

SEAN'S GAMING CORNER ***-PATHFINDER 2ND EDITION-*** **JEDI CLASS**



Legal Notice:

Sean's Gaming Corner is **-NOT AFFILIATED-** with any tabletop gaming company (unless specifically noted elsewhere). All works fall into the domain of Fair Use (unless noted otherwise). All creations that are noted as "Conversions" are in turn also **-NOT AFFILIATED-** with their respective Copyright holders, and are also protected under Fair Use laws. Conversions of these copyrighted materials should be free to use, costing no money to download, and are fan based creations.

All works are of the original creation of Sean Ropp and do not make use of the works of other content creators beyond images. Images acquired and used in documents are those found via applicable internet searches. Where possible, credit to respective artists is given. If an image is used that lacks a content creator's name, please send an email with the information on this to -seanwebcorner@gmail.com so that corrections can be made to documents.

All Original content created by Sean Ropp is noted as such, and is the intellectual property of Sean Ropp, Sean's Gaming Corner 2020.



JEDI

The Force is your ally, it flows through you, through all things living and otherwise. You are calm, centered, and focused with equal capabilities as a warrior and a negotiator of peace. Through the Force you learn methods of fighting, wielding the Force itself to assist you, and methods and ideologies of how to interact with others, to act as an ambassador or an investigator. You may even find a path in teaching, or exploring, or even in the creation of works of art, guided by your mastery of the Force.



KEY ABILITY

DEXTERITY or WISDOM

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You are calm, but quick to act, with blade in hand you move forward, using the Force to enhance your speed and agility. You strike at your opponents in economic movements, never wasting a step, your movements almost guided by an unseen force, striking with blade, fist, foot, or even wielding the Force itself to move foes away or to pull them closer to yourself. You deflect attacks with uncanny ease and with concentration you hurl aside barriers that stand in your way.

DURING SOCIAL ENCOUNTERS...

Your senses are sharper than most others, allowing you to sense the moods of those you meet, and your training has given you a wealth of knowledge on how to best approach most situations you may find yourself in.

WHILE EXPLORING...

You shield your allies from troubles, often sensing danger moments before any harm can come to you and those with you. Through the Force, obstacles pose little issue for you, and you can easily mask your presence from those that would seek to do you harm.

IN DOWNTIME...

You spend your time with a hobby or in meditation, though often you are also training as you look to deepen your connection to the Force.

YOU MIGHT...

- Exercise, meditate, and train in your Force abilities.
- Try to deescalate a tense situation, remaining calm and focused even if the attempt fails.
- Finding ways to help others, and deepen one's connection to the Force.

OTHERS MIGHT...

- Think you are some Monk.
- Covet your odd weapon.
- Come to you for help in negotiating for peace.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Society

Trained in a number of skills equal to 2 plus your Intelligence Modifier

ATTACKS

Trained in Simple Weapons

Trained in Swords

Trained in Lightsaber

Trained in Unarmed Attacks

DEFENSES

Expert in Unarmored Defense

CLASS DC

Trained in Jedi spell attacks

Trained in Jedi class DC

Your Level	Class Feature
1	Ancestry and Background, Initial Proficiencies, Force Weilder, Jedi Feats, Weilder of Light
2	Jedi Feat, Skill Feat
3	General Feat, Force Attuned, Skill Increase
4	Jedi Feat, Skill Feat
5	Ability Boosts, Jedi Path, Ancestry Feat
6	Jedi Feat, Skill Feat
7	General Feat, Force Control, Skill Increase, Weapon Specialization
8	Jedi Feat, Skill Feat
9	Ancestry Feat, Jedi Knight, I have a Bad Feeling, Skill Increase
10	Ability Boosts, Jedi Feat, Skill Feat
11	General Feat, Greater Force Control, Skill Increase
12	Jedi Feat, Skill Feat
13	Ancestry Feat, Kight Defense, Knight Strikes, Skill Increase
14	Jedi Feat, Skill Feat
15	Ability Boosts, Greater Weapon Specialization, Deepened Force Control, Skill Feat
16	Jedi Feat, Skill Feat
17	Ancestry Feat, Jedi Master, Skill Increase
18	Jedi Feat, Skill Feat
19	General Feat, The Force is my Ally, Skill Increase
20	Ability Boosts, Jedi Feat, Skill Feat

CLASS FEATURES

You gain the following abilities as a Jedi. Abilities that are gained at higher levels will note the required levels next to the features name.

ANCESTRY AND BACKGROUND

Ontop of the abilities gained by your class at 1st level, you also gain the benefits of your selected ancestry and background (See Chapter 2, Pathfinder Core Rulebook 2nd Edition).

INITIAL PROFICIENCIES

At 1st level, you gain the before noted proficiencies which represent the training you have had as part of the class.

FORCE WIELDER

You are intuned to the cosmic energy known as the "Force" which allows you use the Force in certain ways.

FORCE WEILDER

JEDI

You have access to the Force, and it is able to help guide your actions. For one action, activity, or reaction on your turn you may apply a +1 Status Bonus to a d20 roll. Once used, the bonus does not recover until the start of your next turn.

JEDI FEATS

At 1st level and each even level thereafter, you gain a Jedi class feat.

WIELDER OF LIGHT

You possess knowledge on how to craft a unique weapon called a Lightsaber. This weapon is primarily a cylindrical hilt (typically) that has an appearance that varies depending on the one who made it. However the core of the weapon is a crystal or gem (worth around 5gp). The important thing about the crystal is that the Jedi must spend 1 hour in meditation with the crystal as they atune the Force to it and forge a bond with the crystal (or any crystal used for this). When crafting this weapon you are considered Trained in the Craft skill (if you aren't already). The weapon's stats are below. One last important detail about this weapon is that, if stolen, the weapon cannot be used by them. As such the weapon cannot be crafted and then resold for a value. However, other Jedi can pick up and wield other Lightsabers.

Lightsaber

Damage: 1d8 Force

Bulk: L

Hands: 1

Group: Lightsaber

Traits: Agile, Finesse, Two Handed (1d10), Thrown (10ft), Sheds Dim Light 10ft



As the character gains in power, they will be able to improve on their lightsaber. This is done in a similar way to how magic users enchant weapons. To apply an enchantment, the Jedi must meet the "Level" for the enchantment. There are also limits on what can be done with the weapon. (Adamantine, mithril, and similar unique materials have no effect on the weapon's damage, but would just make the hilt more durable or lighter, etc.)

The process for this involves runes on the crystal/gem of the lightsaber. The crystal/gem must be of a value equal to the level of the enchantment x 10gp or greater. The starting crystal for a lightsaber is not adequate for this process.

Additionally, the only enchantments that a Jedi can apply on their own are ones that do not require the use of magic spells. They can get a spellcaster to assist them with this, however.

Lightsaber damage is considered to be magical in nature, dealing Force damage. Lightsabers also shed dim light in the color of the blade (which is often a reflection of the wielder's personality (good possessing an array of colors, while evil always shines red).

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats are listed in Chapter 5 (Core Rulebook) and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 (Core Rulebook).

FORCE ATTUNED

3RD

At 3rd level you are now well attuned to the flow of the Force, and gain access to the 3 core aspects of the Force: Alter, Control, and Sense. But along with this comes one more aspect, the Dark Side. You also get Focus pool of 1 Focus Point.

- **Alter - Minor Move Object:** You may make use of the Mage Hand and Telekinetic Projectile cantrips, however the cantrip is used without verbal components.
- **Control - Force Recovery:** You can use 3 Actions you can attempt to make a FORT save to remove 1 physical condition you have (or reduce its rating by 1). This does not, however, remove permanent conditions/disabilities, nor does it affect conditions that are mental. The difficulting of this depends on the condition and how it is resisted.
- **Sense - Foresight:** When rolling for initiative you apply a circumstance bonus to this roll of a +2. This bonus may also be applied to rolls made to detect ambushes and surprise attacks.
- **The Dark Side:** At any time you can choose to call on the Dark Side of the Force. In doing so you may apply a 1d4 to any d20 roll or damage roll you make. However you may only do this once per turn. Doing

so imposes on you 1 Dark Side Point. Additionally you may choose to use the Dark Side instead of using a Focus Point, but if you do so, you take 1 Dark Side point.

Dark Side Points: Dark Side Points are a unique mechanic inherent to the Jedi. Each time the Jedi gains a Dark Side point they apply a -1 cumulative penalty to actions taken that don't involve inflicting harm, fear, or the manipulation of others for self gain. This penalty also affects skill rolls to heal as well as reducing the effectiveness of Healing on the character as well (unless that healing comes at the cost of another, like vampirism). However there is a limit to how many a Jedi can have. This amount is equal to the character's WIS score. If at any point this limit is reached, the character falls to the Dark Side and should be taken by the GM to become an NPC as the Dark Side twists and corrupts the mind of those who use it.

Dark Side Points can be removed by performing good deeds, and spending long down time hours in a meditative state as you purge the darkness from yourself. However, once you have the maximum points the only act that can purge the darkness from you is selflessness and sacrifice. Players should be cautious when using the Dark Side.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

JEDI PATH

5TH

At 5th level the Jedi has set down a particular path of capability. These paths are: Consular, Guardian, Sentinel, or Dark Sider. You must choose 1 path to advance with.

- **Consolar:** Select 1 of the following skills to take as being Trained in, and if you already have the skill as Trained then advance it to Expert. These skills are: Deception, Diplomacy, and Intimidation. Increase your proficiency in Lightsabers to expert.
- **Guardian:** Increase your proficiency in Unarmed Strikes & Lightsabers to Expert.
- **Sentinal:** Increase your proficiency in Perception to Expert, gain trained rank in Survival if you do not have it, but if you do then increase it to Expert.
- **Dark Sider:** Gain the Intimidation skill at the trained rank, or increase it to Expert if you already have it. Increase your proficiency in Lightsaber to Expert.



ANCESTRY FEATS

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 (Core Rulebook).

5TH

GREATER FORCE CONTROL

Your connection to the Force is deeper, choose a saving throw different from your previous Force Control improvement and advance the rank up to Master. If you roll a success with the chosen saving throw, you instead critically succeed.

11TH

FORCE CONTROL

Your ability to channel the Force within you has improved. Your proficiency rank for Fortitude saves increases to expert.

7TH

KNIGHTS DEFENSE

Your skill at protecting yourself is greater. Gain a proficiency rank Unarmored Defense, increasing it to Master.

13TH

WEAPON SPECIALIZATION

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

7TH

KNIGHTS STRIKES

You have honed your combat skills and strengthened your bond with the Force. One of Your proficiency ranks for Simple Weapons, or Swords increase to expert, and Lightsabers increase to master.

13TH

JEDI KNIGHT

You gain 1 additional Focus Point. Additionally your proficiency rank with Jedi DC and attack rolls for powers increases to expert.

9TH

GREATER WEAPON SPECIALIZATION

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

15TH

I HAVE A BAD FEELING...

You cannot be surprised, during the surprise round you may act normally. When rolling initiative, because of your sense of danger, you grant your allies a +2 circumstance bonus to their Initiative rolls.

9TH

JEDI FEATS

If you need to look up a Jedi feat by name instead of by level use this table.

Feat	Level
Acrobatic Recovery	1
Adaptive Technique	8
Alter	4
Anger, Fear, Hate Lead to Power	20
Ataru, Form 4 Lightsaber Stance	2
Aura of Fear	12
Battle Meditation	10
Blind Fight	8
Channel Aggression	8
Clear Mided	14
Consulars Stratagem	10
Control	4
Danger Sense	6
Dark Apostate	10
Dark Power	4
Dark Rage	6
Dark Side Mastery	18
Destroying Saber	16
Feel the Force	18
Flow of the Force	12
Flurry of Maneuvers	4
Force Artisan	6
Force Guided Fighting Arts	16
Force Haze	1
Force Mastery	18
Force Persuasion	4
Force Power Adept	8
Force Resistance	6
Force Secrets	14
Force Trance	10
Force Treatment	8
Guarded Movement	4
Guardians Courage	10
Healing Trance	6
Jedi Lore	1
Jedi Resilience	14
Jedi Swiftnes	6

DEEPENED FORCE CONTROL

15TH

Your connection to the Force is undeniable. Choose one of the saving throws that is at Master rank. Your proficiency rank for the chosen type of save increases to legendary. When you roll a critical failure on the chosen type of save, you get a failure instead. When you roll a failure on the chosen type of save against an effect that deals damage, you take half damage.

JEDI MASTER

17TH

You gain 1 additional Focus Point. Additionally your proficiency rank with Jedi DC and attack rolls for powers increases to Master.

THE FORCE IS MY ALLY

19TH

The maximum number of Focus points that your character can have is increased by 1 (from 3 to 4). Additionally, when ever you start an encounter with no Focus points you gain 1 Focus point.

JEDI FEATS

Every level at which you gain a Jedi feat you will select one of the following feats. However, you must satisfy any prerequisites before taking the feat.

1ST LEVEL

ACROBATIC RECOVERY

JEDI

Requirements: You are trained in the Acrobatic Skill

When you would be knocked prone, you can make an Acrobatic skill check, vs. a DC of 15. On success you do not fall prone, but on a failure you are.

FORCE HAZE



JEDI

You can use the Force to obscure your presence and those of close allies from the notice of others. You may make a Stealth skill roll vs. Lifesense forms of Perception, treating it as any other normal sense.

JEDI LORE

JEDI

The Jedi are often known to be highly learned in many subjects. Choose 1 Lore skill in which you may gain proficiency at the Trained rank.

LIGHTSABER BLOCK



JEDI

Requirements: You are Trained in the Lightsaber weapon

You are skilled in wielding your lightsaber to defend yourself. As long as you have a lightsaber, you may use it like you would a shield. As such you may use the Raise Shield action when wielding only a lightsaber. This grants you a +1 circumstance bonus to your AC.

STRONG IN THE FORCE

JEDI

You possess 1 Focus Point for your Focus point pool and gain the use of 2 chosen Force spells.

2ND LEVEL

SHII-CHO, FORM 1 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon

You are studded in the Shii-Cho lightsaber form. Most Jedi know the basics of the form, which teach how to use a Lightsaber, but the form itself is meant for disarming your opponents without harming them. You can use the Disarm action without being trained in the Athletics skill. While in this stance you gain a +1 circumstance bonus to your Athletics skill checks to Disarm opponents. Likewise while in this stand you gain a +2 to your Reflex saves to resist being disarmed.

MAKASHI, FORM 2 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon

You are studded in the Makashi lightsaber form. A dueling form, it is suited for personal combat and was developed to be a counter for Shii-Cho. You cannot be subjected to the Disarm action.

SORESU, FORM 3 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon, Lightsaber Block

You are studded in the Soresu lightsaber form. A highly defensive form against ranged attacks, using economical movements to better guard against ranged attacks. While wielding a lightsaber and using the Raised Shield action, you gain an additional +2 to your AC, but only against Ranged Attacks.

ATARU, FORM 4 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon

You are studded in the Ataru lightsaber form. This form is highly acrobatic and fast, requiring space to move about in order to use it to perform highly aggressive combat maneuvers. As an action, make an Acrobatics roll, DC 20. On success you may apply a +1 circumstance bonus to your next attack roll. On a critical success this becomes a +2. On a failure you gain no benefits. Difficult terrain, or terrain that is too narrow of a space (less than 10ft), however negates the use of this stance.

SHIEN, FORM 5 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon, Lightsaber Block

You are studded in the Shien (or Djem So) lightsaber form. This is the only lightsaber form with 2 distinct variations, with Shien routed in an aggressive defense against ranged attacks, and Djem So against melee ones. First, you gain 1 Focus Point for your Focus point pool. Then at the start of your turn, decide if you are in the Shien or Djem So stance.

- **Shien:** As a reaction if you are hit with a ranged attack you may roll a your lightabers damage dice and reduce the damage of the attack you would take by this roll. You may spend 1 Focus Point in addition to this, Stride or Step your movement toward or away from the foe attacking you.
- **Djem So:** As a reaction if you are hit with a melee attack you may make your own melee attack back at the

Knowledge of the Wills	20
Lightsaber Block	1
Lightsaber Bond	10
Lightsaber Mastery	14
Makashi, Form 2 Lightsaber Stance	2
Master Diplomat	16
Masters Lightsaber Stance	16
Martial Arts Focus	10
Nimble Roll	8
Niman, Form 6 Lightsaber Stance	2
Precise Saber	18
Pushing Strike	6
Resist the Dark Side	12
Riposte	6
Sarlacc Sweep	6
Sense	4
Sentinals Vigilance	10
Sheltering Blade	6
Shien, Form 5 Lightsaber Stance	2
Shii-Cho, Form 1 Lightsaber Stance	2
Soresu, Form 3 Lightsaber Stance	2
Strike Down	16
Strong in the Force	1
Sundering Strike	2
The Force is With Me	20
Vaapad, Form 7 Lightsaber Stance	2

opponent. If your counter strike hits, you may spend 1 Focus Point to as you strike to temporarily break an opponents defense, imposing a -2 penalty to their AC until the start of their next turn.

NIMAN, FORM 6 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon

You are studded in the Niman lightsaber form. This form incorporate the use of the Force into ones fighting. When you use a Force Spell after a melee attack (so long as it uses 1 or two actions) you apply either a +1 to attack rolls with it or increase it's save DC by 1.

VAAPAD, FORM 7 LIGHTSABER STANCE

JEDI STANCE

Requirements: You are Trained in the Lightsaber weapon. You are studded in the Vaapad lightsaber form. This form seeks balance between light and dark within a person, presenting a calm front but with a ferocious assault. You deal a +2 damage with your Lightsaber, and have a +1 Status bonus to WILL saves vs. Fear.

SUNDERING STRIKE

JEDI ATTACK

Requirements: You are Trained in the Lightsaber weapon. You may choose to use an action to attempt a sundering strike. This is an attack where you aim to deal damage to an item/object, regardless if its being held or not. This uses the same rules as a Disarm action. However, on a success you instead deal damage with your lightsaber to the object. On a critical success you treat the damage as a normal critical hit on the object.

4TH LEVEL

FLURRY OF MANEUVERS

JEDI MONK

Requirements: Expert in Athletics. This feat is the same feat used by the Monk, Chapter 3 Core Rulebook, page 160.

GUARDED MOVEMENT

JEDI MONK

This feat is the same feat used by the Monk, Chapter 3 Core Rulebook, page 160.

FORCE PERSUASION

JEDI

When you are attempting to use the Deception, Diplomacy, or Intimidation skills you apply a +2 circumstance bonus to the roll.

ALTER

JEDI

You are trained in the use of Alter based Force Powers. You gain 1 Focus point to add to your Focus pool. You may then select any 2 Alter type Force Spells. This feat can be taken multiple times, each time applying to a new Force spell.

CONTROL

JEDI

You are trained in the use of Control based Force Powers. You gain 1 Focus point to add to your Focus pool. You may then select any 2 Control type Force Spells. This feat can be taken multiple times, each time applying to a new Force spell.

SENSE

JEDI

You are trained in the use of Sense based Force Powers. You gain 1 Focus point to add to your Focus pool. You may then select any 2 Sense type Force Spells. This feat can be taken multiple times, each time applying to a new Force spell.

DARK POWER

JEDI DARK SIDE

Requirements: Dark Side Points 1 or more. You have figured out how to wield the Dark Side of the Force. You gain 1 Focus point to add to your Focus pool. You may then select any 2 Dark Side type Force Spells. This feat can be taken multiple times, each time applying to a new Dark Side Force spell.

6TH LEVEL

JEDI SWIFTNESS

JEDI

Through the Force you can move more swiftly. You gain a +10 foot Status bonus to your speed.

HEALING TRANCE

JEDI HEALING NECROMANCY POSITIVE

You may enter into a trance like state that allows you to accelerate your natural healing. This takes 1 hour to perform, but gives Fast Healing equal to half your Jedi level.

SARLACC SWEEP

JEDI FLOURISH

Requirements: You are Trained in the Lightsaber weapon, Shii-Cho or Vaapad stance.

A fast spinning slash meant to strike at as many foes surrounding the Jedi as is possible. Make a lightsaber attack and compare it to the AC of all opponents that are within your melee reach. Damage is rolled only one time and is applied to all opponents in the affected area. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

SHELTERING BLADE

JEDI

Requirements: You are Trained in the Lightsaber weapon, Soresu or Shien stance.

While wielding a lightsaber and using the Raised Shield action with it is treated as if you have a shield with a Hardness of 10 (+1 per Jedi level). You may also use your reaction to use this against Magic Missiles, and if an ally(s) are adjacent to you they too may benefit from this. If the shield effect is broken on the lightsaber, then the PC must spend 3 turns to allow the weapon to cool-down as it is over heated.

RIPOSTE

JEDI

Requirements: You are Trained in the Lightsaber weapon, Lightsaber Block, Makashi or Shien stance

Your skill in dueling is far greater than others. Your AC, while wielding a Lightsaber gains a +2 Circumstance bonus to AC (replacing that of the normal Lightsaber Block bonus).

PUSHING STRIKE

JEDI FLOURISH

Requirements: You are Trained in the Lightsaber weapon, Ataru or Niman stance

You have learned to channel the Force into a Lightsaber strike, allowing you to hit with such force that it pushes an opponent away. When you hit an opponent with a Lightsaber strike you unleash the Force to perform a burst of kinetic energy at them, the opponent must make an FORT save vs. your Jedi DC. If they fail they are either pushed back 5ft from you or are left flat-footed until the start of your next turn.

FORCE RESISTANCE

JEDI

You have learned how to channel the Force to be able to turn aside harm to a degree. You gain 2 Resistance to all damage, this adds to any existing resistance that a Jedi may have if the resistance has the Jedi tag.

DARK RAGE

JEDI DARK SIDE EMOTION MENTAL

CONCENTRATE

Requirements: Dark Side Points 1 or more

You have let the Dark Side of the Force into you, and your anger is now a source of strength. Your anger guides your actions granting you the following:

- You deal +8 damage to all melee strikes you make.
- If you use a Force Spell while in a Dark Rage you gain 1 Dark Side point. The Force Spell must be one that can do harm and lacks the Light Side tag.
- You take a -4 to any action taken that does not involve hostility toward a target.
- You gain 1 Dark Side point when you use this.
- You have the potential to attack an ally if that ally has done anything to anger you in the past 24hrs.

The Dark Rage lasts for 1 minute. Once it ends you cannot use it again for 1 minute as well.

8TH LEVEL

ADAPTIVE TECHNIQUE

JEDI

You have learned how to adapt swords to be used in the same way you would use a lightsaber. Any feat that notes the specific use of a lightsaber may now also be used with Swords. But to do this you spend 1 hour meditating with the chosen sword, channeling the Force into it. At the end of the time the sword is

treated as if it were magical. An actual magical sword does not need to be meditated on for this to work.

FORCE ARTISAN

JEDI

The Force guides your actions when it comes to crafting. If you do not already possess it, you gain the Crafting skill at the trained rank. If you already possess the skill at trained, then improve it to expert, and if already at expert then improve to master. When crafting a lightsaber you may choose 2 runes that that require a specific spell in order to be made, you are treated as if you have those spells, so long as the spell level is at least equal to half of your Jedi level.

You can add only 1 of these two chosen runes in a day using your downtime activity. You cannot add any other runes to the lightsaber crystal during that day.

DANGER SENSE

JEDI EXPLORATION

Through the Force you sense the flow of danger around you. Within 60ft, you can sense impending danger toward you or allies that are with in your vicinity. When use the Seek action, you treat a Success as a Critical Success, and a Critical Fail as simply a Fail.

BLIND FIGHT

JEDI ROGUE

This feat is the same feat used by the Rogue, Chapter 3 Core Rulebook, page 186.

NIMBLE ROLL

JEDI ROGUE

This feat is the same feat used by the Rogue, Chapter 3 Core Rulebook, page 187.

CHANNEL AGGRESSION

JEDI DARK SIDE EMOTION MENTAL

CONCENTRATE

Requirements: Dark Side Points 1 or more

When you have an opponent flanked or otherwise flat-footed, you may deal an additional die of damage (based on the weapon/unarmed strike you are attacking with). Using this gives you 1 Dark Side point.

FORCE POWER ADEPT

JEDI

Requirements: Must have at least 1 Force Spell

You are particularly skilled in the use of a specific Force spell. When you use this chosen Force spell you may use it one time without needing to spend a Focus point.

FORCE TREATMENT

JEDI HEALING

Requirements: Medicine skill at the Trained rank

You have a knack for using the Force to enhance on how you heal others. When using the Medicine skill the Force helps guide your actions. When you roll less than 10 on your skill check (before modifiers are applied), you may instead treat the roll as if you rolled a 10.

10TH LEVEL

LIGHTSABER BOND

JEDI

You have developed a unique bond with your lightsaber. While wielding your lightsaber, you may apply a +1d6 damage of one of the chosen types that is in addition to what the lightsaber normally does (Fire, Electric, or Sonic).

MARTIAL ARTS FOCUS

JEDI

You have slowly developed a capacity to fight unarmed. When you fight unarmed you may add +1d4 to the damage that you would deal with an unarmed strike.

CONSULARS STRATAGEM

JEDI FORTUNE

Requirements: Jedi Path (Consular), and Expert rank in the chosen skill from the Jedi Path

You are an adept diplomat, someone who is skilled at negotiations with people, cutting deals, de-escalating situations, and knowing when to put pressure on people. When attempting a Deception, Diplomacy, or Intimidation skill roll, should you fail a skill roll you can make an additional attempt to salvage the endeavor by rerolling the failed check, but keeping the new result. After using this on a target it cannot be used on the same target for 1 day.

GUARDIANS COURAGE

JEDI

Requirements: Jedi Path (Guardian)

Courage comes from confronting what you fear. When you are subjected to the Frightened condition you can reverse this to a degree. With an action, you can convert the Status penalty to a Status bonus, but you are limited up to your WIS modifier+1 for this (minimum of 1). This benefit can be activated again and again each turn if needed, but otherwise goes away at the start of your next turn or when all ranks in the condition have faded.

SENTINALS VIGILANCE

JEDI

Requirements: Jedi Path (Sentinal)

You are ever vigilant for trickery and subterfuge. Whenever you fail, but don't critically fail, a saving throw against a spell with a duration of at least 1 round that is of the Mental or Illusion type. You can attempt a second save against the original DC at the start of your next turn to end any lingering effects the spell might have. This can end persistent damage caused by a spell but can't reverse any effects that have been resolved already (such as damage dealt when the spell was cast).

DARK APOSTATE

JEDI

Requirements: Jedi Path (Dark Sider), Full Dark Side Points

You have come to embrace the path of the Dark Side. If your alignment is not evil yet it becomes so when you take this feat. When you use Dark Side Force spells you may increase your spell DC by 1, and you may apply half of your Dark Side score as a Circumstance bonus to it's effect (when applicable). However, any Force spells noted as "Light Side" that you posses sees a Circumstance penalty applied to the attack rolls, saving throw DC (making it either easier for a target to succeed at), reduced by your Dark Side score. You also apply your Dark Side score as a circumstance penalty to the effects of the spell when appropriate (other wise simply halve the effect in some way).

BATTLE MEDITATION

JEDI CONCENTRATE

You are able to enter into a meditative state with an action as you allow the Force to guide you in battle. So long as you devote 1 action each turn to maintain this, you are able to give yourself and any ally with in 30ft of you a +1 circumstance bonus to all attack rolls, or +1 to all saving throws, or a +1 to AC. You decide at the start of your turn which circumstance bonus to apply.

12TH LEVEL

FORCE TRANCE

JEDI

Requirements: Focus Points,

You may spend 10 minutes in a trance. While in the trance you are still aware of what is going on around you, but you cannot perform other activities. In this state you gain the benefits of the Refocus action, but instead of regaining 1 Focus point you instead regain 2 Focus points.

RESIST THE DARK SIDE

JEDI

Requirements: No Dark Side Points, 2 or more Focus points

There is something about you, your training, or maybe your state of mind that makes you more resistant to the Dark Side of the Force than others. When you are subject to the spells, powers, or skills of anyone with the Dark Side or Evil traits you gain +1 status bonus to rolls made to resist. Additionally, when

ever you do something that would give you a Dark Side point, you may expend 2 Focus points to negate the gaining of the Dark Side point.

AURA OF FEAR



JEDI **CONCENTRATE** **DARK SIDE**

Requirements: Dark Side Points of 1 or more

You exude an aura of that instills fear into those that would approach you. Anyone within 30 feet of you must make a WILL save vs. your save DC. If they succeed then they are unaffected. If they fail then they gain Frightened 1. You can also expend 1 Focus point (or more) to heighten the potency of this, increasing the Frightened value on a failed save by 1. The use of this also gives you a Dark Side point. An action is needed in order to activate the feat, but not to maintain.

FLOW OF THE FORCE



JEDI

Requirements: At least 1 Sense Feat

You can more easily sense the flow of the Force through and around all things. You gain precise lifesense with a range of 30ft.

14TH LEVEL

FORCE SECRETS

JEDI

Requirements: Force Spells

You have learned a few secrets on how to wield the Force, applying these secrets to the Force spells that you use. Choose two options from the following list, and you are limited to using only one of your chosen options at a time:

- **Extended Range:** The Force spell's range is increased by 30ft, but only if it has a range.
- **Heightened Power:** Apply a +1die increase to the damage dealt using a Force spell, but only if it deals damage.
- **Multitarget:** A Force power that can target only 1 being/thing at a time can instead target 1 additional target.
- **Warping Power:** A Force Spell that affects an area can be made to ignore chosen targets in the area of effect.

JEDI RESILIENCE

JEDI

Requirements: Force Resistance

You have learned how to control pain, to use the Force to dampen what harm you could take. You gain Resistance to all damage equal to your WIS modifier +2 (minimum of 2).

LIGHTSABER MASTERY

JEDI

Requirements: Lightsaber Bond

You have learned economical movements with your lightsaber, and how to wield it quickly and precision. When making multiple attacks with your lightsaber, you may reduce the Multiple Attack penalty by 2.

CLEAR MINDED



JEDI

You have learned how to purge your mind of unwanted influences. If you fail a saving throw against a spell or effect that has the Mental tag you can expend your reaction (each turn if necessary) to either end the effect or reduce its effect. By using your reaction in this way you are allowed to attempt the saving throw again.

16TH LEVEL

FORCE GUIDED FIGHTING ARTS

JEDI

You have expanded upon one aspect or another of your Jedi training. Choose one proficiency of yours that is either not at Master or Legendary rank. Increase the rank for the chosen proficiency to either Master or Legendary rank.

STRIKE DOWN



JEDI

You have learned to look for openings or weaknesses in a foe's defense, allowing you to deal a potentially lethal hit. When an opponent fails a melee attack against you, you may use your reaction to immediately counter attack with a melee attack. If your strike lands, you treat your attack as if it were a critical hit. If the attack is a critical hit then you deal an extra die of weapon damage with the attack. You can only use Strike Down once per opponent within 24 hours.

MASTERS LIGHTSABER STANCE

JEDI

Requirements: More than 1 Lightsaber Stance feat

You have mastered the ability to flow from one lightsaber stance into another. You need only use an action to shift from one lightsaber form to another that you know.

DESTROYING SABER

JEDI

Requirements: Sundering Strike

Your strength with your lightsaber has become so potent that your blade can more easily cut through objects and defenses. It bypasses a target's resistances, and if there is a Hardness score then it is treated as if it were halved when struck by your lightsaber.

MASTER DIPLOMAT

JEDI

Requirements: Consulars Stratagem

You're highly skilled in the arts of diplomacy with the Force helping to guide your interactions. When engaging in a diplomatic act (the GM will determine what this may entail for a skill) you may, instead of rolling dice, take 10 on your skill check with the skill decided on by the GM.

18TH LEVEL

PRECISE SABER

JEDI

Your skill with a lightsaber allows you to precisely strike at vulnerable parts of an opponent. When you strike with a lightsaber you score a critical if you roll a 19 so long as the attack would hit, but if a roll of 19 would not hit then it is still treated as a failure.

FEEL THE FORCE

JEDI

You can feel the force all around you, moving through all living things, between and around things that did not live. You cannot be subjected to surprise attacks, and if your initiative is higher than that of a foe acting with surprise then you act normally as they cannot act before you.

FORCE MASTERY

JEDI

Requirements: 2 Force Spells

Frequency: Once per Minute

You have reached a state of understanding with the Force that you would be considered a master of what you can do. When using a Force spell with a single action you can use it without needing to spend a Focus point.

DARK SIDE MASTERY

JEDI DARK SIDE

Requirements: Max Dark Side Score, Dark Side Force Spells

Frequency: Once per Minute

The depth of your understanding of the Dark Side is vast and disturbing. When using any Dark Side Force Spell you can heighten the spell one step without needing to spend one Focus point.

20TH LEVEL

THE FORCE IS WITH ME

JEDI

Requirements: Focus Points

You have learned to quickly enter and exit from a meditative state while in combat allowing you to refresh your mind. Use three actions, you can take the Refocus action in combat, regaining only 1 Focus point when doing so.

KNOWLEDGE OF THE WILLS

JEDI

You possess hidden knowledge of the Force, wisdom given through visions and dreams. Choose one of the following deep secrets that your character has learned.

- **There is Peace:** When subject to the Confused, Fascinated, Frightened, and Stupified conditions, should you fail the saving throw to resist these, you may reroll the check, taking the higher result.
- **There is Knowledge:** If you are not trained in an INT skill that you wish to make a roll for, you may be treated as if you are trained when making a skill roll. If you are already trained (or better) in the INT skill then you may apply a +2 status bonus to the skill roll.
- **There is Serenity:** When spending 10 minutes to take the Refocus action (normally), you can regain 20 HP.
- **There is Harmony:** When subject to the Controlled, Enfeebled, Paralyzed, and Sickened conditions, should you fail the saving throw to resist these, you may reroll the check, taking the higher result.
- **There is the Force:** The save DC for your Force spells increases by 1. You also gain 1 additional Focus point.

ANGER, FEAR, HATE LEAD TO POWER

JEDI

Requirements: Dark Side Points at their Max

You have embraced the Dark Side wholly and are beyond redemption at this point. When one of these emotions is at play for your character (the GM will help to determine this) then you may exchange your HP for greater effect in one of the following ways (note that this damage cannot be reduced by any means, and is a conscious choice by the user to do):

- **Only Passion:** By exchanging 1d6 HP you can increase your damage die for attacks (not Force spells) by +1 for one turn. You can choose to roll more d6's to give more HP to increase your damage die further. You are limited to no more than 5 dice in this way.
- **Gain Strength:** Exchange 1d4 HP to to give yourself a +1 circumstance bonus to all STR based roll/checks you may need to make, and can expend more HP to increase the bonus further (limited to no more than a +10).
- **Gain Power:** You exchange 1d8 HP to add +1 die to any Dark Side Force spell you use (of the die type they use). Like before you can choose to take more dice in HP drain to increase the number of bonus dice added.
- **Gain Victory:** You can, instead of spending a Focus point to use a Force spell, expend 2d4 HP to perform the same. If a power allows for it to be heightened then you can expend more HP to heighten it.
- **My Chains are Broken:** When you are subject to any spell or effect that would impose a condition that would hold you in place, paralyze you, or inhibit your ability to move and/or act, you may expend 4d4 HP when you make any accompanying saving throw or check to make the check again if you fail. You keep the higher result when doing this.

JEDI FORCE FOCUS SPELLS

As a Jedi you can potentially gain access to the following Force Spells. Unlike most normal spells, Jedi spells do not have verbal components, or material components either, though gestures are sometimes required for some of their powers. As such, Jedi spells that have an ongoing benefit when used are concentration based. Force Spells are not limited by levels and can be gotten at any level that a Jedi would want to gain access to them. While not noted, if needed, all Force Spells are treated as if they are part of the "occult" tradition. All spells require 1 Focus point in order to cast.

BATTLE STRIKE

JEDI TRANSMUTATION CONCENTRATE ALTER

Casting 

You use the Force to enhance your strikes. You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. The damage type is based on the Strike you are using.

Heightened (+4) The extra damage dealt increases by 1d6.

FARSEEING

JEDI DIVINATION CONCENTRATE SENSE

Casting 

You use the Force to gain a brief momentary vision of someone and the events occurring around them. You focus on one being that you have met or at least know of. You make a Perception check vs. the target's WIS saving throw. A dead target (not undead) instead is given a DC of 30 for this check. Once used on a target if cannot be used on them again for 24 hours.

Critical Success You are able to see the target, knowing if they are alive or dead, and what is happening around them, and what emotions they are going through at the moment. Sounds may be heard but slightly muddled.

Success You are able to see the target, knowing if they are alive or dead, but their surroundings are muddled and emotions can be misconstrued sometimes. Sounds don't often translate well and are very muddled.

Failure You cannot see anything of the target.

FORCE MANEUVER

JEDI EVOCATION CONCENTRATE FORCE ALTER

Casting  Somatic

Range 60ft; Targets 1 creature

You use the Force to perform one of the following maneuvers, using the spell attack roll instead of Athletics (or other applicable roll): Disarm, Shove, Trip, Grapple.

FORCE GRIP

JEDI EVOCATION CONCENTRATE FORCE ALTER

Casting  Somatic

Range visible target ; Targets 1 creature/target

Duration sustained up for 1 round per 2 Levels of the caster

Saving Throw Fortitude

You use the Force to choke or crush someone at nearly any distance so long as you are able to actively see them. The target must make a Fortitude save.

Critical Success The target is able to resist being suffocated or harmed and cannot be targeted by this power again for 24 hours.

Success The target is able to resist being suffocated or harmed.

Failure Choose whether you are trying to suffocate the target or inflict harm on them. If you choose suffocation, the rules for Drowning/Suffocation apply, and the person is treated as if they had taken a breath to be held first. The target is also treated as if they are grabbed.

If you choose harm you inflict 1d6 Force damage per round the effect is sustained on the target. The target is also treated as if they are grabbed.

Critical Failure Choose whether you are trying to suffocate the target or inflict harm on them. If you choose suffocation, the rules for Drowning/Suffocation apply, however the target is treated as if they had not held their breath. The target is also treated as if they are grabbed.

If you choose harm you inflict 2d6 Force damage per round the effect is sustained on the target. The target is also treated as if they are grabbed.

Heightened (+4) the damage for crushing increases by 1d6.

NOTE: This spell can be used to only render an opponent unconscious rather than killing them. Doing this does not cause the power to be considered of the Dark Side. Likewise, using grip to crush a weapon, object, hand or foot as a relative non-lethal means of dealing with an opponent is also not of the Dark Side, and players should denote this to the GM that they are not wishing to kill.

DARK SIDE

The Dark Side tag is applied to this when you suffocate a target with the intent of killing them, or crushing them with the intent of torture, or killing.

FORCE LIGHTNING

JEDI | EVOCATION | ELECTRICITY | ALTER
DARK SIDE

Casting **◆◆** Somatic

Range 20ft; Targets 1 creature

Saving Throw Reflex

You use the Force to unleash a stream of electricity on an opponent. You deal 4d12 electricity damage and are Enfeebled if the target fails their saving throw.

If the target makes their saving throw they take half damage.

The Shield Spell or a Lightsaber using the raise shield action can be used to block this attack, much like how they work against the Magic Missile spell.

Heightened (+2) The damage for doing harm increases by 1d12.

FORCE REPULSE

JEDI | EVOCATION | ALTER

Casting **◆◆** Somatic

Area 15ft Cone, or 10ft Radius or Range 20ft; Targets 1 creature

Saving Throw Fortitude

You use the Force to shove a target away from you, choosing how you want to use the power (affecting either a small group you face, those surrounding you, or a single target).

Critical Success The target(s) are not affected.

Success The target(s) are pushed back 5ft from you.

Failure The target(s) are pushed back 10ft from you. The target must make an Athletics roll vs. your Spell DC or be knocked prone.

Critical Failure The target(s) are pushed back 10ft from you and knocked prone.

Shoving a target into a structure or other solid object will deal damage to them as if they were falling (see Falling Damage in the Core Rulebook).

FORCE STUN

JEDI | ENCHANTMENT | SENSE | MENTAL

Casting **◆◆** Somatic

Range 20ft; Targets 1 creature

Saving Throw Will

You use the Force to overwhelm an opponents senses, stunning them for a period of time.

- **Critical Success** The target is not affected.
- **Success** The target is stunned for 1 round.
- **Failure** The target is stunned for 1d4 rounds.



- **Critical Failure** The target is Stunned 1.

MIND TRICK

JEDI | ALTER | ENCHANTMENT | MENTAL
ILLUSION

Casting **◆◆** Somatic, Verbal

Range 20ft; Targets 1 creature with an INT score higher than 3

Saving Throw Will

You use the Force to alter a target's perceptions or to plant a suggestion in their mind.

Critical Success The target is not affected and cannot be targeted again with this for 24 hours.

Success The target is not affected.

Failure The target may have one of the following effects used on them:

- Creates an illusory distraction that allows you to make a Stealth check, even if the target is aware of you.
- Implant a suggestion that is reasonable under most circumstances that the target will accept as such, and act in a helpful manner to fulfill the suggestion. They will think that the suggestion is their own idea.

- Use it to perform a feint on the opponent as if you had rolled a success for a Deception skill check.

Critical Failure The target may have one of the following effects used on them:

- Create a stronger, more convincing illusionary distraction that can lure opponents away from you for 1d4+1 rounds.
- Implant a suggestion that is unreasonable, but the target will try to fulfill it as if they were helpful, so long as it does not come at too high of a personal risk, (something they may only do for a close friend).
- **DARK SIDE** Implant a suggestion that forces the target to do something that they are morally against, or may cause them injury (such as forcing them to attack a friend/ally or to hurt themselves).
- Use it to perform a feint on the opponent as if you had rolled a critical success for a Deception skill check.
- You give the target the Frightened 1 condition.

KINESIS

JEDI **EVOCATION** **ALTER**

Casting  Somatic

Range 60ft; **Targets** 1 creature or 1 object of up to 80 Bulk with dimension no longer than 20ft

Duration sustained for up to 1 minute

Saving Throw Reflex

You use the Force to grab a being or object. They can then be moved up to 20ft at a time around. You can also choose to Sustain the effect on the current object/target or move to another.

Unwilling targets must make a Reflex save to avoid being grabbed.

You also can choose to hurl a lifted object/being instead of moving them. Doing this, the distance is 40ft. Damage dealt via doing this depends on bulk of the object or the distance the being is thrown and if they collide with anything.

- **Object** - You can only throw objects with a bulk equal to your Jedi Level + WIS modifier. Damage is 1d6 per 2 bulk of the object. An object dropped, however, uses this as a base damage for the object's weight (and goes up from the fall). The object can be avoided with a Reflex save. If critically succeeded then no damage is taken. If succeeded then half damage is taken. A failed roll deals damage and knocks the target prone. A critical fail does the same as a fail but also imposes Stunned 1 on the target.
- **Being** - A thrown being only takes damage as if they had fallen and collided with something. The target of this can use an "Arrest a Fall" or "Grab an Edge" reaction reduce or negate the effect of being thrown or dropped.

 You can use a reaction to attempt to catch falling debree or thrown debree (including the effect of the Telekinetic Bombardment Spell). This requires that what ever is being hurled at you to be within the bulk limits of the power, and you must be aware of the attack. Using the power in this way negates the need for a Saving Throw, but is only usable

against attacks that are physical in nature, having substance to be able to grab onto. (For example, this can be used to grab a grenade, rocket or other explosive device and throw it away from yourself.)

Heightened (+2) The damage for throwing an object/being is increased by 2d6.

NEGATE ENERGY

JEDI **ABJURATION** **CONTROL**

Casting  Somatic

Trigger An effect that deals an energy base damage to you

You use the Force to try and negate, or reduce the amount of harm you could receive from any energy you are exposed to from a single source. Roll a Fortitude save when you react and use this power, compare the result to the following:

- **14 or less:** You gain Resistance 5 to the energy you are exposed to.
- **15 to 20:** You gain Resistance 10 to the energy you are exposed to.
- **21 or more:** You gain resistance 15 to the energy you are exposed to.
- On a Critical Success, you can channel some of this energy to heal your wounds, healing an amount of HP equal to half the energy resisted.

Heightened (+3) The resistance increases by 5.

SURGE

JEDI **TRANSMUTATION** **CONTROL**

Casting  As part of Stride action

Duration Until the end of the user's next turn

You use the Force to enhance your ability to move about. You temporarily increase your Speed or Jump by +30-foot status bonus.

Heightened (+5) The duration lasts for 1 minute.

FORCE FALL

JEDI **EVOCATION** **ALTER**

Casting 

Trigger Falling any distance

Duration 1 minute

You use the Force to slow your fall and to 60ft per round, making a potentially lethal fall into something survivable. If you reach the ground before the duration is up you take no damage. After this, the distance you fell does not count toward determining any fall damage. The spell ends once the characters fall has stopped.

VITAL TRANSFER

JEDI TRANSMUTATION POSITIVE
LIGHT SIDE

Casting **◆◆** to **◆◆◆◆** Somatic

Range touch; Targets 1 willing living creature

You use the Force in conjunction with your own life force to heal the injuries of another. The number of actions you use to do this help to determine the strength at which you can heal another.

- ◆◆** The target heals an amount of HP equal to 1d10.
- ◆◆◆** The target heals an amount of HP equal to 2d10.
- ◆◆◆◆** The target heals an amount of HP equal to 3d10.

The amount that you heal from this determines the damage that you take, as you take half the damage that you heal.

Heightened (+1) The amount of healing increases by 1d8.

ADDITIONAL FORCE POWERS

The first array of powers are from the Star Wars Saga Edition core rulebook (mostly). While I'm not going to convert all Force Powers to be used in the Pathfinder RPG, I will do a few more from another book (The Clone Wars Book). And note that not all Force Powers will be converted over.

FORCE CLOAK

JEDI ILLUSION ALTER

Casting **◆◆◆**

Duration 10 minutes

You use the Force to bend light around yourself to make you all but invisible to anyone looking at you. This makes you all but undetectable to most beings, though beings attempting to look for you change this status as to being hidden instead. Hostile actions cause Force Cloak to end immediately after the action is taken.

Heightened (+4) The spell lasts 1 additional minute.

MALACIA

JEDI ENCHANTMENT NONLETHAL ALTER
LIGHT SIDE

Casting **◆◆◆**

Range 20ft; Target One living creature

Saving Throw Fortitude

You use the Force to create dizziness and nausea by disrupting your enemy's equilibrium and inducing vertigo in them. The target must make a Fortitude saving throw against your save DC to determine the degree of effect.

Critical Success The target is not affected.

Success The target is dazzled for 1 round.

Failure The target is dazzled for 1 minute and sickened 1.

Critical Failure The target is dazzled for 10 minutes and sickened 2.

Heightened (+4) The spell lasts 1 additional minute on a failure & critical failure.

REND

JEDI EVOCATION DARK SIDE ALTER

Casting **◆◆◆** Somatic

Range 20ft; Targets 1 creature

Saving Throw Fortitude

You use the Force to try and move a being in two separate directions at the same time. The target must make a Fortitude save vs. your save DC to determine the result.

Critical Success The target is not affected.

Success The target is not affected.

Failure The target takes 3d6 Force damage. If the damage is enough to kill a target they are ripped into two separate halves.

Critical Failure The target takes 6d6 Force damage. If the damage is enough to kill a target they are ripped into two separate halves.

Heightened (+2) The damage increases by 2d6.

SHATTERPOINT

JEDI DIVINATION CONCENTRATE SENSE

Casting **◆◆**

You use the Force to see the critical point in a situation, allowing you just one moment in time to strike or act to turn the situation to your advantage, or to bring it to an end.

As a Free Action, before you take any actions on your turn, you may attempt to find the shatterpoint to the situation you are in. This requires that you to make a d20 roll to see how much of the shatterpoint you are able to use.

1 to 5: You are unable to find the shatterpoint for your current situation.

6 to 10: The shatterpoint isn't very clear, but it is there. You gain a +1 circumstance bonus to how you deal with the situation. If this involves dealing damage, you may increase the damage you deal by +1 die of the type you are using.

11 to 15: The shatterpoint is more prominent, giving you a +2 circumstance bonus to any action you take to deal with the situation. If this involves dealing damage, you may increase the damage you deal by +2 dice of the type you are using.

16 to 20: The shatterpoint is very clear, giving you a +4 circumstance bonus to any action you take to deal with the situation. If this involves dealing damage, you may increase the damage you deal by +4 dice of the type you are using.

Once you have used shatterpoint, successful or not, you cannot use it again for 24 hours. A critical hit after using Shatterpoint affects all of the dice rolled for it.

Heightened (+4) The circumstance bonus increases by +1 and the increase in damage by +1 more die.

PSYCHOMETRY

JEDI DIVINATION CONCENTRATE SENSE

Casting  Somatic

You use the Force on objects that you touch and through this connection you can see the history of the object, regardless of how old it is, but you often only pull up instances involving strong thoughts and emotions surrounding the object. These moments can be picked and chosen from, and can help a character to gain insights into a person, a place, or a society. Once used to gain such information, the use of such information later to make informed decisions or to piece together a mystery grants the character a +2 circumstance bonus to rolls that can make use of this information. The information gained remains fresh in your mind for 24 hours. Although, writing down this information does circumvent this to a degree, but reduces the potential benefit of the information to a +1.

OTHER FORCE FOCUS SPELLS

It is possible that the GM or a player may want more focus spells than the ones present here. You may allow other Focus spells to be chosen by the Jedi, assigning them to the Alter, Control, or Sense tags. Additionally, all Force spells are only somatic, no chanting or materials are used. If you do this then you may also need to reduce the effect of the focus spell by a small bit, like reducing the die type a step, or if it can be heightened, increasing the levels at which it is heightened is also an acceptable method of balancing this. Regular spells also can be converted for this as well (with permission).

JEDI IN OTHER WORLDS

The concept of the Jedi is an interesting one. They are not psychics, nor are they wizards or sorcerers. Their power is that of a cosmic power that pervades all, something that is only known as the Force, because no other way to describe it is as fitting. But while Jedi work well in the Star Wars setting, some folks would not know how to bring them into their own world, even if the idea is one they like.

One of the methods to making the Jedi fit into a new setting is to give them an alternative name. One name that follows the same origin as the name Jedi is **Magen**, or **Shamira**.

The name Jedi, in Hebrew means: Beloved by God.

Magen, following this same origin, means: the Lord is my Shield, or my protector.

Shamira also means protector or guardian.

But it's possible that you may have other ideas on what to

call a Jedi. You may also look to other cultures for names, that you could bend to be that for a Jedi. And there are more methods to help with this, like forming anagrams of names.

Aleister, a greek name meaning "man's defender" could be rearranged as, Isterale.

And while Jedi can be sorted out, how do you then handle the Force?

Well, the Force is a cosmic power, far more vast than divine or arcane energy, and falls more into either natural type of magic or occult magic (leaning more occult). This is not like Ki, or Chi, but is similar in a way.

Shakti, a Hindu term, is one word that can be used instead of Force. Another name that could be suitable would be Quintessense.

The Jedi, in other worlds, should be no different than psychics or magus classes in terms of how often they are encountered. But unlike some classes, the Jedi often act together, training, living, and functioning as an organization that seeks to help and protect people.

GM's should look at Jedi as not just a peacekeeping force, but something more akin to a UN type peacekeeping force.

Kingdoms often form treaties, alliances are made, but nothing is ever done in terms of who helps to maintain this peace, to act as neutral parties in disputes or investigators if the need arises. And on the rare occasions to be warriors that can bring the guilty to justice.

Jedi in your campaign may serve this purpose, an addition to any treaties made between kingdoms and the like. They are not at the beck and call of anyone, but requests can be made of their organization to intercede in things. They are funded because of the treaties they are apart of, and donations made to their organization.

A Jedi adventurer is a sort of wandering diplomat, investigator, and adjudicator. They can be called upon to deal with specific situations, but as an adventurer they are often left to their own machinations, helping people where they can, fighting foes if needed, or bargaining with unreasonable barons.

They typically know the extent of where their authority extends, and most people know that out side of the treaty limits that they are apart of, a Jedi walks alone and does what they feel is right.

FALLEN JEDI

When a Jedi falls to the Dark Side it is as if their mind has been broken and twisted. They seem themselves as being the same or maybe more to their true self. But the truth is that the Dark Side is like a powerful narcotic. It promises swift power, but all the while it poisons your very being, twisting how you think. You become numb, unempathetic to others. You start to think in terms of you or them, that



they are out to get you. And to you there start to be very clear cut, black and white sides to things. No middle ground, no negotiation. There is only right and wrong, good and evil.

When a Jedi falls they are no longer the person they once were. This is part of the reason why, once a Jedi's Dark Side score is full, that they should no longer be player characters and should step into the role of villain. But this isn't strictly necessary if the GM allows.

Jedi who have fallen are often labeled as "Sith" by the order, and they are often tracked and hunted down should they cause trouble. Those that fall to the Dark Side are often marked with yellow eyes, and the color of their lightsaber blades are always red.

LIGHTSABERS

The lightsaber is an important part of a Jedi's life. The weapon can act as a focus for their Force powers in much the same way a wizard may use a wand. But the weapon is also something very personal to the Jedi. Each lightsaber is a reflection of who they are, with the hilts varying in design and sometimes functionality. Some are better suited for fencing and one-on-one duels. Others are shorter, better suited for those preferring dual wielding. Some are double bladed, and some have a cross guard.

The initial stats for a lightsaber given earlier serve as the base for all lightsabers. But they can be modified to offer additional benefits. In some cases you may need an additional crystal which you treat in the same way as the original.

The extra hilt types cannot be taken up by a Jedi until they

are at least level 5.

Hilt	Trait Changes
Curved	Add: Parry Remove: Thrown
Double	Requirements: Hands 2; 2 crystals in it's construction Add: Twin (counts as a single weapon, including for purposes of enchanting), Backswing Remove: Two Handed
Double-Seperatable	Requirements: 2 crystals in it's construction Add: Twin (counts as a single weapon or two seperate weapons, except when enchanting where it counts as only a single weapon), Backswing (only when conected)
Short	Requirements: Damage 1d6 Remove: Two Handed (unless your size is short)
Cross-Guard	Add: Parry
Double-Spiner	Requirement: Double-Seperatable build first Special Effect: Using your Free Action, you can cause the dual blades to spin in a circle. Once activated, when using the Raise Shield action, you gain a +3 shield bonus. You also may apply a +2 circumstance bonus to Intimidation.
Dual Length	Requirements: 2 crystals in it's construction, normal style hilt, double, or cross-guard hilt only. Add: Reach

