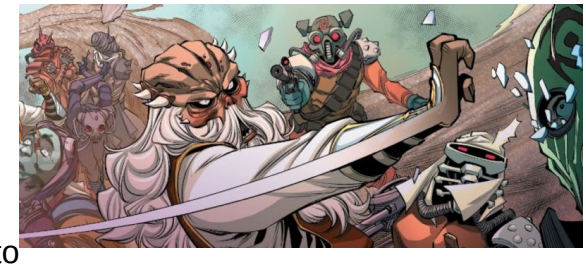
The Force D6 / Shon-Ju Unarmed Combat (Ne



Shon-Ju Unarmed Combat (New power)
Control Difficulty: Difficult
Sense Difficulty: Moderate
This power may be kept "up."

Effect: Jedi use this power to use their hands to deadly effect in combat while also sensing their opponents actions through the force.

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 Brawling skill roll when attacking and her Brawling Parry when parrying. Because touching a lightsaber or blaster bolt would burn the Jedi, they Jedi may add part or all of her control dice to their strength for resisting damage (from the parried weapon only); players must decide how many control dice they are adding when the power is activated. The Remainder of the Control Dice may be added to their damage as per Lightsaber Combat.

When used for parrying against lightsabers or blaster bolts, the Jedi would take damage from the attack (as their hands are touching it), but they may resist the damage normally, adding the allocated Control Dice.

A Jedi who fails when trying to activate Shon-Ju Unarmed Combat may only use the Brawling skill for the duration of the combat.

Finally, the Jedi may also use Shon-Ju Unarmed Combat to parry blaster bolts as a "reaction skill."

Description: Shon-Ju was an ancient force ability used to fight without lightsabers. Grand Master Pra-Tre Veter was a user of this ability.

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