

La Force

D10KC

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LA FORCE

Information générale

La Force est une caractéristique. Elle est utilisée en tant que tel par les adeptes de la Force.

Elle détermine le min (rang) et le max (4+rang) des jets de pouvoir.

Les valeurs de Contrôle, Sens et Altération indique le nombre de dé à jeter.

Un pouvoir peut avoir 3 niveaux de maîtrise et agit comme une spécialisation. (Ajoute 1D10KC non retenu par niveau)

Modificateurs des Pouvoirs

Relationship Modifiers	
Close Relatives	0
Close Friends	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met Once	+12
Never Met, Known by Reputation	+15
Complete Strangers	+20
Stranger of Another Species	+30

Proximity Modifiers	
Touching	0
In Line of Sight	+2
Out of Sight, 100 Meters	+5
Up to 10 km away	+7
Up to 1,000 km away	+10
Same Planet, over 1,000	+15
Same Star System, Different Planet	+20
Not in the Same Star System	+30

Pouvoir de Contrôle

Absorber / Dissiper l'Énergie

Accélérer la Guérison

Améliorer la Mémoire à Court Terme

Améliorer un Attribut

Blackness

Concentration

Contorsion / Évasion

Contrôle d'Astrogation Instinctif

Contrôler la Douleur

Contrôler une Maladie

Force de Volonté

Force Charged Strike

Neutraliser un Poison

Rage

Réduire les Blessures

Résister à la Paralysie

Rester Conscient

Supprimer la Fatigue

Transe Cataleptique

Vide Spirituel

Pouvoirs de Sens

Astrogation Instinctive

Détection de Vie

Langage des Bêtes

Méditation de Sli'lon Ta'ar

Postcognition

Réception Télépathique

Sens du Combat

Sens du Danger

Sens Exacerbés

Sens Modifiés

Sentir la Force

Sentir la Vie

Sentir le Chemin

Sentir le Temps

Sentir un Potentiel de Force

Soutien

Toile de Vie

Traduction

Pouvoirs d'Altération

Agitation Moléculaire

Blessier / Tuer

Grand Saut

Strengthen Object

Télékinésie

Warp Matter

Pouvoirs de Contrôle et Sens

Clairvoyance

Combat au Blaster

Combat au Sabre-Laser

Mental Translocation

Pilotage Instinctif

Projection Télépathique

Pouvoirs de Contrôle et Altération

Accélérer la Guérison d'un Autre

Aura de Négation

Contrôler la Douleur d'un Autre

Contrôler la Maladie d'un Autre

Éclair de Force

Force Transduction

Infliger la Douleur

Inhiber à la Force

Mettre en Transe Cataleptique

Ramener à la Conscience

Se Nourir du Côté Obscur

Supprimer la Fatigue d'un Autre

Transférer la Force

Pouvoirs de Contrôle, Sens et Altération

Combat par Projection

Conduit

Contrôler un Esprit

Coordination Améliorée

Corporeal Translocation

Créer des Tempêtes de Force

Créer un Homonculous

Dopplegänger

Drain Life Essence

Harmonie avec la Force

Meurtre Télékinétique

Modifier un Esprit

Protection Majeure

Protection Mineure

Transférer la Vie

Pouvoirs de Sens et Altération

Atténuer les Sens des Autres

Style de Combat aux Sabre Laser

- Form I – Determination (Shii-Cho)
The Way of the Sarlaac
Difficulty: Moderate (10)
Attack: Add Sense Dice

Damage: Add Control Dice

-Add Control Dice to Disarming attempts, either by or against you.

During the Old Jedi Order, Younglings started out by learning Form I before beginning a Padawan apprenticeship with a Jedi Master. It is done so, because as Kreia commented, Form I is one of the easiest forms to learn, yet still powerful. Their training included learning to deflect plasma bolts from training remotes while being blindfolded or covered up by a practice helmet.

- Form II – Contention (Makashi)

The Way of the Ysalamir

Difficulty: Difficult (15)

Attack vs Lightsaber: Add Sense Dice

Damage: Add Control Dice

Lightsaber (Parrying): +2D

-Subtract 5D when attempting to deflect blaster bolts,

-Add Control Dice when resisting Force Powers

After Form I's proliferation as a lightsaber combat technique, Form II, or Way of the Ysalamiri, came about as a means of lightsaber-to-lightsaber combat. It was described as being very elegant, powerful, and requiring extreme precision, allowing the user to attack and defend with minimal effort, while his opponent tires himself out, often wielding the blade one-handed for greater range of movement and fluidity. The form relied on parries, thrusts, and small, precise cuts—as opposed to the blocking and slashing of the other forms. Form II countered sun djem, the goal of early Form I masters, by being well trained in prevention of disarming and weapon destruction.

- Form III – Resilience (Soresu)

Way of the Mynock

Difficulty: Moderate (10)

Defense vs Current Target: Add Sense Dice.

Blaster Bolt Deflection: Add Control Dice.

-Subtract 2D when making normal attacks.

Originally, Form III was developed as a counter to blaster weapons used by single but mostly, numerous opponents. Due to the rise in popularity and distribution of blaster weapons, more and more Jedi were forced to adapt a fighting style which allowed them to combat various enemies firing from a multitude of directions, mostly basing their "attack" on the deflection base their style more on wide, sweeping strokes left the Jedi open to blaster fire. Form III however, enabled a Force user to maintain a constant shield of deflectionary strokes by making short, quick sweeps, close to the body, leaving as little of the Jedi open to attack for as short as possible. Form III represented the most defensive form of the seven disciplines.

- Form IV – Aggression (Ataru)

Way of the Hawk-Bat

Difficulty: Difficult (15)

Damage: Add Control Dice and Half Control Dice, Rounded Down.

Defense vs Current Target: Add Sense Dice

-Subtract 2D from general defense

-Subtract 3D when deflecting blaster bolts.

The history of Ataru stretched back through the Old Republic, at least as early as the Mandalorian Wars, where it was commonly employed by Jedi of that day. Ataru continued to be a common form among the Jedi in the latter stages of the Republic. An aggressive style, Form IV was fast-paced and effective against single opponents, though weaker in prolonged combat and confined spaces. Ataru was characterized by Force-assisted acrobatics, both for attack and defense, and fast, powerful strikes.

- Form V – Perseverance (Shien)

Way of the Krayt Dragon

Difficulty: Difficult (15)

Attack: Add Sense Dice

Damage: Add Control Dice

-Subtract 2D while defending from your current target

-Add 2D when deflecting blaster bolts

To the Jedi of the ancient Republic who developed and employed the classical Form V Shien, the form was known as the Perseverance Form. Shien was described as being well adapted to guarding against blaster fire and enemy strikes without compromising one's ability to launch powerful counterattacks, though was less effective against a single opponent. Shien was known to have existed at least as early as the Jedi Civil War. With its focus against blaster fire, Shien kept in mind that Jedi were often outnumbered by their opponents and needed to defend themselves while retaining offensive capability. The opening stance for Shien was a high guard position, with the hilt held in a two-handed grip above the user's head, and the blade angled upwards and behind the user. The dominant leg would be back, enabling powerful step-through strikes to be utilized.

- Form VI – Moderation (Niman)

Way of the Rancor

Difficulty: Moderate (10)

Attack: Add Half Sense Dice, Rounded down

Defence: Add Half Control Dice, Rounded down

Blaster Bolt Deflection: Add Half Sense Dice, Rounded down

Saves vs Force Powers: Add Half Control Dice, Rounded down

-May attempt Intimidation, Persuasion and Con as free actions during battle. The Jedi receives half of his Sense Dice, rounded down, as a bonus to these actions.

Niman attempted to balance all elements of lightsaber combat, combining the techniques from Forms that came before into a less intensely demanding combat style. The result was that the users' skill in each individual area of lightsaber combat was relatively moderate—they did not excel in any one area. Due to its "jack-of-all-trades" nature, the success of this form is largely dependent on the practitioner's intuition, improvisation, and creativity in combat rather than the rote responses derived from other forms. This broad generalization made Form VI well suited for diplomats, as they could spend their time training in the areas of politics and negotiation instead of combat training.

- Form VII – Ferocity (Juyo)

Way of the Vornskr

Difficulty: Moderate (10)

Attack: Add Sense Dice

Damage: Add Control Dice

Passive Defense: -3D

Defense vs Current Target: Add Sense Dice

-May attempt extra strikes or defenses equal to Half Control (round down)

-Must roll Willpower at Moderate difficulty to stop fighting. This check is increased in difficulty by one step for every Dark Side Point the character has.

Intrepid, somewhat direct movements were used in combination with advanced techniques involving Force-powered jumps and motions. Form VII did not appear as fancy as Form IV, as there were not moves like twirling and flipping, but the technical requirements were much higher. Juyo used seemingly free-wheeling and open movements, but with utter control on the part of the wielder. The end result, if practiced correctly, was a very unpredictable lightsaber style. The staccato swings and flow of the form made it seem as if the attacks were not linked—but in reality, it was merely confusing the opponent. Juyo demanded the emotional and physical intensity of Form V, but it much more effectively controlled it—if mastered. Juyo, when fully mastered, resulted in extraordinary power.





