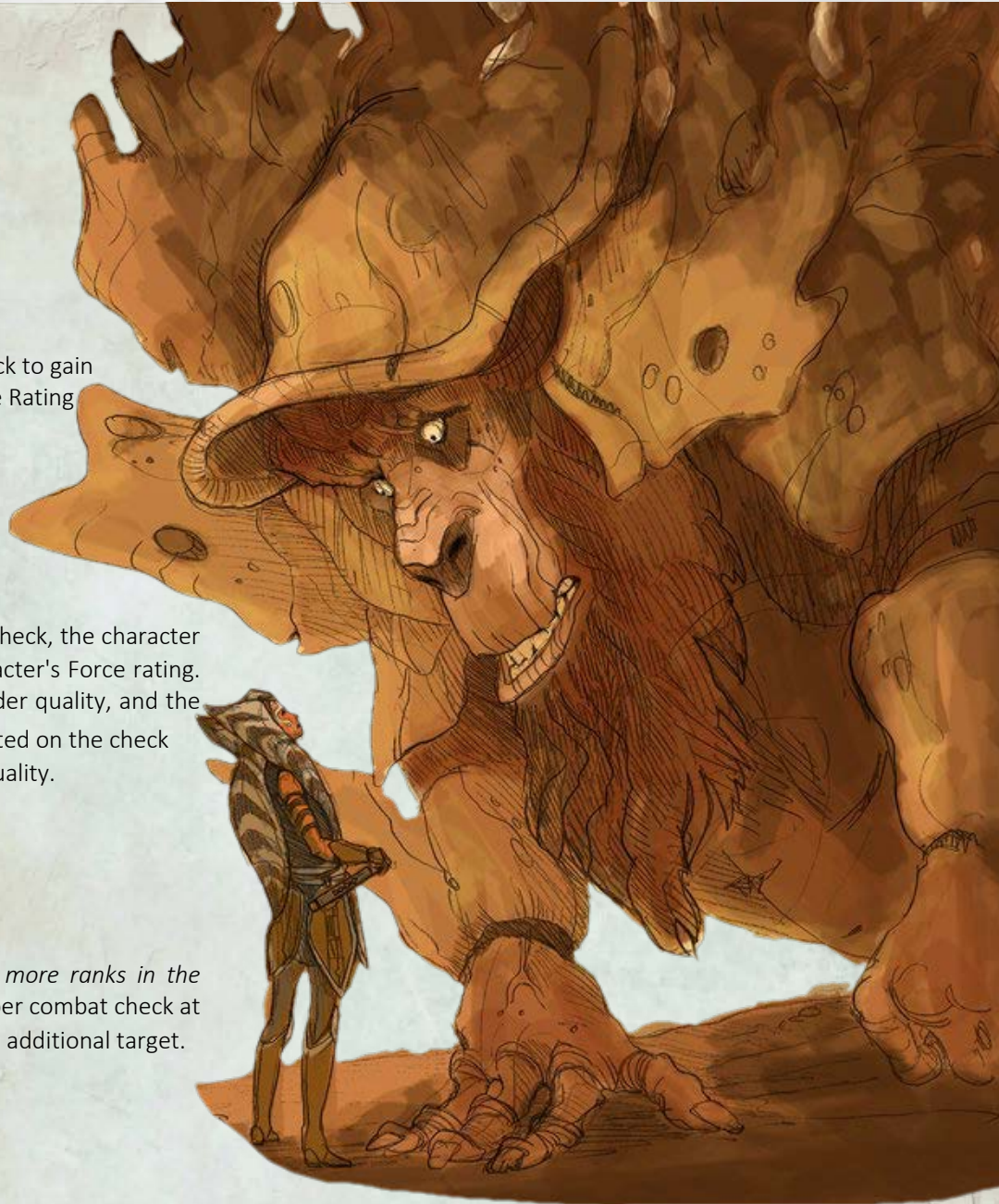
STRENGTH OF FAITH

Tier 4

Activation: Active (Maneuver)

Ranked: No

Must have a Morality of 71 or greater to activate this talent. Once per session, your character may use this talent to add  qual to their ranks in Discipline and  equal to their ranks in Willpower to the results of the next Control skill check they make during this turn.



THE FORCE IS MY ALLY

Tier 4

Activation: Active (Incidental)

Ranked: No


Once per encounter, you may spend a Destiny Point to use this talent. If you do so, the next Force Power action your character performs this round can be performed as a maneuver.

UNBREAKABLE WILL

Tier 4

Activation: Active (Maneuver)

Ranked: No

Suffer 3 Strain and commit  up to Force Rating. Reduce all damage taken by an equal amount but suffer 1 strain at the beginning of each of the character's turns.











TIER 5

AGAINST ALL ODDS

Tier 5

Activation: Active (Incidental)

Ranked: No











When incapacitated, make a  Resilience check adding  up to Force Rating. Heal wounds equal to . Spend  To add .




BATTLE MEDITATION

Tier 5

Activation: Active (Action)

Ranked: No

Make a  Alter check. If successful, allies up to Force Rating add  to all of their checks.  or  may be spent to grant an additional  to one ally.





In order to sustain the effects, the character takes 1 strain every round per ally effected. They may not take a move maneuver, and is to be considered staggered while this remains active. If the character takes damage from a successful attack, the attacker may spend  to have the power stop immediately. If the Character uses the Darkside on this check, they and each ally effected take 1 conflict every round this remains in effect. If the character becomes incapacitated all effects stop. After the power is concluded, the character suffers 2 strain.

DISRUPTIVE STRIKE

Tier 5

Activation: Active (Action)

Ranked: No

Make a *Cunning – Lightsaber* Combat check adding  up to force rating. Spend  to add  to the next combat check the target makes.










ESSENTIAL KILL

Tier 5

Activation: Passive

Ranked: No

(CONFLICT TALENT)





When making a Non – Gunnery combat check, may add  no greater than Force Rating to the check. Spend  to add  or spend  to add  (Choose one) on the result.  earned in this way cannot be used to recover Strain.

INTUITIVE IMPROVEMENTS

Tier 5

Activation: Passive

Ranked: No




When making a check to craft or repair an item, may add  up to Force Rating. Spend  to increase Hard Points by +1, to a Maximum of +2.

MAKASHI FINISH

Tier 5

Activation: Active (Action)

Ranked: No

When Engaged with no more than 2 opponents, make a *Presence – Lightsaber* combat check against a single target. Add  up to Force Rating to the check spending  to add +10 to any resulting critical injury rolls.

MIND BLEED

Tier 5

Activation: Active (Incidental)

Ranked: No

(CONFLICT TALENT)


When attacked the character may choose to suffer strain no greater than the number of wounds suffered from the attack, after applying soak. If he does so the attacker suffers Wounds equal to the number of Strain suffered.

SHROUD

Tier 5

Activation: Active (Incidental)

Ranked: No



May spend a Destiny Point to make a  Alter check to become undetectable via Force Powers and make own powers go unnoticed for the remainder of the encounter.

SUPERHUMAN REFLEXES

Tier 5

Activation: Active (Incidental)

Ranked: No


Once per session, after generating  on an Agility check, spend a Destiny Point to cancel a .

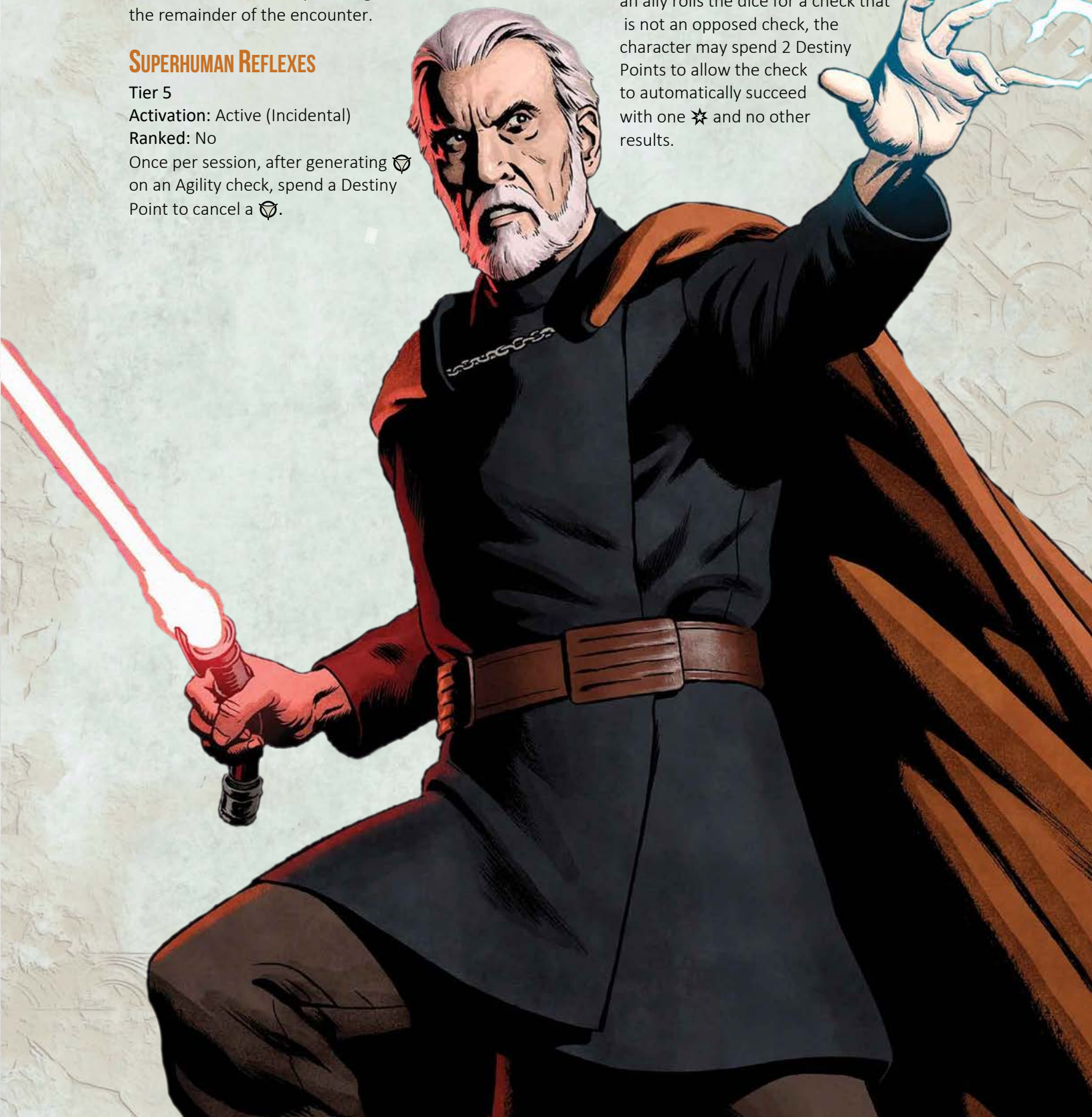
THERE IS NO TRY

Tier 5

Activation: Active (Action)

Ranked: No

The character must have a Force Rating of 4 or higher. Once per session, before an ally rolls the dice for a check that is not an opposed check, the character may spend 2 Destiny Points to allow the check to automatically succeed with one  and no other results.



UNITY ASSAULT

Tier 5

Activation: Active (Maneuver)

Ranked: No

Must have force rating of 4 or higher. If a missed combat check generates ☉ or ☹☹☹, may spend to use a Force Power targeting allies as a maneuver.

VAAPAD CONTROL

Tier 5

Activation: Active (Action)

Ranked: No

The character must have 3 or more ranks in the Lightsaber skill. When making a Brawn – Lightsaber combat check, the character may suffer 1 Strain to downgrade the difficulty of the check by an equal number of Lightside Destiny Points in the Destiny Pool.





V

ARCHIVES

There is no great revelation, no secret.
There is only you.
-Kreia

In this Chapter, Players and GM's will find more detailed information that will be helpful in this setting, especially if they are unfamiliar with the **FORCEANDDESTINY** Line. As stated earlier, this supplement is to *work with* the **GENESYS** Core Rulebook, both should be used if playing Star Wars in the Genesys system. As always, if something appears to be lacking the GM and Players together can decide how to best make it fit their game and consider what is appropriate.










STANDARD DICE TO STAR WARS DICE

When playing **FORCE AND DESTINY GENESYS** players ideally have access to a full complement of the special dice described here. However, there might be times when the dice are not available. This should not stop the game from continuing. Players may several standard six-

sided die, eight-sided die, and twelve-sided die to generate the results found on the custom dice by referring to the chart below. Players simply convert the numerical results generated to the chart's associated symbols, which are the same as the symbols on the special game dice.

TABLE 5-1: STANDARD TO STAR WARS RPG DICE CONVERSION

| DIE TYPE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|-----------------------------------------------------------------------------------------------------|-------|-------|----|----|-----|---|----|----|----|----|----|----|
| Boost  (d6) | Blank | Blank | ★ | ★☪ | ☪☪☪ | ☪ | | | | | | |
| Setback  (d6) | Blank | Blank | ▼ | ▼ | ☪ | ☪ | | | | | | |
| Ability  (d8) | Blank | ★ | ★ | ★★ | ☪ | ☪ | ★☪ | ☪☪ | | | | |
| Difficulty  (d8) | Blank | ▼ | ▼▼ | ☪ | ☪ | ☪ | ▼☪ | ☪☪ | | | | |
| Proficiency  (d12) | Blank | ★ | ★ | ★★ | ★★ | ☪ | ★☪ | ★☪ | ★☪ | ☪☪ | ☪☪ | ☪☪ |
| Challenge  (d12) | Blank | ▼ | ▼ | ▼▼ | ▼▼ | ☪ | ☪ | ▼☪ | ▼☪ | ☪☪ | ☪☪ | ☪☪ |
| Force  (d12) | ● | ● | ● | ● | ● | ● | ●● | ○ | ○ | ○○ | ○○ | ○○ |

OTHER STAR WARS SKILLS

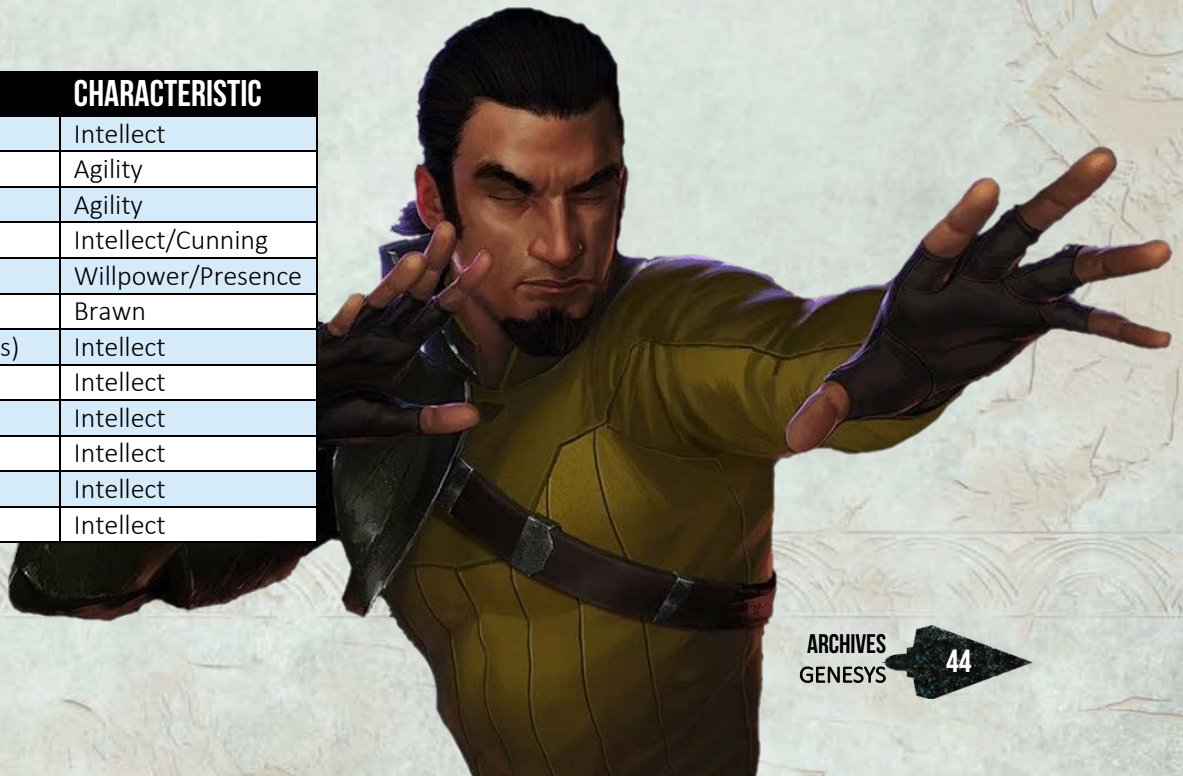
Certain Skills in Genesys are not thematically appropriate and are not used in the Star Wars setting.

NEW SKILLS

Some have been replaced and others have been omitted all together. **Table 5 – 2** shows replaced skills and their relevance to **FORCEANDDESTINY GENESYS**. Skills no longer in use include; Alchemy, Astrocartography, Driving, Piloting, Operating, Riding, Arcana, Divine, Primal, Verse, Melee(Light), Melee(Heavy), Ranged and Knowledge(Forbidden).

TABLE 5-2: NEW SKILLS

| SKILL | CHARACTERISTIC |
|-------------------------|--------------------|
| Astrogation | Intellect |
| Piloting (Planetary) | Agility |
| Piloting (Space) | Agility |
| Alter | Intellect/Cunning |
| Control | Willpower/Presence |
| Lightsaber | Brawn |
| Knowledge (Core Worlds) | Intellect |
| Knowledge (Education) | Intellect |
| Knowledge (Lore) | Intellect |
| Knowledge (Outer Rim) | Intellect |
| Knowledge (Warfare) | Intellect |
| Knowledge (Xeneology) | Intellect |



CALCULATING MORALITY

Over the course of a game session, a PC may earn no Conflict at all, as much as 10 Conflict, or even more. (Table 5-3 gives a guide to potential Conflict penalties). At the end of the session, each player tallies up the Conflict his character has earned and then rolls 1 d10. If the roll result is less than the amount of Conflict he earned during that session, he subtracts the roll result from his Conflict, and then decreases his PC's Morality by the difference. If the roll result is greater than the amount of Conflict he has earned, he subtracts his Conflict from his roll result and increases his Morality by that number. (If the roll and Conflict earned are the same, Morality neither increases nor decreases).

FOR EXAMPLE:

At the end of the game session, Devon tallies up his Conflict and discovers that his character has earned 3. He rolls 1 d10 and gets a 1. His character's Morality is reduced by 2. If he had instead rolled a 6, his Morality would have increased by 3.

REDEMPTION FROM THE DARKSIDE

Shifting allegiance to the Light Side requires deliberate choices. Characters must focus and act in a consistent manner over an extended period of time to recover their allegiance to the light. Once a character's Morality drops below 30, he becomes a dark side Force user. Once a character has become a dark side Force user, he remains a dark side Force user, even if his Morality increases above 30 at a later point. There is only one way a Player Character who has become a dark side Force user can become a light side Force user again and redeem himself. He must increase his Morality to above 70. When his Morality increases above 70, the character is redeemed and mechanically, he functions as a light side Force user again. This applies even if his Morality later drops to below 70 (although if it drops below 30 after he becomes a light side Force user, he falls to the dark side again).

Exceptions to these rules can be made if narratively appropriate. To say the least, this would be a rare occurrence, one that may even be the concluding arc to a player's character. The Player and GM together, should be on the same page about the events leading to this.

An example would be, Darth Vader, Now Anakin Skywalker bringing the force into balance, destroying the Sith Emperor, and sacrificing his own life to save his son's. While a player may have even earned a measure of of conflict in the current session, their incredibly selfless acts may be enough to bring them back from darkness.

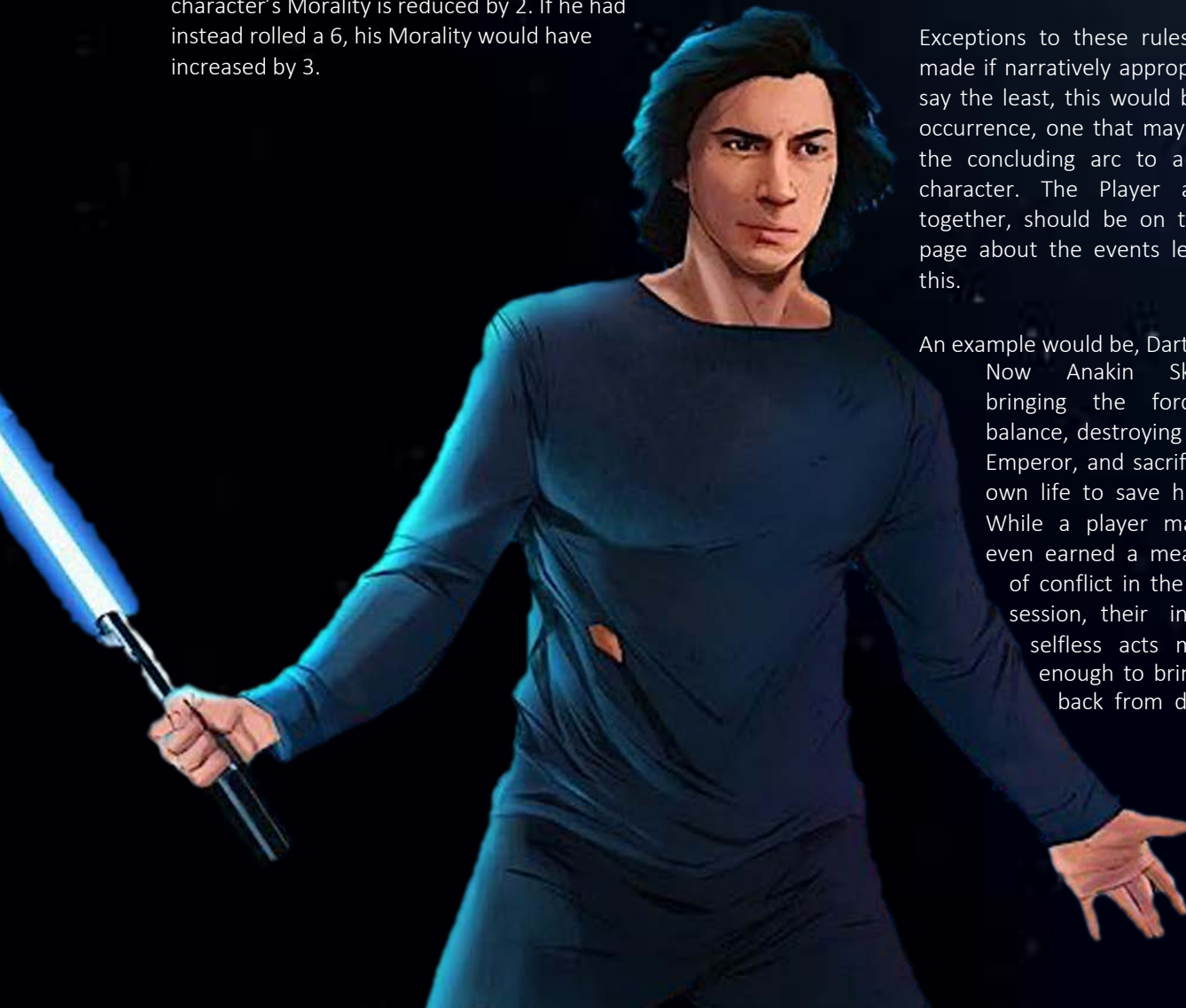


TABLE 5-3: COMMON CONFLICT POINT PENALTIES









| CONFLICT RECEIVED | ACTION |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <p>Knowing Inaction: The PC knows that an NPC or other PC will do something particularly bad (an action that would earn 5+ Conflict points) and chooses not to intervene.</p> <p>Lying for Personal Gain: The PC tells a lie for selfish reasons or to benefit himself. Some lies can be told without penalty to benefit others, such as avoiding a combat situation or protecting innocents.</p> <p>Resorting to Violence as the First Solution: When confronted with a problem, the PC defaults to violent acts to solve it, without exploring any other options. This penalty can be mitigated if the PC is the one being attacked.</p> |
| 2 | <p>Coercion and Threatening with Violence: The PC threatens someone with violence or coerces the person to do his bidding against the person's will.</p> <p>Inflicting Emotional Abuse: The PC says something cruel or petty just to upset or cause mental torment in a person.</p> |
| 2-3 | <p>Theft: The PC steals something that does not belong to him. The Conflict point penalty can be mitigated in this case if the PC is stealing from a corrupt and/or wealthy authority (such as the Empire) and does so to give back to those who need it. The Conflict point penalty can be increased if the PC steals something from those who can particularly ill afford to lose it.</p> |
| 3-4 | <p>Unnecessary Destruction: The PC destroys objects, property, or other items willfully and without good cause.</p> |
| 4-5 | <p>Unprovoked Violence or Assault: The PC assaults, beats, or otherwise attacks an NPC for no reason.</p> |
| 6-7 | <p>Unnecessary Cruelty to Non-Sapient Creatures: The PC maliciously tortures or torments animals or droids with animal-level intelligence.</p> |
| 10 | <p>Torture: The PCs torture a character.</p> |
| 10+ | <p>Murder: The PC's murder a character. In this case, murder is killing someone who is helpless or no threat to the PC's.</p> |

RESISTING FORCE POWER CHECKS

When any character attempts to use a Force Power against a PC (or a PC attempts to use a Force Power, other than Attack, against a Nemesis or an important Rival), the check becomes an opposed check (if it was not already). The GM determines what skill the defending character must use to oppose the check. The defending character's skill sets the difficulty.

Generally, the skills used to oppose, depend on the situation. The defending character may often use Discipline to oppose, if they are Force-sensitive. However, if an attacking character is trying to pull a weapon out of the defending character's hand, Athletics may be used. An attempt to move an enemy around, could be opposed by Resilience. Or an attempt to deceive with Misdirect could be opposed by Vigilance, or even Perception.

TABLE 5-4: SPENDING THREAT AND DESPAIR ON FORCE SKILL CHECKS

| COST | RESULT OPTION |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  or  | <p>The using this power exhaust the character, and they suffer 2 strain or 1 wound (controlling player's choice).</p> <p>This character and all allied Force Users in the encounter add ■ to any attempts to user The Force until the end of the controlling player's next turn.</p> |
|  or  | <p>The power doesn't take effect until the start of the next round, or after a minute in narrative gameplay.</p> <p>If the character is using a Relic or Force-sensitive object, it becomes damaged one step (see Table 5-4: Repairing Gear, on page 89 GENESYS core rulebook).</p> <p>Until the end of the encounter, enemy Force Users add ■ when using a Power or Force Talent that targets this character.</p> |
|  or  | <p>The Power or ability is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected as well.</p> <p>All other Jedi, Force-sensitives and creatures attuned to the force within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).</p> |
|  | <p>The character overexerts themself or loses their connection to The Force and is unable to call upon it for the rest of the encounter or scene.</p> <p>The GM picks the target of the character's power or ability. If the caster is an NPC, the controlling player picks the target instead.</p> |
|  | <p>The character completely loses control of the force or draws the ire of some apparition of The Force, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath).</p> <p>If the character is using a Relic or Force-sensitive object, it is completely destroyed.</p> |



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STAR WARS
FORCE
AND DESTINY

GENESYS

