The Force D6 / Force Skill: Focus



FORCE SKILL: FOCUS

Focus is a new Force skill to add to your Star Wars D6 RPG games, and is intended to be an addition to the Force skills Sense, Control, and Alter. Where Sense, Control, and Alter handle most of the possible applications of The Force, the rulebook does mention that there could be other Force skills waiting to be discovered. Focus is meant to explore this possibility.

Unless noted otherwise, simply add Focus to your character during character creation like other Force skills, then learn and use Focus based powers. However, it is noted further below that Focus is not supposed to be allowed after character creation, and is intended as a "born only" Force ability. There are some possibilities as to gaining Focus after character creation, such as strange Force mishaps of various kinds, and GMs and players should decide this amongst themselves if allowing this to occur.

As for how Focus functions, where Sense expands a character's perceptive abilities, Control allows a character to enhace their personal abilities or "control" the flow of the Force within themselves in some unique way, and Alter allows them to do this but to affect others beyond themselves, Focus deals more with the flow of the Force and enhancing or further opeining up that flow to produce enhanced effects to known Force powers, or to produce very powerful effects in their own right that go far beyond known Force powers. One could look at it as a "power booster", but it's much more than that, and can literally become a game changer if not carefully handled by the GM.

What follows are notes on using Focus and its related powers, followed by an in-depth explanation of what Focus is, then a list of Focus based Force powers.

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NOTES ON USING FOCUS

If not listed elsewhere, the powers hinted at in this entry are very simple to make and use. In the

case of Expanded, Extended, Intensified, Tuned, Quickened and other similar powers and abilities, the method I intend to use at the moment is for the these effects to be their own powers that can affect other Force powers (the base power) when used. However, and alternate rule to this, if GMs are worried about game balance and want to make things more challenging to their players, is for the Force user character to learn new versions of individual powers they already know, but trained with Focus with a specific enhancing effect added to the power, and a word added to the name of the power to reflect this (Expanded, Extended, etc). These effects are meant to be their own separate powers, not combined as a single one. However, their effects can be combined with powers that can be "kept up", as each variant is activated one at a time and their enhanced effects stacked. This can be done one action ata atime per round, or with several actions in a round with the usual decrease in dice per extra action.

Also of note, some players and GMs may think the powers listed below might fit better when placed into the usual Sense/Control/Alter Force skills and powers setup and rules. If you wish to do so and forgo using a new Force skill of Focus in your games, please feel free to do so. In the end, Focus is fully intended to enhance Star Wars games and give GMs and players something new to use, not to detract from them.

That being said, if Focus is used, some powers that are in the Sense/Control/Alter categories state that the user must "gather the Force" in some way to activate the power, and these powers sometimes take time to activate. Such powers can have Focus based variants, or have Focus added to the Force skills used to activate the power (GM discretion). By doing so, Focus can be rolled to speed up the "gathering Force" part of the power by "opening the floodgates" as mentioned before. In this way, powers that take minutes, hours, or longer to activate instead take much less time. If a successful Focus roll is made when activating these powers, anything over 6 seconds (a combat round) takes only an action in a combat round to activate; minutes take seconds; hours take minutes. You get the idea. Rolling higher Difficulty levels with Focus may speed a power's activation even more, but this is up to GM discretion. If the Focus roll for these Focus based variant powers does not make their Difficulty rolls, the power works like the normal version of that power. [EDIT] after looking over these rules again and adding some edits, I included the "Quicken Force" and "Quicken Force In Another" powers that effectively work as described here to reduce the activation time of Force powers. GMs and players feel free to use whichever version of time reduction with Focus as you wish.

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FOCUS EXPLAINED

In the Star Wars D6 rulebook, when discussing Force skills the common skills mentioned are Sense, Control, and Alter. But, the rules also mention that there may be more Force skills than the three described, and leaves this up to the players and GMs to work out for themselves.

Enter Focus. At a glance, Focus would seem like a "buff" or "power booster" when comparing it and its related powers to other Force skills and powers. But Focus is much more than this. To better understand Focus, one must compare it to what other Force skills do. Where Sense

enhances and expands the user's perception using the Force, Control allows a user to manipulate and "control" the flow of the Force through themselves, and Alter allows them to affect and "alter" the flow of the Force in someone or something else beyond their own body. By comparison, Focus makes a Force user a focal point for the flow of the Force.

So what exactly is Focus? Some might say Focus makes a user a Force magnet to gain access to greater power, and some Focus-based powers may seem to function this way, but this is not the case. A better analogy would be that the Force user opens themselves up like removing the cover to the lens in a telescope, allowing light to flow through for visibility where before there was only darkness because the lens was covered. But this analogy would be closer to a Force user learning how to open themselves up to the Force in the first place, though we're getting closer. Another useful analogy would be a damn holding back water. All of that water simply sitting there, waiting for the flood gates to open, and when they do finally open, the water comes gushing out to fill rivers and streams to overflowing, channeling more water than these streams and tributaries were originally meant to do. Yet another useful analogy is that the Force user using Focus becomes more like a magnifying lense. Where the lens and cover analogy refrences a Force user opening themselves up to the Force is a start, Focus would be like taking this lens, cleaning it, polishing it, and giving it the right shape to take take in more light than would otherwise be possible, and concentrating that harnessed light into a fine beam of energy. This beam would be more intense than the diffuse light would usually be, and can be used to not only she light n places where there is none, but can also heat up or burn objects touched by the magnified light. This is a good idea of what Focus is to the Force.

With Focus, the user can extend the range or duration of a Force power, increase its effect, or make the power's Difficulties easier, among other things. These feats alone can make a Focus-based Force user very powerful, but their potential does not stop at simple power enhancement. Also, attempting to harness this much power in the Force can be extremely dangerous, more so that that of other Force skills and their related powers. Simply put, using the Force is already something that most species, sentient or otherwise, are not naturally able to do, with only a select few (on a galactic scale at least) being naturally gifted with the ability to use the Force. Using Focus is to a normal Force user as using the Force in general is to a non-Force using sentient. Normal Force users are in danger when using the Force, depending on the desired affects they are going for. This is even more so for a Force user using the Focus skill.

As mentioned above, on a galactic scale, only a small number of people are evener naturally able to use the Force. This ration seems to fit for Force users with the ability to use Focus versus those who cannot. Focus is extremely rare, and it could be said that only a literal handful, or even only a single individual, are ever born in a genration who can use Focus. To represent this, if a payer wished their character to use Focus, and if the GM allows it to be taken, the Focus Force skill MUST be take at character creation, and can almost never be taken afterwards. There may be some extenuating circumstances, such as if a Focus Force user "awakens" the Force in a non-Force sensitive character, or if they use Enhance Life In Another or Extend Life In Another in an individual (this would be upt o GM discretion).

Some of the most powerful feats with Focus allow a Force user to do things most known Force skills and powers only hint at, or do not even hint at at all. For instance, Focus can allow a user to sense the flow of Realspace in a local area, allowing the user to perceive ships and other objects in orbit of a planet they are on. At greater dice rolls, they could even perceive objects and events throughout a star system, or beyond. A separate but related power lets the user perceive Hyperspace much like radar or sonar or specialized sensors, detecting movement through Hyperspace from great distances away. This can make the user aware of incoming starships

entering the star system the force user and their companions happen to be in. Combined with powers to sense other Force users, these abilities could greatly extend the range of this and make the user aware of allies or Dark Side Force users much sooner than they otherwise would be. A much rarer power related to these lets the user perceive into Otherspace, the home of the Charon Death Cults. This power should be extremely rare and GMs are recommended to only have it come up in games and campaigns focusing on Otherspace and potential invaders from that dark realm.

At greater dice and training a Force user can gain Focus based powers that let them affect their personal starship and shunt it into Hyperspace. This is less like a proper hyperdrive, and more like mimicing a hyperdrive motivator, the hyperdrive component that shunts the vessel into Hyperspace, while other components aid in increasing the ship's speed as part of the necessities to accessing Hyperspace. This power at its lower levels is not very fast, acting less like a primary hyperdrive and more like a backup hyperdrive with less power and speed. At higher dice and more training, this power can achieve greater speeds. Also, the larger the starship, the greater the Difficulties to use this kind of power. Starfighters would be possible at the lowest power levels, with small transports being next, and eventually working up to small, medium, then large and super-sized capital class ships. Another version of this power, like many other powers, allows the user to affect other ships in the same manner, and at greater Difficulties. Booth os these powers would be Sense/Control/Alter/Focus, but the former personal version is a prerequisite to the latter.

The Force user achieves these feats not only by "opening themselves to the Force" but by "opening the floodgates to the Force". Where Force users must often learn how to "open themselves" to the Force, this is a step up from the standard teachings of Force usage. The term "Focus" also refers to how difficult Focus powers should be, as to be able to channel so much more of the Force, the Force user's focus and concentration are paramount and must be sharper than most other Forcer users who only use Sense, Control and Alter. To lose this concentration could result in disaster, depending on the power's being used by the Forcer user. For instance, Focus powers that enhance the senses have no consequences if they do not work. Not something like Shyperspace Slip could mean disaster and death if not done right, or if the power fails for some reason before properly dropping out of Hyperspace, or of the Force user crosses through any number of Hyperspace hazards that could destroy a ship without using proper sensor systems commonly used to navigate Hyperspace coordinates, flight paths, and hazard acoidance.

Some Force users who have possessed Focus throughout history have achieved great feats in the Force. If GMs and players wish to retroactively fit Focus in Star Wars history, some of the most powerful characters in the lore could have achieved epic feats of Force usage by having access to Focus as well as Sense, Control and Alter. Anakin Skywalker and his vast potential in the Force as well as the power gap between him and most all other Jedi could have been because he had Focus as well. An even better example is Kylo Ren and Rey from The Force Awakens, who both have been shown to possess raw power in the Force the likes of which has not been known before, even by Darth Vader. An even better example of Force users who could have retroactively had access to Focus are Freedon Nad and Aleemo Keto, both of which who attempted to harness the core of stars as offensive weapons against entire starship fleets, while the latter also failed to do so and caused that star and many others to go supernova, creating the Cron Drift as a result.

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KNOWN FOCUS POWERS:

EXPAND FORCE

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Moderate (see below)
REQUIRED POWERS: Other Force power(s) as base
TTIME TO USE: As base power
EFFECT: Enhances range of selected Force power. "Expanded" powers expand the range of the powers' effect. When rolling to activate the power, the Focus dice are rolled against the Difficulty chart to figure out the power's range. At below Moderate, the power's range is normal for that power. At Moderate the Power's range is multiplied x2. At Difficult this range is doubled again, and so on for every Difficulty level beyond that.

EXPAND FORCE IN ANOTHER

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Difficult (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Same as Expand Force, but the user makes their Focus roll at a Difficulty one level higher, then transfers the result to another Force user who is about to use a Force power or already has one in use. The Focus user only has to roll their Focus Force skill, and any other Force skill rolls for the base power can be made by the user receiving the benefit of this power.

EXTEND FORCE

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Moderate (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Enhances Duration of selected Force power. "Extended" powers increase a Force power's duration of use in multipliers in the same manner as Expanded powers (under Moderate means no change to base power, Moderate gains double duration for the base power, and double again for every Difficulty level achieved after that).

EXTEND FORCE IN ANOTHER

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Difficult (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Same as Extend Force, but the user makes their Focus roll at a Difficulty one level higher, then transfers the result to another Force user who is about to use a Force power or already has one in use. The Focus user only has to roll their Focus Force skill, and any other Force skill rolls for the base power can be made by the user receiving the benefit of this power.

INTENSIFY FORCE

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Moderate (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Enhances effect of selected Force power. "Intensified" powers have their effects enhanced. This power will usually require the base power used to have an effect with dice, like for damage, stun, etc. When rolling the Focus dice, Moderate Difficulty grants +1D, and every Difficulty achieved past Easy grants another +1D. Heroic adds +4D to the base power. If the base power establishes a Difficulty that the target must roll against, that Difficulty is increased one level with Moderate, and +1 level for every Difficulty achieved beyond this. GM discretion if higher bonus dice or Difficulty levels, etc, can be gained beyond Heroic. It should also be noted that this power may seem like other Force powers that grant bonuses and enhancements and that may be able to be used in conjunction with other powers. Technically, this power, other enhancement powers, and base powers, could all be used together for a much more extreme enhancement. GM discretion on allowing this.

INTENSIFY FORCE IN ANOTHER

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Difficult (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Same as Intensify Force, but the user makes their Focus roll at a Difficulty one level higher, then transfers the result to another Force user who is about to use a Force power or already has one in use. The Focus user only has to roll their Focus Force skill, and any other Force skill rolls for the base power can be made by the user receiving the benefit of this power.

TUNE FORCE

SENSE DIFFICULTY: As base power (see below)
CONTROL DIFFICULTY: As base power (see below)
ALTER DIFFICULTY: As base power (see below)
FOCUS DIFFICULTY: Moderate (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Decreases Difficulty of selected Force power. "Tuned" Force powers are more attuned to the flow of the Force through and around the user making use of them, and that flow is more calm and stable than usual, even for Force users who respect such balance and calmness. As such, these powers become easier to use when used in tandem with the Focus Force skill. When rolling Focus dice with the base power, Moderate decreases all other Difficulties of the power by one level (Ex: Very Difficult becomes Difficult, and so on), and every Difficulty achieved past this decreases these other Difficulties one more Difficulty (Ex: rolling Heroic with Focus dice would make other Force skill Difficulties of Heroic reduce to Moderate, and Difficult levels would be reduced to Very Easy).

TUNE FORCE IN ANOTHER

SENSE DIFFICULTY: As base power (see below)
CONTROL DIFFICULTY: As base power (see below)
ALTER DIFFICULTY: As base power (see below)
FOCUS DIFFICULTY: Difficult (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power
EFFECT: Same as Tune Force, but the user makes their Focus roll at a Difficulty one level higher (Difficult), then transfers the result to another Force user who is about to use a Force power or already has one in use.

QUICKEN FORCE

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Moderate (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power (see below)
EFFECT: The user is able to use Focus with a Force power that usually takes longer than 1 round to activate and speed up the activation time. When rolling Focus, Moderate Difficulty decreases the powers activation time by 1 round, and by a further 1 round for every Difficulty rolled beyond that (Difficult by 2 rounds, Very Difficult by 3 rounds, Heroic by 4 rounds). If Force powers have an activation time requiring hours, the same decrease can be applied to these powers, but in hours instead of rounds. If the Focus dice roll a Difficulty that would reduce the power below 1 hour, that power is reduced to 10 rounds (30 minutes). NOTE: Some GMs may want that final reduction to be reduced to 1 round instead of 10, and this is your call to make.

QUICKEN FORCE IN ANOTHER

SENSE DIFFICULTY: As base power
CONTROL DIFFICULTY: As base power
ALTER DIFFICULTY: As base power
FOCUS DIFFICULTY: Difficult (see below)
REQUIRED POWERS: Other Force power(s) as base
TIME TO USE: As base power (see below)
EFFECT: Same as Quicken Force, but the user makes their Focus roll at a Difficulty one level higher, then transfers the result to another Force user who is about to use a Force power or already has one in use.

MAGNIFY FORCE

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult+ (see below)
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Expand Force, Extend Force, Intensify Force, Tune Force, Quicken Force.
TIME TO USE: 1 round
EFFECT: The user, who by training allows trickles of the Force for their usual powers, and temporary gushes to come through when enhancing their powers and fighting their own nature to allow the Force to flow unchecked, now fully opens themselves up to the Force as it flows directly through them, "opening the floodgates" to everything they do for a period of time. Extends duration of the use of a Force Point. Difficulties starting at Difficult for all Force skills. When rolling Focus dice, Difficult extends a Force Point's usage by +1 round, Very Difficult by +2 rounds, Heroic at +3 rounds. When this power is used, the user is easily noticeable by other Force users within range, possibly within the same star system, and would be difficult not to sense through the Force.

MAGNIFY FORCE IN ANOTHER

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Very Difficult+ (see below)
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Expand Force, Expand Force In Another, Extend Force, Extend Force In Another, Intensify Force, Intensify Force In Another, Tune Force, Tune Force In Another, Quicken Force, Quicken Force In Another, Magnify Force
TIME TO USE: 1 round
EFFECT: Same as Magnify Force, but the user makes their Focus roll at a Difficulty one level higher (Difficult), then transfers the result to another Force user who is about to use a Force Point. GMs are highly recommended to use caution if and when allowing this power! If a Focus Force user has this power and Magnify Force, it would be easy for them to use Magnufy Force on themselves, then with their enhanced Force Point duration they could enhance other Force Point users in the same way, even if they are not Force users.

FORCE BEACON

SENSE DIFFICULTY: Moderate
CONTROL DIFFICULTY: Moderate
FOCUS DIFFICULTY: Moderate+ (see below)
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Concentration, Magnify Senses, Sense Force
TIME TO USE: 5 rounds (30 minutes)
EFFECT: Enhances flow of the Force through the user, making them a bright light of the Force, and more easily sensed through Force Sense powers at much greater distances, even across vast distances of interstellar space. Force skill Difficulties are Moderate. When rolling Focus dice, Moderate makes a planetary ranged Force beacon, Difficult extends the beacon range into orbit and local space, Very Difficult to entire local star system, Heroic to other nearby star systems, and higher numbers beyond Heroic can extend further. GM's could allow a "target number" past Heroic that would have the beacon detectable through the Force across the entire galaxy if the character rolls high enough.

FORCE TIDE

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Concentration, Emptiness, Hibernation Trance, Life Detection, Magnify Senses, Sense Force, Force Beacon. (ALSO, if wishing to make use of these related powers with Force Tide) Expand Force, Expand Force In Another, Extend Force, Extend Force In Another, Intensify Force, Intensify Force In Another, Tune Force, Tune Force In Another, Quicken Force, Quicken Force In Another, Magnify Force, Magnify Force In Another
TIME TO USE: 1 minute (10 rounds)
EFFECT: "A rising tide raises all ships". Enhances flow of the Force through and around the user, and outwards in the local area, enhancing all nearby use of Force powers by any Force users within the area. Force skill Difficulties are Difficult, before modifiers due to challenging or disturbing circumstances. Once achieved, Force Tide allows the user to use Expand, Extend, Intensify, Tune, Quicken, and Magnify powers "In Another" within the local perception area to affect other Force users, not individuals but all of them within the area. Each power used affects ALL FORCE USERS within the users area of Perception, both good and bad. These other power effects only require the Focus dice to be rolled, as this roll's results are then transferred to the Force skills and powers of every other Force user within the area as they then use their own Force powers. This can also enhance Force powers already in use, as the Focus user is "opening the floodgates" of the Force to flow into and through everyone else present. This power effectively allows the use of "In Another" Focus Force powers to be used in a single action but the benefits are for everyone present who also has Force abilities, instead of only a single individual at a time. If any Focus Force powers "In Another" appear later, they should be able to used the same way.

ENHANCE LIFE

CONTROL DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Accelerate Healing, Concentration, Control Pain, Reduce Injury, Remain Conscious
TIME TO USE: 3 rounds
EFFECT: Enhances flow of the Force through the user and specifically gives them "more life", which makes them more difficult to injure or kill. Force skill Difficulties are Difficult. Difficult grants the user +3 to roll against them when an enemy is attempting to inflict damage and injury. Every damage category (Stun, Wounded, etc) now requires +3 on the damage chart to inflict that category of damage. Very Difficult grants +6, and Heroic grants +9.

ENHANCE LIFE IN ANOTHER

CONTROL DIFFICULTY: Very Difficult
ALTER DIFFICULTY: Very Difficult
FOCUS DIFFICULTY: Very Difficult
Note: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Accelerate Healing, Concentration, Control Pain, Reduce Injury, Remain Conscious, Enhance Life
TIME TO USE: 3 rounds
EFFECT: Same as Enhance Life but in another person, recipient must be Force Sensitive or this power will not work on them. Difficulties are one level higher than those of Enhance Life

EXTEND LIFE

CONTROL DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
WARNING: A character who uses this power may gain a Dark Side Point (see below)
REQUIRED POWERS: Accelerate Healing, Concentration, Control Pain, Hibernation Trance, Enhance Life
TIME TO USE: 1 week
EFFECT: Enhances lifespan of the user beyond what is normal for their race, and can potentially make them immortal. Force skill Difficulties are Difficult, and a successful roll grants the user +10 years of life to their lifespan as they open themselves more fully to the source of life itself, the Force. This extra 10 years can be reduced over time by disease and other depricating factors and would require this power to be used again much sooner than the 10 year increment. If so, the Difficulty will be one level higher than before (Very Difficult) as the natural process of life is being not bent just a little, but a lot. The 10 year span between using this power maintains the natural flow of the Force in life, while using ths power again before this 10 year span is a greater strain on the natural flow of the Force. GM discretion if doing so incurs a Dark Side Point. The activation time takes 1 week, and Force users who undergo this power often retreat somewhere private and out of the way for a week's long session of undisturbed meditation. if this period is interrupted then the power fails and must be activated again.

EXTEND LIFE IN ANOTHER

CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
Note: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Accelerate Healing, Concentration, Control Pain, Hibernation Trance, Enhance Life, ENhance Life In Another, Extend Life
TIME TO USE: 1 week
EFFECT: Same as Extend Life but in another person. Both user nd recipient of the benefits of this power must both perform the power over the course of a 1 week of channeling and focusing the Force into the recipuent individual. Like Extend Life, if this power is disturbed too much, the effect os broken and the power's activation must begin again. Cannot make the recipient immortal unless constantly administered by a Force user or if the recipient learns the power for themselves. Recipient must be Force Sensitive or the power will not work.

SENSE REALSPACE

SENSE DIFFICULTY: Moderate+
FOCUS DIFFICULTY: Moderate+
REQUIRED POWERS: Life Sense, Life Detection, Magnify Senses, Sense Force
TIME TO USE: 1 round
EFFECT: User can sense objects in space relative to their location in space, on a planet, starship, space station, etc, can potentially sense objects in local star systems, perhaps even in other nearby star systems and beyond. Force skill Difficulties are Moderate to sense orbital range directly above position on a planet's surface, Difficult for local orbital space of a planet, Very Difficult for entire star system area, and Heroic to sense out to ranges of other nearby star systems.

SENSE HYPERSPACE

SENSE DIFFICULTY: Moderate+
FOCUS DIFFICULTY: Moderate+
REQUIRED POWERS: Life Sense, Life Detection, Magnify Senses, Sense Force, Sense Realspace.
TIME TO USE: 1 round
EFFECT: Like Sense Realspace, but user can sense objects and activity in Hyperspace such as starships entering and exiting Hyperspace, ranges have same limitations as Sense Realspace. Same as Sense Realspace, but aplied to Hyperspace.

SENSE OTHERSPACE

SENSE DIFFICULTY: Moderate+
FOCUS DIFFICULTY: Moderate+
REQUIRED POWERS: Life Sense, Life Detection, Magnify Sense, Sense Force, Sense Realspace, Sense Hyperspace

TIME TO USE: 1 round
EFFECT: Like Sense Realspace and Sense Hyperspace, but user can sense objects and activity in or in relation to Otherspace. When combined with Sense Hyperspace, user can sense starships and other objects making transitions between Realspace, Hyperspace, and Otherspace. Same as Sense Realspace and Sense Hyperspace, but applied to Otherspace and locations in Otherspace relative to Realspace and hyperspace.

HYPERSPACE BLINK

SENSE DIFFICULTY: Moderate
CONTROL DIFFICULTY: Moderate
ALTER DIFFICULTY: Moderate
FOCUS DIFFICULTY: Moderate
WARNING: Using this power incurs radiation and suffocation damage.
REQUIRED POWERS: Life Sense, Life Detection, Magnify Senses, Sense Force, Sense Realspace, Sense Hyperspace
TIME TO USE: 1 round
EFFECT: User can physically "jump" through Hyperspace in local area and looks like they "blink" in and out of existence. Doing so incurs radiation damage due to the nature of Hyperspace, though using Absorb/Dissipate Energy and using other anti-radiation gear and medicines can mitigate effects of this radiation damage. Also, no oxygen in Hyperspace and Stamina may be needed for the character to hold their breath. Prolonged use of this power is extremely dangerous to the user's physical health. The user can "blink" to a nearby location they can perceive. Distance range of the "blink" is the character's running or jumping distance (which is performed in a movement action in conjunction with this power's use), x5 when the power is activated, and doubled for every Difficulty level achieved after Difficult (Heroic will grant x15 range/distance to movement speed). When using Force Running or Force Jump when moving with this power in use, the range/distance the user can achive is even greater.

SLIP INTO HYPERSPACE

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Absorb/Dissipate Energy, Concentration, Emptiness, Life Sense, Life Detection, Magnify Senses, Sense Force, Sense Realspace, Sense Hyperspace
TIME TO USE: 3 rounds
EFFECT: User can "slip" the starship or other object they are in, or on, into Hyperspace. Hyperspace travel speed is greatly reduced compared to other starships due to this power acting like a hyperdrive motivator to "access" Hyperspace, but lacking the other hyperdrive components that accelerate starships to greater Hyperspace speeds. Base speed is x20, minus (or plus?) the space speed of the ship. (Ex: an A-Wing "slipped" into Hyperspace would have a Hyperspace speed of x20 minus the A-Wing's space speed of 12, for a total Hyperspace speed of x8). Force skill Difficulties are Difficult, and the power must be maintained once in Hyperspace. The power can be ended and the ship then reverts back to Realspace, but if not

prepared then this can be physically very jarring, and perhaps even cause injury to the crew and damage to the ship. The reason this power takes 3 rounds to activate is because the user is using their Sense Realspace and Sense Hyperspace powers to reach out and feel both dimensions to make the connecton needed to slip something into Hyperspace from Realspace.

SLIP ANOTHER INTO HYPERSPACE

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Absorb/Dissipate Energy, Concentration, Emptiness, Life Sense, Life Detection, Magnify Senses, Sense Force, Sense Realspace, Sense Hyperspace, Slip Into Hyperspace
TIME TO USE: 3 rounds
EFFECT: Same as Slip Into Hyperspace, but affects other ships or objects. The ship or object being affected must be within 1 space range unit of the Force user and their ship or other object they are positioned on or in. Being firther away increases the Difficulty by +5 per space range increment between the Force user and the target.

SLIP INTO OTHERSPACE

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY: Difficult
FOCUS DIFFICULTY: Difficult
Note: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Absorb/Dissipate Energy, Concentration, Emptiness, Life Sense, Life Detection, Magnify Senses, Sense Force, Sense Realspace, Sense Hyperspace, Sense Otherspace, Slip Into Hyperspace
TIME TO USE: 3 rounds
EFFECT: Same as Slip Into Hyperspace, but slipping into Otherspace instead. Slip Into Hyperspace must be known as well, due to Otherspace often only being accessible through Hyperspace after leaving Realspace. As this is a guided action and not a mistake of a faulty hyperdrive, it still takes 3 rounds to make the transition between Hyperspace and Otherspace due to the Force user using their Sense Hyperspace and Sense Otherspace powers to reach out and feel both dimensions to make the connecton needed to slip something into between Hyperspace and Otherspace.

SLIP ANOTHER INTO OTHERSPACE

SENSE DIFFICULTY: Difficult
CONTROL DIFFICULTY: Difficult
ALTER DIFFICULTY:Difficult

FOCUS DIFFICULTY: Difficult
Note: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Absorb/Dissipate Energy, Concentration, Emptiness, Life Sense, Life Detection, Magnify Senses, Sense Force, Sense Realspace, Sense Hyperspace, Sense Otherspace, Slip Into Hyperspace, Slip Another Into Hyperspace, Slip Into Otherspace
TIME TO USE: 3 rounds
EFFECT: Same as Slip Into Otherspace but affects other ships and objects and functions just like Slip Another Into Hyperspace, but for Otherspace instead. Due to Otherspace only being accessible through Hyperspace, user can only use this on ships and objects in or entering Hyperspace, and does not work in Realspace. If attempting to transition a target ship, object, etc, from Hyperspace to Otherspace while traveling in Hyperspace, the ranges and Difficulties are the same as Slip Another Into Hyperspace. Furthermore, if both the user and target agree to this, then Heroic starhip piloting skill rolls are needed by the pilots of both ships to be close enough in Hyperspace to pull off such a maneuver.

OPEN HYPERSPACE WORMHOLE

SENSE DIFFICULTY: Very Difficult
CONTROL DIFFICULTY: Very Difficult
ALTER DIFFICULTY: Very Difficult
FOCUS DIFFICULTY: Very Difficult
NOTE: Characters who are consumed by the Dark Side of the Force may not use this power
REQUIRED POWERS: Concentration, Magnify Senses, Sense Force, Expand Force, Extend Force, Intensify Force, Tune Force, Quicken Force, Magnify Force, Force Beacon, Sense Realpace, Sense Hyperspace, Slip Into Hyperspace, Slip Another Into Hyperspace
TIME TO USE: 3 rounds
EFFECT: The user masses and harnesses great volumes of the Force to bend space and time and open a wormhole into Hyperspace. This effect works like a Hyperspace cannon in ancient galactic history (or like a Mass Effect Relay in the Mass Effect games), opening a portal that other ships and objects can enter to access Hyperspace travel. Entering the wormhole gives ships a Hyperspace travel speed of x10 as the wormhole accelerates ships entering it to proper Hyperspace acceleration speeds. This speed is modified minus (or plus?) the ship's space speed, similar to Slip Into Hyperspace, but ships cannot have a greater Hyperspace speed than x1. Force skill Difficulties are Very Difficult to open the Hyperspace wormhole. When the wormhole opens, the power can be maintained to keep the wormhole open, though the user CANNOT perform any other action while doing so as this power requires immense focus and concentration from the user. Any ships caught half way between Hyperspace and Realspace if and when the wormhole collapses are destroyed down to their very atomic structure as they are caught in the middle of a rip in spacetime reality trying to restore itself back to normal.

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