

Graedyn Chaimera Jedi Knight

Character: Graedyn Chaimera
Type: Jedi Knight
Master: Mace Windu
Race: Human
Force Sensitive: Yes
Force Skill:
Force Points: 3
Dark Side Points: 0
Planet of Origin: Coruscant
Sex: Male
Height: 5'11"
Weight: 160lb
Hair: Brown
Eyes: Brown
Age: 25
Lightsaber: Blue/Purple



Bio

I was born in the towering buildings of Coruscant. My mother had been a member of the Republic Navy and my father an unnamed Jedi Knight that she had fallen in love with. As a child it frustrated me that I did not know who my father was, and that he was not a part of my life. Now that I am a Jedi I understand that he could never marry my mother or be my father. That is a commitment that a Jedi cannot make. For us there is the truth, justice and the Force. We cannot commit to one family or one person when it is our duty to protect everyone equally. No one is better than another to us. All must be protected and served while we keep the peace. The life of any one person is as important as the life of a diplomat be they beggar or thief. At least that is what I have learned in my training.

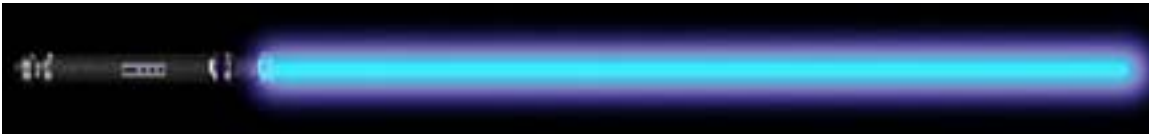


I was taken to the great Temple when I was 3 years old. My mother let me go with her blessing knowing that it was my destiny to follow the Jedi way. I was able to see her from time to time over the years, until she was killed when her ship was captured and destroyed by pirates. I was 12 when she died. I learned my lessons quickly, earning my place as a Padawan to the great Master Jedi Mace Windu. Master Windu was very strict and

gave me little leeway to get into trouble. I made friends with Obi Won Kenobi and a few other Padawans and apprentices who I grew up with. We all planned to someday travel across the galaxy together fighting evil and chaos.

Master Windu and I did not travel away from Coruscant often. I grew up primarily on the great city planet, so I do have a bit of apprehension when I am out in wide open spaces. Not in space mind you, just out in natural surroundings. I've done my best to control that flaw in my character, but I still can become a little nervous. The worst thing I ever had to learn was how to swim. I took to lightsaber combat easily and quickly. I understood that learning the way of the Jedi was to understand the relationship between body, mind and the Force. The lightsaber allows us to use all of those things to both focus and to free our mind and our instincts. My own saber is a blend of blue and purple. The gem I found a mixture of the two colors that I used to create my blade.

I was made a full Jedi not very long ago. I think I can still smell the scent of burnt hair from the cutting away of my Padawan braid. I see my Master often at the temple, but we do not have the close friendly relationship that some of my friends had with their Masters. Mace Windu is not a friendly sort, and I feel no parental duties to him. He is my Master and Teacher, but that is all. I am very much looking forward to my first assignment as a Jedi Knight.



Force Powers - Control

Accelerate Healing

Control Difficulty: Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

Time To Use: One minute

Effect: If a Jedi uses this power successfully, he may make two natural healing rolls for the current day regardless of his injury. He gets a +2 modifier to his roll for both rolls.

Concentration

Control Difficulty: Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear or other negative emotions; Very Difficult if the Jedi is acting on those negative emotions.

Effect: When using this power, Jedi clear all negative thoughts from their minds, feeling the Force flowing through the universe and their own being. The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add +4D to any one action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for one action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries. This power may be used in conjunction with Force Points and Character Points. This power is only in effect for one round and may not be kept "up".



Force Jump

Control Difficulty: Easy

Effect: This power is used to perform the great leaps and acts of agility that Jedi are renowned for, allowing them to jump massive distances and heights. In use it adds the Jedi's *Control* directly to their Jump skill (or the *Strength* Attribute if defaulting), allowing them to make more difficult jumps more easily. Because of the level that this takes their skill to, it may now be possible for them to make jumps which appear to require levitation or similar powers (Game Masters should make rolls for nearly impossible jumps in the Heroic +10 or greater region, since Heroic is given in the book for the leap Luke Skywalker makes out of the Carbon Freezing Pit on Bespin, so the jumps that Obi-Wan Kenobi makes in Episode 1 should be slightly more difficult than this).

Force Powers – Sense

Blind Sense

Sense Difficulty: Moderate

This power can be kept up.

Effect: This power allows the Jedi to see normally when he has been blinded (Perception at normal). This power cannot be used to see in the dark. Young Jedi sometimes learn this power accidentally when lightsaber training and have been blindfolded.

Life Detection

Sense Difficulty: Very Easy if the subject has Force skills or is Force-sensitive; Moderate if not. Modified by relationship.

This power may be kept "up".

Effect: This power allows Jedi to detect live sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of all sentients within 10 meters - if the power is kept up, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa.

When a Jedi approaches or is approached by sentient creatures, make a *sense* roll for the Jedi and each creature makes an opposed *control* or *Perception* roll to avoid detection. Both rolls are "free" actions and don't count as a power use. If the Jedi ties or rolls higher, he senses the creatures in question.

If the Jedi beats the target's roll by 10 or more points, the Jedi is aware if this person has Force skills (yes or no), is Force-sensitive (yes or no) or if they met the person before (yes or no), and if yes, what their identity is.

Life Sense

Sense Difficulty: Very Easy. Modified by proximity and relationship.

Required Ability: [Life Detection](#)

This power may be kept "up" to track a target.

Effect: The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is. A target may use the *control* skill to hide his identity from the Jedi using *life sense*. The character's *control* skill is added to the senser's difficulty.

Receptive Telepathy

Sense Difficulty: Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

Required Power: *Life Sense*

This power may be kept "up" if the target is willing and the proximity modifier doesn't increase.

Effect: If the Jedi makes the power roll, he can read the surface thoughts and emotions of his target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information. When the Jedi uses the power on another player character, the gamemaster asks the player if he

minds the power being used on his character; if the target is a gamemaster character, the gamemaster must determine for himself if the target is friendly or resistant. If the skill roll is double the difficulty, the Jedi can sift through any memories up to 24 hours old. A Jedi cannot sift through memories in the same round that contact is made - this process takes a full round. A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties. This power may be used on creatures and other sentient species, although it cannot be used on Droids.

Sense Force Potential

Sense Difficulty: Moderate for friendly, non-resisting targets. Moderate plus target's *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: *Life detection, life sense, receptive telepathy, sense Force.*

Time to Use: six rounds.

Effect: This power allows a Jedi to probe the mind of a target, and determine whether that person has the potential to be strong in the Force. The deep subconscious of a Force-sensitive person is shielded by a protective barrier which prevents another Force wielder from penetrating his or her inner mind. This shield pushes violently back at an intruder, sending him or her stumbling back. This "shield" is an involuntary defense mechanism maintained by every Force-sensitive person. It is one reliable way to determine which people might have the potential to become Jedi. The magnitude of the backlash generated by the shield depends on the character's strength in the Force. A person who is merely Force-sensitive will shove the intruder back several feet. Someone with actual Force skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually hurl an intruder across the room.

Force Power – Alter

Telekinesis

Alter Difficulty: Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for objects weighing 10,001 kilograms to 100 metric tons. Object may be moved at 10 meters per round; add +5 per additional 10 meters per round. The target must be in sight of the Jedi. Increase difficulty if object isn't moving in simple, straight-line movement:

+1 to +5 for gentle turns.

+6 to +10 for easy maneuvers.

+11 to +25 or more for complex maneuvers, such as using a levitated lightsaber to attack. Modified my proximity.

This power may be kept "up."

Effect: This power allows the Jedi to levitate and move objects with the power of her mind alone. If used successfully, the object moves as the Jedi desires. A Jedi can levitate several objects simultaneously, but each additional object requires a new telekinesis roll. This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies.

When used to levitate someone against their will, the target may resist by adding her *Perception* or *control* roll to the difficulty number. Levitated objects can be used to attack other characters, but this automatically gives the Jedi a Dark Side Point. Such objects do 1D damage if under a kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D Speeder-scale damage if 101 kilos to one metric ton, 3D Starfighter-scale damage if one to ten tons and 5D Starfighter-scale damage if 11 to 100 metric tons. Such attacks would require an additional *control* roll by the Jedi, which would be the to hit roll against the target's dodge. If the character doesn't dodge the attack, the difficulty is Easy.

Control & Sense Powers

Lightsaber Combat (2)

Control Difficulty: Moderate

Sense Difficulty: Easy

This power may be kept "up."

Effect: Jedi use this power to wield this elegant but difficult to control weapon 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 lightsaber skill roll when attacking and parrying. The Jedi may add or subtract part or all of her *control* dice to the lightsaber damage; players must decide how many *control* dice they are adding or subtracting when the power is activated. A Jedi who fails when trying to activate *lightsaber combat* may only use the lightsaber skill for the duration of the combat. Finally, the Jedi may also use *lightsaber combat* to parry blaster bolts as a "reaction skill." The Jedi may also attempt to control where deflected blaster bolts go; this is a "reaction skill" and counts as an additional action. (The Jedi cannot full parry when trying to control deflected bolts. If the Jedi tries to control the blaster bolt, she makes a *control* roll; the difficulty is the range of the target (use the original weapon's ranges) or the targets dodge roll. The blaster bolts damage stays the same.

Mediation

Control Difficulty: Moderate

Sense Difficulty: Moderate; modified by relationship

This power can be kept up.

Time to use: one minute

Required Powers: *Truth Sense, Receptive Telepathy*

Effect: This power allows the Jedi to mediate between two parties for the purposes of coming to an agreement. The Jedi attempts to read the intentions of the persons being mediated, and then tries to make a judgment call. If there are more than two participants, add one difficulty level per person over two.