

Two quite large resources (20-70 or so points):

Dark Side Force Pool – your reserves of passion

Recovers with: Anger, Exploitation, Pride, Hate, Action
 Helps with: Strength, Violence, Control of others
 Requires passion to use Powers efficiently (else costs double).
 Moments of extreme Rage will half the Power’s cost.
 Makes you harsh, active, selfish and confident through use.
 Pool increases through harsher action.

Light Side Force Pool – your reserves of calm

Recovers with: Peace, Charity, Humility, Love, Inaction, Emptiness
 Helps with: Precision, Healing, Guidance of others
 Requires calm to use efficiently (else costs double).
 Moments of complete Emptiness will half the Power’s cost.
 Makes you gentle, passive, selfless and humble through use.
 Pool increases through deeper understanding.

The Dark Side is always available when you need it most (when stressed). However, the Dark Side points cannot be recovered through meditation or relaxation, only through Dark activity and exercising your will on the Galaxy. Quick and easy to begin with, but requires more and more commitment to 'action' to improve.

Light Side is only available when understanding is reached, when you are calm and at one with the Force and its will; by accepting things, being subtle, diligent of purpose, etc. Understanding and study is not possible while passionate.

Attitudes

Light	2	3	4	5	6	7	8	9	10	11	12	Dark	
Dark Shift	-	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	Positive Numbers
Light Shift	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-	Negative Numbers

Violence: Pacifist/Violent (physical conflict)

Intrigue: Honest/Cunning (mental conflict)

Pride: Humble/Proud (power struggle)

Code: Dutiful/Pragmatic (the ends or the means)

Each attitude is measured by a scale from two to twelve, from Light to Dark, and a slash will divide the line in two showing the inclination of the Character towards each Side in each area. When an important or telling decision is required, the player must roll 2D6 and the side which it comes down on is how the character responds to that situation.

After the roll a player may spend any number of points of Dark Side or Light Side to modify the roll towards the appropriate Side; Light Side points subtract and shift the roll towards the Light, and Dark points are added towards the Dark Side. This represents the characters conscience (super-ego) and base instincts (id) asserting themselves against each other with the player representing the 'higher functions' (ego) that guides them.

As many attitudes that apply to a particular decision are rolled, in the sequence that seems most appropriate. Basically; the GM decides what is necessary.

Example 1. A Jedi is faced with an open physical threat; his initial reaction must be to beat them up or not, thus taking a violence test. Let's assume he decides not to tear them limb from limb. Then he must now decide whether to run off or resolve this with talk (presuming there is nothing obviously advantageous about staying); thus Pride comes into play. If he decides to talk his way out of the situation, he can do so by either honestly explaining or by deceiving them, requiring an Intrigue roll. If there are no other interesting entanglements to the situation the player should now narrate/act out his action.

Even non-Force sensitive people will use the mechanic, though they obviously cannot use their Force Points for powers, only for influencing decisions. They typically will have smaller pools than Force Sensitive people though, unless they are particularly calm or passionate or strong willed in general.

Powerful events may trigger a shift without any actual decision being made.

Example 2. An impressionable young Padawan may view the aftermath of a terrible battle, and making a roll they could either revel in the glorious conquest or be horrified by its destructiveness.

The cost of a power in points depends on your Attitude in the particular area. This is in addition to the appropriate pool eventually becoming bigger if your motives agree with its alignment. These are the benefits to being focused to one Side.

Attitude Shift

The action that is eventually decided will add or take an Attitude point (Dark Side will add one; Light Side will take one away). Once the number equals a number adjacent to where the dividing line is currently then it will shift by one in that direction (the slash will move away to make the appropriate Side bigger). Attitude points are applied regardless of motive. Thus using Force Lightning or kicking people will make you more Violent and Force Heal or treating people makes you more Pacifist regardless of what it is used for. The Force is a powerful influencer of personality and it makes people pretty unstable all things considered, this is intentional as a side effect of power, although see the bit about Jensaarai for Kyle Katarn style 'grey' Jedi.

A shift in Attitude resets the Attitude point count back to zero. In addition all the points are then converted to Force points, negative points are Light Side and positive are Dark Side. Also, any Character present who has a Bond from the Character who has shifted will receive Force points equal to that Bond.

Jensaarai

Balance is possible. The mechanic largely remains the same, except those who want to protect their nature from the influence of the Force can use the appropriate points to shift the roll as normal but retain the effects of the previous decision (this is in addition to any normal use of the Force Points to alter the act). This is providing that the motive for acting also does not coincide with the type of act.

The same idea applies to Force Powers, ie. An equal amount of Light Side points must be used to drag the evilness of a Dark Side power back to neutral, and this can only be done if the motivation for using the power is not itself evil (effectively uniting the two Pools but making them less effective to use over all).

Example 3. A Jedi sees a child threatened, and wanting to defend them with violence shifts their roll towards the Dark Side. However, since this is not an evilly motivated act she can also spend Light Side points to drag the roll back to the Light and avoid a shift towards violence.

However, if violence is being used for revenge or pleasure, then a shift is inevitable.

Example 4. Healing a dangerous criminal who you will make use of. Usually this would shift the person to a more Pacifist Attitude, but the intent is clearly Dark Side as it is using power to help people and 'ends' and not principles and 'means' and thus the player may choose to assert this nature by spending Dark Side points to avoid an undesired shift to the Light.

With morally trickier situations, the GM may wish to make it cost double points to maintain balance.

Example 5. Murdering an unarmed slave trader is much more dubiously motivated and requires a higher expenditure of Light Side points, or healing a criminal who is trying to reform will require more justification to the Dark Side.

Guidance

Other people will pressure the character to behave in certain ways. Bonds between Force users particularly are almost concrete and tangible, even after death. These bonds will be typically be either 'One' for pretty close friendships or people who's opinion the Character particularly respects, and 'Two' for family members or Masters. Certain very close bonds may even be 'Three' though such ties are dangerous and are discouraged, such as Padme and Anakin. Bonds may well have different values for both members, so that although a Master can strongly influence a pupil, the pupil can only slightly

influence the Master. Note, Bonds can develop between enemies almost as easily as they can between friends.

Such bonded people may assert their will on another character's decisions; essentially spending their own Force Points to shift someone else decision one way or another according to their established nature, and this works in the usual way. Multiple characters can compete with this, and the character's player can still modify the roll as normal too.

The maximum amount allowed to be spent by these guiding Characters is the number of places away their dividing line is from the Side they are advocating on this type of decision. This number is then multiplied by the type of bond it is and the result is the total Guidance pool available for each decision with that character. This persuasion must be narrated/acted out.

Example 6. A Padawan's Master is crying out to stop her from striking the killing blow against an opponent. The Master's own Violence Attitude has a slash between numbers 7 and 8. This leaves 6 places, and this being a close bond that is then multiplied by 2. The Master can subtract 12 from the roll. Unfortunately, a Fallen Jedi friend is advising otherwise, and his Violence Attitude is 2/3, a full 10 places from pure Darkness. This is only multiplied by one since they are not that close, so he can add 10 to the roll in total.

The net result then, if both sides commit their fullest is -2 to the roll. The Padawan herself can still exert control of course, but the Guidance has made it easier for her to keep her violent thinking in check.

If the supporting characters are not in direct contact then they can only expend up to half their usual amount rather than all, but the supporting Character does not actually lose any points either as it involves no effort on their part. Force Spirits count as being in direct contact, but Comm-links or Telepathy may have modifiers for their lack of immediacy as the GM sees fit (a third or a quarter less or so). Force Powers may also help.

Example 7. A Sith Lord may whisper seductively in the young Padawans ear about the quick and easy path, and use the Force to make her more receptive while the teachings of her Jedi Master haunt her about withstanding the lure of the Dark Side.

When the bonded person is threatened, hurt or killed, then the value of their Guidance pool divided by Three, Two and not at all (respectively) will apply to the Dark Side of decisions to help, save or revenge them.

Example 8. Anakin could not help going crazy at the untimely death of his mum and Obi-Wan has a fit when Maul gives Qui-Gon a new hole.

Emptiness and Rage

If a roll finally ends up to be '1' or '13' (through whatever means) then the Character behaves with Emptiness or Rage respectively. For the next action the cost of any Force Powers of the same Side are halved. The Character will also automatically ignore any pain, and will always successfully resist any form of mental attack. The effect lasts until a new action is taken.