

**CHARACTER NAME** חֲסִידֵי מֶלֶךְ אֱלֹהִים

**APPEARANCE** מַשְׁקָל וְצִוּוּן

**PERSONA** מִשְׁכָּל וְצִוּוּן

☐ Moral Leaning

☐ Who Are You? / Lines in the Sand...

**LIGHT SIDE**

**DARK SIDE**

**SPECIES & TRAITS** מִשְׁכָּל וְצִוּוּן וְ מִשְׁכָּל וְצִוּוּן

**ROLE** מִשְׁכָּל וְצִוּוּן

Level

**ROLE FEATURES** מִשְׁכָּל וְצִוּוּן מִשְׁכָּל וְצִוּוּן

**ATTRIBUTES** מִשְׁכָּל וְצִוּוּן מִשְׁכָּל וְצִוּוּן

☐ AGILITY

☐ AWARENESS

☐ EGO

☐ INTELLECT

☐ MIGHT

☐ FORCE

Score

Die

**TRAITS** מִשְׁכָּל וְצִוּוּן

☐ SKILL TRAITS

☐ COMBAT TRAITS

☐ CAPABILITY TRAITS

## HEALTH 𐄇𐄃𐄀𐄃𐄃𐄃

### ENDURANCE

<div></div>	<div></div>
Score	Current

### INJURIES

■ Second Wind

## DEFENSE 𐄇𐄃𐄃𐄃𐄃𐄃𐄃

■ Guard Score	<div></div>	<div></div>	<div></div>	<div></div>
■ Durability Score	<div></div>	<div></div>	<div></div>	<div></div>
	Base Score	Armor Mod.	Traits / Others	TOTAL

## RESISTANCES 𐄇𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃𐄃

■ Reflex	<div></div>	<div></div>	<div></div>
■ Resilience	<div></div>	<div></div>	<div></div>
■ Willpower	<div></div>	<div></div>	<div></div>
	Base Score	Traits / Others	Roll Bonus

## COMBAT 𐄃𐄃𐄃𐄃𐄃𐄃𐄃

Movement: 1 Close Range Band (3 meters) per action.

Armor	Total Mass	Total Defense Penalty	Total Armor Bonus	Traits (Armor is typically listed together, but if armor has different traits from one type of armor to the next then note this seperately.)

Weapon	Type	Mass	Range	Damage	Traits

## GEAR 𐄃𐄃𐄃𐄃𐄃

■ Wealth

## DESTINY 𐄇𐄃𐄃𐄃𐄃𐄃𐄃

■ Points

### Uses:

1. **Stave off Death:** Avoid dying, automatically stabilize, foe thinks you dead.
2. **Twist of Fate:** Add something to a scene not there.
3. **Superior Success:** Turn a success into a Superior Success, or failure into a success.
4. **Just a Fleshwound:** Convert Injuries from one attack into Endurance damage.

## FORCE POWERS 土△74M U△OM7N

Power Acquired	Power Name	Description
	<b>Absorb</b>	<p>Base Difficulty Score (DS) for the Force Roll is equal to the damage of the weapon, and only requires a roll when hit by an attack as a reaction (requiring a Reflex roll vs. the attack roll). On a successful roll, roll your Force die plus any applicable traits as a bonus to the roll. A Superior Success lets you roll your Force Die twice.</p> <ul style="list-style-type: none"> <li>• <b>Concentration:</b> Make 1 roll &amp; use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate.</li> <li>• <b>Chanel (Dark Side):</b> Increase DS by 1. On success, +1 to any single chosen roll on your next turn. A superior success gives a +2. Using this gives a Dark side point.</li> <li>• <b>Boost Second Wind:</b> Increase DS by 2. On success, +1 to your Second Wind when used. A superior success gives a +2. The bonus lasts only until a Second Wind is taken.</li> </ul>
	<b>Assist</b>	<p>Base Difficulty Score (DS) for the Force Roll is 6. On success, roll Force die. For every 1-3 points in that roll grants a cumulative +1 to a roll you would make (1 to 3 = +1, 4 to 7 = +2, etc.). An action to use.</p> <ul style="list-style-type: none"> <li>• <b>Concentration:</b> Make 1 roll &amp; use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate.</li> <li>• <b>Lingering:</b> The effect lasts 1 additional turn beyond it's use. Increase the DS by 2.</li> <li>• <b>Ranged:</b> Applying Range Bands will impose a penalty to the roll.</li> <li>• <b>Targets:</b> If used on multiple targets the DS increases by 2 per target.</li> </ul>
	<b>Damage</b>	<p>Using an action, make a Force roll as an attack roll. Damage is the Force die plus traits (superior success is Force Die rolled twice), ignores armor but not natural durability.</p> <ul style="list-style-type: none"> <li>• <b>Non-Lethal:</b> Normal use, no injuries inflicted.</li> <li>• <b>Lethal:</b> Damage can give Injuries like other normal attacks. Roll to hit is at a -1. If used on living targets the attack gives you a Dark Side point (droids &amp; machines do not count).</li> <li>• <b>Ranged:</b> Applying Range Bands will impose a penalty to the roll.</li> <li>• <b>AOE:</b> You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll).</li> <li>• <b>Visible:</b> The power is made visible in some way. Attack roll at -1 to hit, but +1 to damage.</li> <li>• <b>Repel:</b> Target is forced back 1 range band of movement (see movement) per -1 to the roll.</li> <li>• <b>On Going:</b> Using the power in an on going basis. This makes it "Concentration" but also requires an action to maintain. Instead of an attack roll, a roll is made vs. the target's Resilience score/ opposed roll.</li> <li>• <b>Lightning:</b> A Dark Side use of the power, it is visible and involves hurling lightning at a foe. Targets hit are "Dazed" until their next turn. This can also affect vehicles, acting like Ion damage. Durability is completely ignored.</li> <li>• <b>Counter:</b> As a reaction, counter a damage power. Used as a reaction with a -2 to the roll.</li> </ul>
	<b>Deflect</b>	<p>Use a held action or reaction to make a Force Roll that acts as your Guard Score until the start of your next turn.</p> <ul style="list-style-type: none"> <li>• <b>Held Action/Reaction:</b> Considered the default option for the powers use.</li> <li>• <b>Multiple Sources:</b> A single source of an attack imposes no penalties. However, each additional source of damage you want to deflect lowers your roll result by 1.</li> <li>• <b>Barehanded:</b> You can channel the Force so that you can use your bare hands to deflect an attack. This lowers your roll result by just 2pts.</li> <li>• <b>Deflect Action:</b> With an action, roll just your Force die &amp; add applicable traits. Divide result by 3, apply that number as a bonus to your Guard Score (no less than +1).</li> <li>• <b>Reflect:</b> If a ranged attack fails to hit you while using Deflect, you can attempt to reflect it. This is made as part of it's normal use. Make a Force roll against the target as an attack roll, and if you succeed they take the damage from their own weapon.</li> </ul>

## FORCE POWERS 土△7・M U△OM7N

Power Acquired	Power Name	Description
	<b>Empower</b>	<p>Used to enhance yourself, others, or infuse an object with the Force. Make a roll vs. base DS of 6. Its use is an action and requires Concentration to be maintained there after. The exact effect can vary based on what you want to do.</p> <ul style="list-style-type: none"> <li>• <b>Ranged:</b> Applying Range Bands will impose a penalty to the roll. This is applied when you wish to use the power on another being.</li> <li>• <b>Attribute Boost:</b> A successful roll is made for 1 chosen attribute increasing the die type by 1 step (d4 to d6). A superior success increases the die type by 2 steps (d4 to d8).</li> <li>• <b>Stat Boost:</b> Any single chosen stat can be boosted. A success will increase the chosen stat by +1. A superior success increases the boost to a +2.</li> <li>• <b>Movement (Running):</b> On a success, when you take a move action you move 1 additional range band of movement (a single Close range band). On a superior success this increases to 2 range bands.</li> <li>• <b>Infused Attack:</b> You can infuse a melee weapon or unarmed attack. A success gives a +2 to damage (a +4 for a Superior Success). Can be used with the Deflect Power, only for held/worn objects (not unarmed like a shield or even an armored glove). An infused object retains empowerment until the start of your next turn.</li> </ul>
	<b>Hold</b>	<p>The power is used to hold a being in place. This power is often combined with the use of the "Damage" power by Dark Side users to levitate a person off the ground (holding them in place) while strangling them. A Force roll is made in contest against a Might roll of a target. If used for only that moment, the hold lasts until the start of your next turn. This is treated as a grapple without the need of making physical contact with a target.</p> <ul style="list-style-type: none"> <li>• <b>Ranged:</b> Applying Range Bands will impose a penalty to the roll.</li> <li>• <b>Levitate:</b> You lift the target off the ground by a meter. This imposes a penalty of -1 to your roll, and allows you to move the target up to 1 Close Range band in distance from their original starting point instead of just holding them in place.</li> <li>• <b>Concentration:</b> Using the power from turn to turn requires you to concentrate. This means a roll is needed at the start of each turn to maintain the power. If damage is taken a roll is also needed to maintain the power vs. a DS equal to the damage result. While concentrating you can use another power so long as you are not concentrating on that power.</li> </ul>
	<b>Influence</b>	<p>Used to influence others in some way, such as manipulating senses (creating illusions) or influencing their minds to act in a certain way. The use of this requires a Force roll against either a target's passive Willpower score, or vs. their Willpower Roll. On a Success, the target(s) are influence to act in a certain way or sense something that isn't there. For actions, a target will carry out the action they are influenced to until it is done - thinking it's their own idea at the time, ("Subtle" ensures this).</p> <ul style="list-style-type: none"> <li>• <b>Willpower Score:</b> Used when target is unaware of your actions or other wise not actively aware of what you are doing, or influence is other wise subtle.</li> <li>• <b>Willpower Roll:</b> Used when target is hostile or alert to your actions (possibly from past experience), but otherwise has their guard up, or the act is obvious.</li> </ul> <p>Modifiers to rolls are:</p> <ul style="list-style-type: none"> <li>• <b>Ranged:</b> Applying Range Bands will impose a penalty to the roll.</li> <li>• <b>Subtle:</b> A subtle use of the power increases the DS by 1, but the target(s) are unaware that a power has been used on them. <ul style="list-style-type: none"> <li>◊ Target(s) can make an Intellect roll after an hour to realize that they may have been influenced in an unusual way (or sooner if something happens to contradict what they believe). Subtle denies this from the target.</li> </ul> </li> <li>• <b>Dominate:</b> A powerful influence that over rides the target's sense of self, forcing them to do a task even if they are morally opposed to it. This gives the user a Dark Side point, an increases the DS by 2 (or -2 to the roll).</li> <li>• <b>Targets:</b> If used on multiple targets the DS increases by 1 per target beyond the first.</li> </ul>

# FORCE POWERS 土△7:M U△OM7N

Power Acquired	Power Name	Description
	Move	<p>Used to move or manipulate objects/people by moving them. This allows button pushing, flipping switches, or picking up &amp; moving a being. A Force roll is used in the place of your Might for lifting objects. A roll is not always called for if an object is mass 1 or less.</p> <p>Base Difficulty Score (DS) for the roll is 6 if target's Mass is 1. A target's mass or Size applies a modifier to your rolls (explained below).</p> <ul style="list-style-type: none"> <li>• <b>Range:</b> Range modifiers do not apply, as long as you can see a target you can move it.</li> <li>• <b>Mass/Size:</b> The mass or size of a target can affect your roll. Mass applies increases the DS by 1 for every 2 mass over mass 1 a target is (mass 2 to 3 = +1 to the DS, 4 to 5 = +2, etc.). Size works like mass, but each size step increases the DS by 1. Vehicles are a bit different with each size step for a vehicle increasing the DS by 3 per step, including the first step.</li> <li>• <b>Living Being:</b> A living being who is unwilling to be moved, can resist the power. This turns the power into a Grapple roll, with your Force roll being used. However, the target is not really grappled, held aloft and unable to move, but they can otherwise take actions, including attacking you without penalty.</li> <li>• <b>Concentration:</b> Make 1 roll &amp; use that roll from turn to turn, instead of reactionary. A new roll replaces an old roll. Can only use 1 concentration power at a time. Action only to activate.</li> <li>• <b>AOE:</b> You can generate a Cone/Line/Radius effect with the power for the range band it affects (including penalty to the roll).</li> <li>• <b>Hurl:</b> You throw something like a weapon. Thrown objects from this have a maximum range you can throw them. This is equal to your Ego + Force scores, minus the object's mass score or size. If this reduces the max range to zero then it cannot be thrown, only dropped into an adjacent space to you.</li> </ul>
	Restoration	<p>Used to heal injuries, undo temporary conditions, and even help heal psychological damage. Cannot undo permanent disabilities. You must make physical contact with a target in order to use this power, you cannot use it at a range. The power's prolonged useage is a form of concentration.</p> <ul style="list-style-type: none"> <li>• <b>Injuries:</b> Takes one minute per injury in time needed to heal it. The roll involves a DS of 6 + 1 per injury after the first. A successful roll heals one injury. A superior success heals two injuries.</li> <li>• <b>Conditions:</b> Removing a temporary condition involves a roll much like that of healing an injury. Succeeding in a roll removes a single condition that a target is suffering from. Note that conditions that are permanent cannot be undone (such as being blinded due to missing eyes and not because dust was tossed into them). Unlike injuries, you use a <u>Full-Turn action</u> to use the power.</li> <li>• <b>Psychological:</b> This is a different form of condition. Here the condition is mental, and takes more time to treat. The treatment for a psychological condition takes 1 hour. However, combating or ending an induced effect from a power uses a Full-Turn action, (such as being influenced to do something, or being intimidated to be afraid).</li> </ul>
	Transform	<p>The power is an exclusively magical power, requiring one to possess a Force Magic trait. Transform involves the alteration of one thing into another. This can involve the classical transmutation of one substance into another, or it can involve altering a living being via mutations. A roll starts against a DS of 6.</p> <ul style="list-style-type: none"> <li>• <b>Material:</b> Transmuting a material into another takes time &amp; materials. The value of the transmuted material desired requires +5 to the rarity of the equipment and materials. The desired result will further augment the DS (with a penalty). There are limits on what can be transmuted. <ul style="list-style-type: none"> <li>◇ <b>Reinforced Material:</b> This increases an items natural durability by +1 up to a +3. (DS 6 for +1, but increase by 2 for each increase.) Each mass point is 1 day of work, if size also becomes a factor then it doubles the time and cost.</li> <li>◇ <b>Reinforced Material (Continued):</b> The roll DS increases by 1 for each 1 increase in the objects durability &amp; structure (it's Endurance/Injuries). With an object that is armor, improving on it's durability grants a +1 durability to if the armors inherent durability is increased by 1 to 2 points, then +2 if by 3 to 4 points. Objects cannot exceed a 4pt increase in their durbaility.</li> </ul> </li> </ul>

# FORCE POWERS 𐤀𐤃𐤁𐤁𐤍 𐤏𐤃𐤐𐤕𐤁𐤏𐤕

Power Acquired	Power Name	Description
	<b>Transform (Continued)</b>	<p>◊ <b>Potion Craft:</b> Potions often require the person who created them to be the one to use them, or at least another practitioner of Force Magic. But for an ordinary person to use it, the DS to make the potion is increased by 1.</p> <p>Crafting involves choosing a Force power. Then choosing the number of “doses” that you will create. Each dose adds 1 day of time needed to make it. The Difficulty Score for your roll is determined by the number of doses it will have + the potency.</p> <p><b>Normal Potency:</b> This has equal to the DS for a normal use of a power.  <b>Superior Potency:</b> This is equal to the DS needed in order to generate a Superior Success.</p> <p>The Rarity value of making the potion in terms of materials has a base DS equal to the DS to make the potion (+5 as mentioned before).</p> <ul style="list-style-type: none"> <li>• <b>Biology:</b> Altering a being's biology can be done to some degree. It can take an hour to perform a ritual for this. Base DS for your roll is 6 and modified based on what you do. The changes are permanent unless altered again.</li> <li>◊ <b>Attribute Shuffle:</b> You can rearrange the attributes points of a target. Each point shuffled increases the DS of the roll by 1.</li> <li>◊ <b>Remake Trait:</b> You can alter a trait (or traits) of a target from one thing into another. This must be a capability trait. DS for the roll is +2.</li> <li>◊ <b>Alter Appearance:</b> This is a simple alteration in appearance, but it cannot alter a being's species. A person can become taller, have their skin tone changed, any natural markings altered and so forth. This can be made to be temporary and lowers the DS by 1, having the effect end after a week. The DS to do this is the base roll.</li> </ul>
	<b>Transport</b>	<p>Use is as part of a move action (typically) and against a base DS of 6.</p> <ul style="list-style-type: none"> <li>• <b>Propelled Movement:</b> This affects your normal movement as well as leaps you make. Succeeding adds 1 range band of movement to what movement you are using that turn. A superior success adds an additional range band of movement to your movement (+2 range bands of movement).</li> <li>• <b>Slow Fall:</b> Used to abate inertia of a fall. Used as a reaction or concentration as part of a propelled leap that puts you into a fall. A successful roll has you treat the fall like using a parachute, allowing you some control over your fall as well but may need a roll to land safely. A superior success completely cancels out the effects of the fall.</li> <li>• <b>Combined:</b> As long as you concentrate on the power's use you automatically move the power's use to Slow Fall if you used Propelled movement or otherwise fall.</li> <li>• <b>Levitate/Flight:</b> A successful roll to Levitate has you lift yourself a meter off the ground and/or move yourself an Adjacent Range band per move action. A superior success swaps this to a normal close range band for movement. Flight uses Force Magic and an action. A successful roll allows the user (or another) to temporarily fly at their normal movement. A superior success has movement improve to the Mid range band instead. Flight lasts only 1 minute.</li> <li>• <b>Teleport:</b> Used as a move action and requires Force Magic to use. The range bands in distance affect the final roll of the power, and you must see where you are going. Succeeding has you vanish from one spot to appear at another. A superior success allows you to go to a place you have been to before but cannot see.</li> </ul>
	<b>Vision</b>	<p>You can sense what has happened in the past, what is happening now, and the potential of the future. It takes 10 minutes to actively use the power and are unable to do anything else due to your focus.</p> <ul style="list-style-type: none"> <li>• <b>Past Sight:</b> A DS of 6 lets you look back as far as 1 year, +1 to the DS per additional year you look back.</li> <li>• <b>Present Sight:</b> A DS of 6 lets you look at anywhere within a mile of you. Add +1 to look anywhere in the world, +2 for off world but within same system, +4 for a different system, +6 for within the same quadrant, +8 for outside your quadrant.</li> <li>• <b>Far Sight:</b> A DS of 8 lets you look only at the immediate future, about an hour. Add a +2 for within a day, +4 for within a week, +6 for a month, +8 for a year, +10 for beyond a year. Results are mercurial, and rarely definitive.</li> </ul>

**FORCE POWERS**

Power Acquired	Power Name	Description										
	Vision (Continued)	<ul style="list-style-type: none"><li>• <b>Taking Time:</b> Lower the DS by 1 for doubling the time you take.</li><li>• <b>Dreams:</b> A roll is made when the user is asleep at the GM’s discretion and is used to help provide motivation or plot advancement.</li><li>• <b>Psychometry:</b> Need to touch an object, and sense events surrounding the object. Reduce DS by 2, but are limited to only see the past of an object.</li></ul> <table><tr><th>Roll Result</th><th>GM Vision Insight</th></tr><tr><td>Success</td><td>Player should get a glimpse of what they are aiming for, gaining some information or some understanding without giving away too much info. A percentile die may be rolled to determine how accurate a Far Sight vision is.</td></tr><tr><td>Superior Success</td><td>The player learns what they are seeking to learn. There is still some vagueness to what is seen but they are able to sort through the “what ifs” to see what is likely to happen or has certainly happened.</td></tr><tr><td>Failure</td><td>Everything is muddled and unclear. The player may catch glimpses of multiple possibilities/events and are left confused on what they have seen.</td></tr><tr><td>Superior Failure</td><td>This most likely means that the player cannot see anything, or they instead see something at the opposite end of what they are wanting to see/learn about giving them misleading information that they believe to be correct.</td></tr></table>	Roll Result	GM Vision Insight	Success	Player should get a glimpse of what they are aiming for, gaining some information or some understanding without giving away too much info. A percentile die may be rolled to determine how accurate a Far Sight vision is.	Superior Success	The player learns what they are seeking to learn. There is still some vagueness to what is seen but they are able to sort through the “what ifs” to see what is likely to happen or has certainly happened.	Failure	Everything is muddled and unclear. The player may catch glimpses of multiple possibilities/events and are left confused on what they have seen.	Superior Failure	This most likely means that the player cannot see anything, or they instead see something at the opposite end of what they are wanting to see/learn about giving them misleading information that they believe to be correct.
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