The Force D6 / Ben Wafer Alternate Force Ru

Force rules:

When I bought Cracken's Threat Dossier, and then Endgame for the Darkstryder campaign, I saw the force rules that they had set out in those two books, in the form of the powers of the witches of Dathomir, and the Ta-Ree rules. Both of these sets of rules are basically the same, and are used by specific groups of force wielders. I liked certain aspects of these rules, but I also liked certain aspects of the basic system of force rules, so I developed a system which is basically a combination of the two. This system hasn't been playtested, so I don't know how well it works, but it seemed reasonable to me. If you use this system in your game I would be very interested in any feedback.

All force powers fall under the same force skills as in the rulebook, and are used in the same way, except that the skills are considered to be similar to attributes such as DEX, and KNOW, and the powers similar to skills such as blaster and scholar, in that each individual force power that a character knows can be improved without improving the base skill. Basic skills are improved in the same manner that attributes are improved (ie 10X the number before the D, so to improve an alter code from 2D+1 to 2D+2 would cost 20 character points), but the individual force powers are improved in the same manner as skills (ie the number before the D, so to improve resist stun from 4D to 4D+1 would cost 4 character points). Force powers must still be learned before they can be used, unlike using the base attribute for skills that you don't specifically have. With each pip that a force user raises one of his base skills by, he gains 2 force powers under that skill. Otherwise it costs 5 cps to gain a new skill (10 without a teacher). In the case of powers that use more than one skill, they are considered to have more than one die code, so if a player wished to raise his lightsaber combat without raising his base skills, and he had a control of 3D+1, and a sense of 2D, he would spend 3 cps to raise his lightsaber combat: control code to 3D+2, and this would also raise his lightsaber combat: sense code by one pip.

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