The Force D6 / Jedi Armed Combat



Jedi Armed Combat (New power)
Control Difficulty: Difficult
Sense Difficulty: Moderate
This power may be kept "up."

Effect: Jedi use this power to wield more mundane weapons while also sensing their opponents actions through the force. This power is often used by Jedi Masters who prefer to use a staff or walking stick than a lightsaber, the power allows them to defend themselves in both practise and real combat with great efficiency.

This power is can be called upon during a battle and remains "up" until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back "up." The Jedi can activate either part of this power, or both as desired, each requires an action. So the Jedi can activate either part, and then activate the other later as she requires.

If the Jedi is successful in using this power, she adds her sense dice to her melee combat skill roll when attacking and her melee parry when parrying. Because most mundane weapons will break if hit by a lightsaber or blaster bolt the Jedi may add part or all of her control dice to the strength of their weapon for resisting damage; players must decide how many control dice they are adding when the power is activated.

When used for parrying against lightsabers or blaster bolts, mundane weapons may take damage. To resist this they roll their damage modifier + 2D, against the damage of the weapon (eg a knife would roll 1D (it normally does Str +1D) +2D, against the damage of the attacking weapon (eg 5D for a heavy blaster pistol)).

A Jedi who fails when trying to activate Jedi Armed Combat may only use the Melee Combat skill for the duration of the combat.

Finally, the Jedi may also use Jedi Armed Combat to parry blaster bolts as a "reaction skill."

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