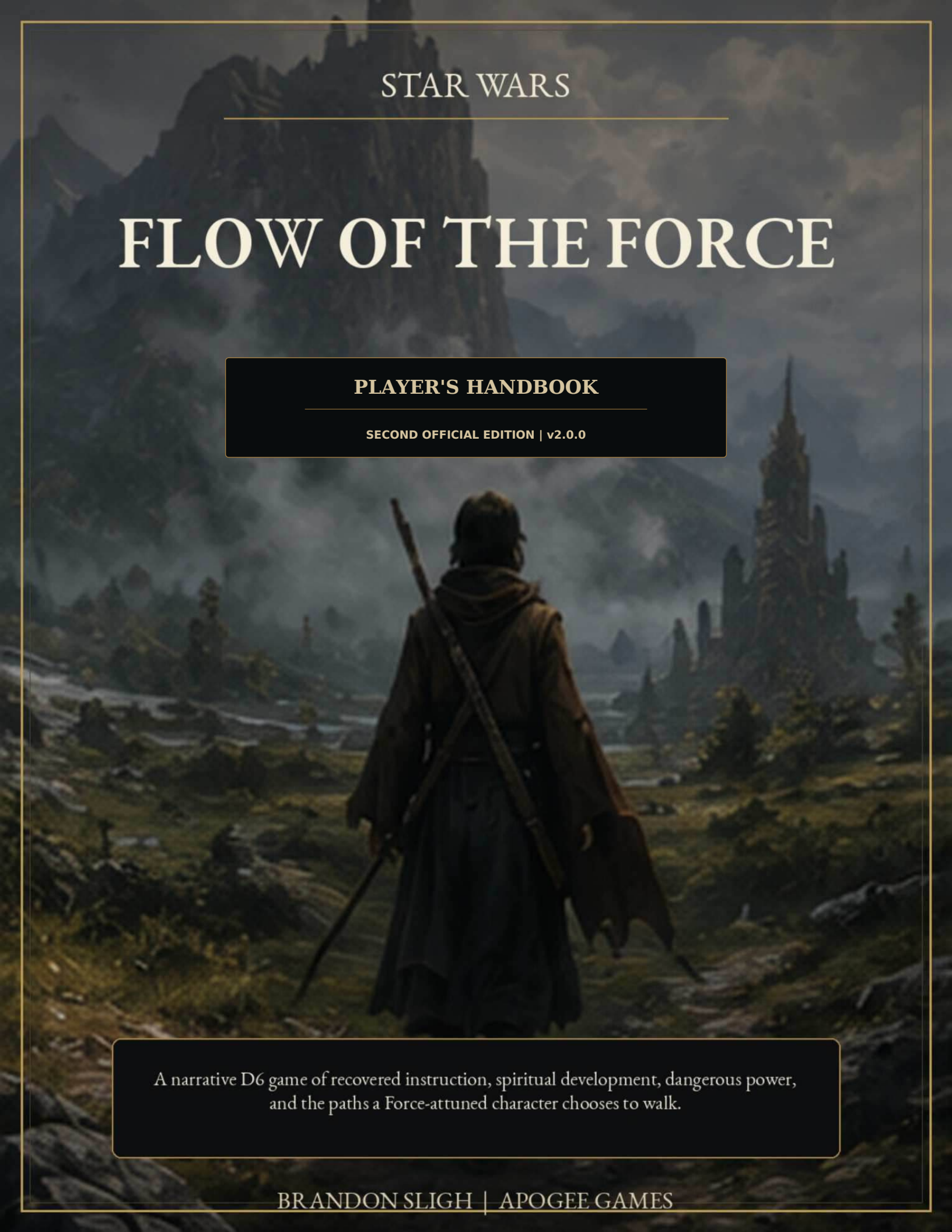




STAR WARS

FLOW OF THE FORCE

PLAYER'S HANDBOOK

SECOND OFFICIAL EDITION | v2.0.0

A narrative D6 game of recovered instruction, spiritual development, dangerous power,
and the paths a Force-attuned character chooses to walk.

BRANDON SLIGH | APOGEE GAMES

STAR WARS

FLOW OF THE FORCE

PLAYER'S HANDBOOK

SECOND OFFICIAL EDITION

VERSION 2.0.0

The Force is not still. It moves through choice, consequence, instruction, and the person who decides what power means.

CREATED BY BRANDON SLIGH

APOGEE GAMES



How to Use This Handbook

This volume contains the complete player-facing rules for Star Wars: Flow of the Force. Read the opening principles, build a character, then use the tab rail to reach the procedure you need at the table. The Core Rulebook remains the authority for GM preparation, hidden information, adversaries, and unusual adjudication.

THE PLAYER OWNS: intent, Approach, emotional or disciplined Center, the meaning of Bonds and Convictions, advancement choices, and the final interpretation of personal Revelation.

THE TABLE ROUTINE

1. Intent	State exactly what the character is trying to accomplish.
2. Stakes	Confirm the consequence, opposition, or uncertainty that makes a roll necessary.
3. Method	Choose the Approach; for a Force action, name the Technique, Center, and Commitment.
4. Resolve	Roll. Resolve Success against Failure first, then apply Advantage and Strain.
5. Continue	Update position, resources, Conditions, Signature, relationships, and the immediate fiction.

CHARACTER CREATION AT A GLANCE

Concept	Name, pronouns or species, identity, life stage, and the person beneath the legend.
Origin	Choose how instruction first reached the character.
Approaches	Assign 0, 1, 1, 2 among Might, Finesse, Logic, and Presence.
Attunement	Begin at 1 unless the table establishes another campaign premise.
Character Core	Write a Trait, Vulnerability, Bond, and Conviction.
Instruction	Choose the starting Technique or lesson permitted by the campaign.
Path	Begin in Turbulence unless the campaign explicitly begins with prior development.
Equipment	Record personal, practical, legacy, and lightsaber access as established.

PLAYER RESPONSIBILITIES

Track your own dice pools, Guard, Wounds, Strain, Signature, Marks, XP, Practice, Trials, Revelations, and Technique states. Protect the table's boundaries and other players' spotlight. Ask what the character can perceive; do not assume access to unrevealed truths, artifact motives, enemy ratings, or hidden clocks.

FIRST READ: pages 5-19. AT THE TABLE: pages 69-71. CHARACTER RECORDS: pages 72-75.

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PLAYER ROUTE

New players should read Getting Started through Force Actions, then create the character with the group. Paths and Advancement explain who that character may become. Techniques, Combat, and Artifacts are references during play. The final section is designed to remain open at the table.

RULE AUTHORITY: This handbook and the Core Rulebook share the v2.0.0 mechanical baseline. If a rare situation is not covered here, the GM uses the Core Rulebook without changing the player's established capabilities retroactively.

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THE FORCE CALLS

You begin as a Force-attuned individual whose identity has not yet solidified. You may be a temple-raised initiate, an apprentice separated from a mentor, a survivor taught by fragments, an adult whose sensitivity was hidden, or someone whose first uncontrolled manifestation has just changed everything.

This game is not primarily about selecting Jedi or Sith from a menu. It is about becoming someone through repeated decisions. Every use of power tests method, intention, restraint, ambition, responsibility, and the stories a character tells about their own choices.

What kind of person will you become when the Force gives you the power to impose your will upon the world?

THE CORE EXPERIENCE

Flow of the Force is a narrative D6 tabletop roleplaying game about exploration, recovered tradition, spiritual development, and dangerous power. Characters discover lost instruction, rebuild saber forms and meditation practices, confront rivals and mentors, and decide whether their developing philosophy leads toward Harmony, Hegemony, Sovereignty, or continued Turbulence.

The Force is flexible and extraordinary, but it is never a cost-free universal solution. Greater effects create greater disturbance. Emotional pressure shapes outcomes. Characters may release control to prevent harm or seize the Force to guarantee success at a dangerous price.

THE FOUR PILLARS

EXPLORATION Ancient sites, ruined archives, kyber caverns, forgotten enclaves, and hostile nexuses are primary engines of play. Discovery changes what characters can do and what they believe.	INSTRUCTION Holocrons and relics usually teach methods rather than grant powers. Lessons become Emerging through Practice, Trained through Field Trials, and Mastered through advanced Instruction or Revelation.
CHOICE Alignment is not selected at creation. Path Pressure emerges from meaningful action, method, motivation, emotional Center, and accepted consequence.	CONSEQUENCE Success accomplishes the declared objective, but Advantage and Strain shape cost, position, collateral effects, Force Signature, and the world that remains afterward.

THE THREE PATHS

Path	Core Principle	Central Danger
Harmony	The self exists within the whole.	Denial, possessiveness, and passive detachment.
Hegemony	The whole must submit to the self.	Impulsiveness, obsession, and enslavement to appetite.
Sovereignty	Neither doctrine, emotion, nor power owns the self.	Rationalization, indecision, and self-deception.
Turbulence	Unresolved potential and contradiction.	Instability, inconsistency, and lack of mastery.

CORE DESIGN PRINCIPLES

- The Force is never free.
- Greater power requires greater vulnerability.
- The Dark Side offers immediate control and reliable temptation.
- The Light requires restraint, acceptance, compassion, and connection.
- Sovereignty requires deliberate balance and complete accountability.
- Alignment emerges from repeated choices rather than labels.
- Failure changes the story rather than stopping it.
- Techniques are learned through experience; mastery is earned through transformation.

THE NARRATIVE D6 ENGINE

When an action is uncertain and the stakes matter, build pools of six-sided dice. Success Dice represent capability and intent. Failure Dice represent resistance, danger, and complication. Force actions may also include visually separate Force Dice.

Dice	Results 4-6	Results 1-3
Success Dice	Success	Advantage
Force Dice	Success	Advantage
Failure Dice	Failure	Strain

If Successes exceed Failures, the immediate objective succeeds. If Failures equal or exceed Successes, it fails. Advantage and Strain apply independently, allowing success with consequences or failure with meaningful benefit.

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WHEN NOT TO ROLL

If the action is guaranteed, impossible, or carries no meaningful consequence, do not roll. Resolve the fiction directly.

APPROACHES

Approach	How the Character Acts
Might	Directly, forcefully, physically, or through endurance.
Finesse	Precisely, subtly, rapidly, or with controlled movement.
Logic	Analytically, technically, methodically, or through pattern recognition.
Presence	Empathically, authoritatively, intuitively, or through social influence.

Approaches describe how an action is performed, not what action is attempted. Telekinesis might use Might to tear open a door, Finesse to manipulate a lock, Logic to identify the correct mechanism, or Presence to act through intuitive connection with the environment.

CHARACTER CREATION

Character creation should take approximately ten to fifteen minutes. The six steps below establish a playable Force-attuned individual without predetermining age-based power, final doctrine, or ultimate potential.

STEP 1

CONCEPT AND IDENTITY

Write one sentence describing the character at the beginning of the story, then record name, pronouns, species, age, life stage, physical description, and any ordinary history that matters.

- A temple youngling who escaped before completing formal training.
- A mechanic who has secretly moved objects since childhood.
- A former acolyte hiding from the master who trained them.
- An adolescent scavenger guided by a damaged Jedi holocron.
- An adult soldier whose sensitivity emerged during a catastrophe.

Life Stage	General Position
Young Initiate	A child with emerging sensitivity or limited instruction.
Adolescent Learner	A Padawan-age individual developing identity and control.
Young Adept	An older adolescent or young adult with some independent experience.
Late-Awakened	An adult whose sensitivity was hidden, suppressed, or newly discovered.

Life stage is narrative. It does not alter Approaches, Attunement, advancement speed, or maximum potential. Species provides one Passive Feature and one Edge Ability, but never determines Path or raises starting Attunement.

SPECIES DESIGN RULE

Species establishes physiology, culture, and identity. It should never determine effectiveness more strongly than Approaches, Techniques, and choices.

STEP 2

INSTRUCTIONAL ORIGIN

Choose how the character learned what little they currently know. Origin creates narrative permission, relationships, and story hooks rather than unequal starting power.

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Origin	Description
Formal Remnant	Received structured Jedi, Sith, or institutional training before becoming separated from it.
Field Apprentice	Learned directly from a mentor while traveling, hiding, or surviving.
Artifact-Taught	Received fragmented instruction from a holocron, relic, archive, or recording.
Hidden Tradition	Learned from a family, community, sect, or Force tradition outside the Jedi and Sith.
Self-Taught	Developed abilities through instinct, experimentation, and dangerous trial and error.
Unawakened	Has only recently recognized a connection to the Force.



Instruction creates possibility; it does not replace practice or trial.

STEP 3

APPROACHES AND ATTUNEMENT

Assign one Approach a rating of 3, one a rating of 2, and the remaining two a rating of 1. Every standard character begins with Attunement 1.

Approach	Common Applications
Might	Power, endurance, direct movement, holding, breaking, and overwhelming.
Finesse	Precision, speed, stealth, balance, delicate manipulation, and timing.
Logic	Analysis, technical skill, investigation, planning, and interpretation.
Presence	Empathy, authority, deception, influence, intuition, and emotional perception.

Attunement measures the character’s conscious ability to draw upon the Force. It is not moral worth, age, formal status, species, or theoretical potential.

STEP 4

STARTING FORCE INSTRUCTION

Choose one Trained Technique and one Emerging Technique. A Trained Technique uses its normal rules. An Emerging Technique represents partial instruction or unstable instinct and adds +1 Failure Die when used.

Discipline	Focus
Sense	Awareness, empathy, danger perception, visions, and Force echoes.
Control	Physical enhancement, meditation, endurance, healing, and self-regulation.
Alter	Telekinesis, influence, restraint, barriers, and projection.
Blade	Lightsaber fundamentals, forms, deflection, dueling, and Force-assisted combat.

All Force-attuned characters may attempt rudimentary manifestations. Techniques represent reliable methods, not absolute permission to imagine or attempt an action.

STEP 5

CHARACTER CORE

Define the four elements that give the GM material for pressure, Trials, Path Reflection, and future Revelation.

TRAIT

A defining competence, background, or strength. Once per session, gain +1 Success Die when it clearly applies.

Examples: Calm Under Pressure; Mechanically Gifted; Former Temple Student; Natural Empath.

VULNERABILITY

An emotion, insecurity, need, or unresolved problem that can destabilize the character. It is not automatically Dark.

Examples: Fear of abandonment; Need for control; Unresolved guilt; Inability to accept loss.

BOND

One person, place, community, cause, or living connection that matters deeply.

Examples: A missing mentor; A sibling; A surviving enclave; A droid companion; A promise to the dead.

CONVICTION

One sentence describing something the character currently believes. It may change only through Revelation.

Examples: No one should be abandoned. Power is only dangerous in the wrong hands. The Force has a will, but I am not required to obey it.

STEP 6

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
7	COMBAT
8	ART
9	REF

STARTING FLOW

Every standard character begins at Turbulence 1. The character may describe ideological leanings, prior affiliation, or intended direction, but Harmony, Hegemony, and Sovereignty emerge only through repeated choices during play.



CHARACTER CREATION • SECOND PART

STARTING EQUIPMENT

Equipment completes the starting package, but it is kept separate from the character-building steps so identity and philosophy remain the focus.

Each character begins with one Personal Item, one Practical Item, one Legacy Item, ordinary clothing, a basic communicator, and reasonable personal possessions.

Category	Examples
Personal Item	Blaster, vibroblade, staff, medical kit, or specialized tool.
Practical Item	Scanner, climbing equipment, slicing kit, or survival pack.
Legacy Item	Damaged holocron, mentor journal, broken saber hilt, family relic, or strange crystal.

LIGHTSABER ACCESS

Campaign Setting	Starting Saber Status
Hidden Spark	No starting lightsabers; discovery or construction is an early objective.
Broken Legacy	Damaged hilts, training weapons, incomplete components, or limited access.
Fallen Apprentices	Characters may begin with functional lightsabers.
Established Order	Functional sabers and formal training are normal.

DEFAULT SETTING

Broken Legacy is the default. It supports exploration, recovered instruction, saber construction, and Fallen Order-style progression without withholding the central fantasy for too long.

FINAL CHARACTER CHECK

STARTING CHARACTER PACKAGE

Concept and identity; species and life stage; Instructional Origin; Approaches at 3, 2, 1, 1; Attunement 1; one Trained Technique; one Emerging Technique; Trait; Vulnerability; Bond; Conviction; Turbulence 1; one Personal Item; one Practical Item; one Legacy Item; and campaign-defined lightsaber access.

1	START
2	CHAR
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FORCE ACTIONS

Every risky action begins with the fiction. State the intent, describe the method, select an Approach, assemble dice, and interpret the outcome. Success and failure determine the immediate objective. Advantage and Strain determine what else becomes true.

THE THREE DICE POOLS

Dice	Source	Results
Success Dice	Approach, assistance, Traits, and ordinary bonuses.	4-6 Success; 1-3 Advantage.
Force Dice	Force Commitment, limited by Attunement.	4-6 Success; 1-3 Advantage.
Failure Dice	Difficulty, danger, resistance, instability, and opposition.	4-6 Failure; 1-3 Strain.

Success and Force Dice are kept visually separate. Force Dice do not count against the ordinary +2 bonus-dice cap because they are a core component of a Force action.

ATTUNEMENT

Rating	Capability
1: Attuned	Conscious but limited connection.
2: Adept	Reliable and increasingly powerful control.
3: Master	Exceptional connection and scene-defining potential.

Attunement normally cannot exceed 3. Peak Path abilities may change how the rating is used, but do not increase the rating itself.

FORCE COMMITMENT

When using the Force, choose how many Force Dice to commit, from 1 up to Attunement. Committed dice establish the normal scope and detectability of the action.

Commitment	Signature	Normal Scope
1 Die	Whisper	Personal or one nearby target.
2 Dice	Disturbance	Several targets, a large object, or room-scale effect.
3 Dice	Resonance	Vehicle, crowd, or scene-defining effect.

WHISPER

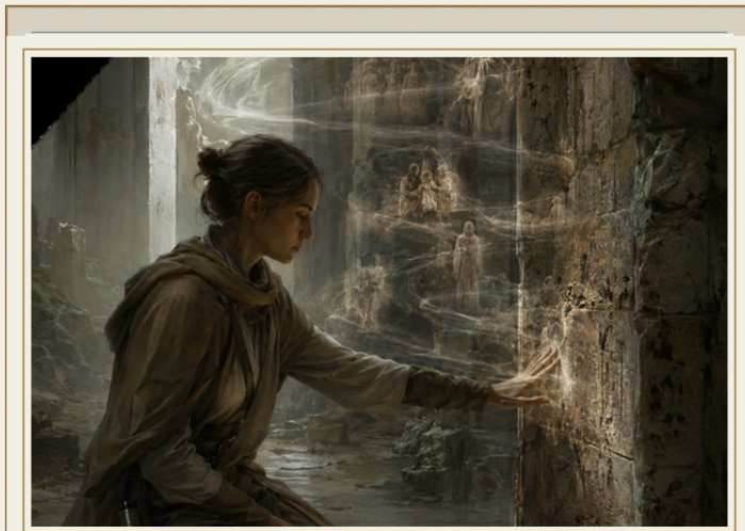
The Force moves subtly. Examples include sensing immediate danger, pulling a lightsaber into hand, moving a small object, enhancing a jump, reading a nearby emotional state, or influencing one distracted person. Only close or attentive Force-sensitive observers are likely to notice.

DISTURBANCE

The Force is deliberately and significantly manipulated. Examples include moving a heavy object, affecting several enemies, holding a collapsing doorway, projecting awareness across an area, maintaining a barrier, or influencing an alert target. Force-sensitive observers in the area can normally sense it.

RESONANCE

The action creates a strong ripple. Examples include moving a vehicle, affecting a crowd, restraining a large creature, producing a scene-wide telekinetic event, or acting through a major nexus. Powerful distant observers may sense that something significant occurred, but do not automatically know identity or coordinates.



Commitment determines scale, available power, and how strongly the action disturbs the Force.

EXCEEDING NORMAL SCOPE

A character may attempt an effect beyond the scope supported by Commitment. Add +1 Failure Die for each unsupported level. An action cannot normally exceed its Commitment by more than two levels without a specialized Technique, artifact, assistance, nexus, or Seizing the Force.

THE FORCE ACTION PROCEDURE

1. **Declare Intent.** State exactly what the character wants to accomplish.
2. **Identify the Technique.** Determine whether the action is Trained, Emerging, or Untrained.
3. **Choose an Approach.** Describe how the character uses the Force.

- 1 START
- 2 CHAR
- 3 FORCE
- 4 PATHS
- 5 ADV
- 6 TECH
- 7 COMBAT
- 8 ART
- 9 REF
4. **State the Center.** Name the emotion, discipline, or motivation guiding the action.
5. **Choose Commitment.** Commit 1 to 3 Force Dice, limited by Attunement and sustained effects.
6. **Build Pools.** Roll Approach Dice, Force Dice, valid bonuses, and assigned Failure Dice.
7. **Roll.** Keep the three dice groups distinguishable.
8. **Resolve.** Compare Successes and Failures; apply Advantage and Strain; then Accept, Release, or Seize.

CHOOSING AN APPROACH

Approach	Force Application
Might	Overpowering, enduring, physically commanding, or direct.
Finesse	Precise, subtle, balanced, controlled, or rapid.
Logic	Analytical, methodical, diagnostic, or pattern-focused.
Presence	Empathic, authoritative, intuitive, or emotionally influential.

DECLARING THE CENTER

Before rolling, briefly identify what guides the action: calm, compassion, fear, anger, duty, attachment, ambition, grief, protective instinct, desire for control, or another relevant state.

The declaration does not automatically determine Path. It gives context for interpreting Strain, Vulnerability, temptation, Contradiction, and possible Revelation. The central question is whether the character understands, governs, suppresses, weaponizes, or surrenders to the emotion.

FORCE DIFFICULTY

Failure Dice	Situation
1	Controlled use with low opposition.
2	Standard use under meaningful pressure.
3	Dangerous use, strong opposition, or difficult conditions.
4	Extreme use with major risk or resistance.
5	Nearly impossible under current circumstances.
6	Legendary or catastrophic attempt.

Most Force actions begin at 1 to 3 Failure Dice. Difficulty 4 or higher represents genuinely extraordinary circumstances rather than routine advancement scaling.

COMMON DIFFICULTY MODIFIERS

- The Technique is Emerging.
- The action exceeds normal scale or range.
- The effect requires exceptional precision or duration.
- The target actively resists.
- Several complex effects are attempted simultaneously.
- The environment interferes with the Force.
- The character's Vulnerability compromises control.

Reduce difficulty by one for meaningful preparation, active mentor guidance, precise artifact instruction, appropriate meditation, a supportive nexus, or a willing cooperative target. Difficulty cannot fall below 1 when meaningful risk remains.

TECHNIQUE STATUS

Status	Rules
Trained	No additional difficulty; normal Commitment and listed functions.
Emerging	+1 Failure Die; Strain may reflect incomplete control.
Untrained	+2 Failure Dice; maximum normal Commitment 1; effect must be simple and direct.

Untrained use permits instinctive pushes, danger awareness, or enhanced movement. It does not permit spontaneous advanced healing, complex illusion, complete mental domination, or an unfamiliar saber form.

OUTCOME STRENGTH

Net Successes	Effect
1	The declared basic effect occurs.
2	The effect is strong, clean, or especially reliable.
3+	The effect is decisive or exceptional within the declared scope.

Additional Successes do not increase scope beyond what was declared before the roll.

FORCE ADVANTAGE

- Reduce Force Signature by one level.
- Improve precision or extend duration.
- Prevent collateral harm.

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- Gain sensory information or insight about a target.
- Improve position or grant an ally +1 Success Die.
- Reduce difficulty on the next related action.
- Maintain concealment or preserve a sustained effect.
- Discover a clue despite failing the immediate action.

Advantage never completely erases the central failure. It changes what is learned, protected, or made possible despite that failure.

FORCE STRAIN

- Personal Physical or Mental Strain.
- Emotional destabilization or Vulnerability pressure.
- Collateral movement or damage.
- Reduced duration or lost position.
- Increased Force Signature or unwanted attention.
- A target becoming aware of intrusion.
- Artifact reaction, distorted vision, or unstable sustained effect.

The GM may apply each Strain individually, combine several into a larger complication, or accept an appropriate player suggestion. Strain does not normally negate a successful action.

PUSH

Before rolling, a player may Push to gain +2 Success Dice. After the roll, the character takes 1 automatic Strain, the GM introduces a complication, and a Force action's Signature increases by one level. Push must be declared before rolling and respects the ordinary +2 bonus-dice cap.

ACCEPT, RELEASE, OR SEIZE

ACCEPT THE FLOW

Resolve the dice as rolled. The character neither sacrifices the result nor forces it beyond what control produced.

RELEASE CONTROL

Surrender one net Success, or voluntarily accept failure. In exchange, cancel up to 2 generated Strain, prevent collateral harm, protect another character, reduce Signature by one level, or end the effect safely.

Release does not automatically advance Harmony. Motivation and circumstance determine whether it represents wisdom, compassion, fear, avoidance, or tactical judgment.

SEIZE THE FORCE

After seeing the dice, refuse the result and impose will upon the Force. If the action failed, it becomes a success with exactly 1 net Success. If it already succeeded, increase the outcome by 1 net Success.

THE COST OF SEIZING

Take 1 automatic Strain; Force Signature becomes Resonance; the GM introduces a major Force complication; record one Hegemony Pressure; and apply all previously generated Strain. The player describes the rage, terror, possessiveness, hatred, desperation, obsession, or need for control used to seize power.

Seizing works. That is why it is dangerous.

SUSTAINED FORCE EFFECTS

Force Dice used to sustain an effect remain committed and unavailable for other Force actions. A character may sustain several effects only when total committed dice do not exceed Attunement.

A serious interruption, injury, or direct attack may require a control roll using the original Approach against 2 Failure Dice. On failure, the effect ends. Advantage may allow a safe ending; Strain may cause backlash or collateral harm.

RESISTED FORCE ACTIONS

Resistance	Target
1 Die	Distracted, surprised, poorly positioned, or weak-willed.
2 Dice	Alert, disciplined, or physically secure.
3 Dice	Highly trained, strongly motivated, or exceptionally resistant.
4 Dice	Extraordinary resistance or major narrative importance.

A Force-sensitive defender may commit up to Attunement in Force Dice. Those dice become additional Failure Dice against the acting character and create the defender's own corresponding Signature.

PLAYER AGENCY

A Force effect cannot dictate another player character's thoughts, feelings, Convictions, or actions without that player's consent. The defending player retains final authority over internal response.

COOPERATIVE FORCE USE

One character leads. Each relevant assisting character may contribute +1 Success Die, with ordinary assistance capped at +2. A Force assistant needs a compatible Technique, the ability to participate, and at least a Whisper Signature. Participants share group Strain, collateral effects, detection, and consequences.

FORCE SIGNATURE

Signature	Detectability
Whisper	Close, attentive, or directly connected Force-sensitive observers.
Disturbance	Force-sensitive observers within the immediate area or nearby environment.
Resonance	Powerful observers, artifacts, nexuses, or distant sensitives may notice.

Detection provides an impression, not perfect information. An observer may sense fear, violence, a familiar presence, general strength, or a location associated with the event. Identity and exact coordinates are not automatic.

HARD LIMITS

- The Force cannot normally create matter from nothing or resurrect the dead.
- Prophecy is never perfectly reliable.
- Force sensing cannot reveal every answer to a mystery.
- Mind reading is not a complete transcript.
- A player character cannot be controlled without consent.
- Basic influence cannot erase identity, force self-harm, or create permanent loyalty.
- Attunement does not replace specialized Instruction.
- Planetary-scale results require extraordinary narrative conditions.



TURBULENCE AND THE THREE PATHS

The Path system tracks repeated choices rather than isolated emotion. A single angry act does not define a character forever. A repeated pattern, honestly reflected upon and tested under pressure, becomes philosophy.

THE THREE PATHS

HARMONY Disciplined integration of emotion, compassion, connection, and acceptance. The character recognizes emotion without allowing fear, grief, anger, or attachment to become domination.	HEGEMONY Disciplined use of emotion, ambition, control, and power. The character cultivates passion, suppresses wasteful impulse, and uses strength to impose a durable will.
SOVEREIGNTY Disciplined balance through personal agency, accountability, and self-authored philosophy. The character refuses subordination to doctrine, appetite, fear of emotion, or the apparent will of the Force.	TURBULENCE Unresolved contradiction. The character moves between methods without coherent control, confuses independence with wisdom, or justifies whichever principle is convenient.

TURBULENCE LEVELS

Level	State	Effect
1	Unsettled	No general Force penalty.
2	Unstable	The first Force action in each scene gains +1 Failure Die.
3	Fractured	Every Force action gains +1 Failure Die; generated Force Strain also increases Signature by one level.

A character who has not entered a Path cannot reduce Turbulence below 1.

TURBULENT FLEXIBILITY

A Turbulent character may learn Rank I Techniques from any Path and earn Marks toward several Paths. Using a Path-tagged Technique while Turbulent adds +1 Failure Die, even when the Technique is Trained. Rank II, Rank III, and Peak Path Techniques remain unavailable.

GAINING AND REDUCING TURBULENCE

Increase Turbulence when the character repeatedly acts through contradictory Pressures without resolution, violates a major Conviction while refusing acknowledgment, rationalizes after the fact, suffers Fracture, or rejects both doctrine and responsibility.

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Reduce Turbulence through meaningful meditation, honest confrontation with a Vulnerability, a Personal Trial, reconciliation with consequences, or Revelation. A Major Revelation may reduce Turbulence by two. Entering a Path reduces it to zero.

PATH PRESSURE

Path Pressure is temporary evidence created during a session. It does not immediately advance or condemn the character. Track Harmony, Hegemony, and Sovereignty Pressure; clear all Pressure after end-of-session Reflection.

HARMONY PRESSURE

- Accept loss rather than controlling the uncontrollable.
- Protect another person's autonomy.
- Act compassionately at personal cost.
- Acknowledge fear or anger without surrendering to it.
- Release control to prevent harm.
- Forgive without denying wrongdoing.
- Use power to protect, heal, understand, or restore.
- Choose connection over domination.
- Accept responsibility without self-hatred.

HEGEMONY PRESSURE

- Seize the Force.
- Dominate another person's agency.
- Use fear, pain, anger, or hatred as deliberate fuel.
- Choose control over consent.
- Treat another being as a tool.
- Refuse to accept loss.
- Establish hierarchy through power.
- Manipulate others for strategic advantage.
- Sacrifice compassion for ambition.

SOVEREIGNTY PRESSURE

- Reject both impulse and inherited doctrine.
- Accept full responsibility for a personally chosen action.
- Create or articulate a self-authored principle.
- Study contradictory teachings without adopting either uncritically.
- Use emotion deliberately without suppression or surrender.

- Question the apparent will of the Force while accepting consequence.
- Choose involvement rather than false neutrality.
- Reinterpret tradition through lived experience.
- Admit uncertainty without abandoning responsibility.

NOT BALANCE BY ALTERNATION

Simply alternating between Light and Dark methods does not generate Sovereignty Pressure. Sovereignty requires conscious discernment and accountability.

END-OF-SESSION REFLECTION

1. What decision most clearly revealed who the character is becoming?
2. Which Path exerted the strongest Pressure?
3. Did the character resolve or avoid a contradiction?
4. Did a Conviction, Bond, or Vulnerability meaningfully change?

Gain one permanent Path Mark when at least two meaningful instances of that Pressure occurred, the actions formed a recognizable pattern, and the player can explain the connection. A character normally gains no more than one Path Mark per session. A Major Revelation may grant a second.

If two or more Paths generated substantial Pressure and the character did not resolve the contradiction, an uncommitted character gains +1 Turbulence; a Path character gains +1 Contradiction.

PATH ADVANCEMENT

Harmony	Hegemony	Sovereignty
Resonance	Ascendancy	Discernment
Communion	Dominion	Equilibrium
Concord	Supremacy	Integration
Harmony	Hegemony	Sovereignty





Harmony integrates emotion through connection, acceptance, and compassion.

HARMONY

RESONANCE - 2 MARKS

Requirement: A Threshold Trial involving restraint, compassion, or acceptance.

Gift - Graceful Release: When using Release Control, choose two different benefits instead of one. The character may learn Rank I Harmony Techniques.

COMMUNION - 5 MARKS

Requirement: At least one Harmony Instruction and a Revelation concerning connection, emotion, or compassion.

Gift - Living Connection: Once per scene, reroll one Force Die when using the Force to protect, heal, perceive, understand, or connect. The new result must be accepted. Rank II Harmony Techniques become available.

CONCORD - 8 MARKS

Requirement: A Trial requiring acceptance of something that cannot be controlled.

Gift - Sustained Accord: Protective, supportive, healing, or connective sustained effects require one fewer committed Force Die, minimum 1. Rank III Harmony Techniques become available.

HARMONY - 12 MARKS

Requirement: A Capstone Revelation and Integration Trial involving a powerful emotion experienced without denial or domination.

Gift - Perfect Accord: Once per session, after a Force roll centered in compassion, acceptance, or genuine connection, convert up to 2 Strain into Advantage and reduce Signature by one level. Peak Harmony Techniques become available.



hegemony disciplines passion so that power can impose durable order.

HEGEMONY

ASCENDANCY - 2 MARKS

Requirement: A Threshold Trial involving power, control, or ambition.

Gift - Forceful Seizure: Once per scene, Seizing converts a failed action to 2 net Successes instead of 1, or adds 2 net Successes to an already successful action. All Seize costs remain. Rank I Hegemony Techniques become available.

DOMINION - 5 MARKS

Requirement: At least one Hegemony Instruction and a Revelation concerning power, control, or emotional discipline.

Gift - Superior Will: Once per scene, ignore one Failure Die contributed by an actively resisting target. Rank II Hegemony Techniques become available.

SUPREMACY - 8 MARKS

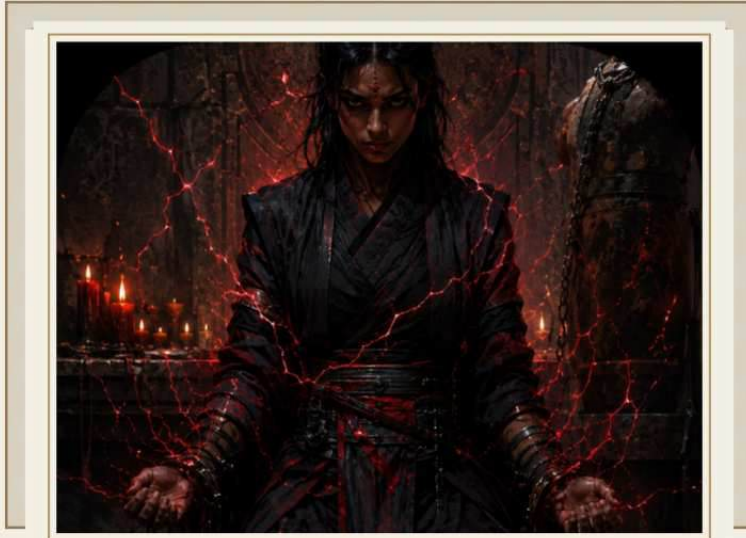
Requirement: A Trial requiring delayed gratification, restrained impulse, or preservation of power for a greater objective.

Gift - Sustained Dominion: Coercive, restraining, dominating, or fear-based sustained effects require one fewer committed Force Die, minimum 1. Rank III Hegemony Techniques become available.

HEGEMONY - 12 MARKS

Requirement: A Capstone Revelation and Integration Trial requiring refusal of immediate satisfaction in favor of enduring control.

Gift - Absolute Command: Once per session when Seizing, suppress the automatic Strain, the Signature increase, or reduce the major complication to a standard complication. Hegemony Pressure is never suppressed. Peak Hegemony Techniques become available.



Sovereignty is a demanding path of balance, self-authorship, and accountability.

SOVEREIGNTY

DISCERNMENT - 3 MARKS

Requirement: Instruction from at least two conflicting traditions and a Threshold Trial rejecting both impulse and automatic obedience.

Gift - Deliberate Center: Once per scene, after difficulty is established but before rolling, change the declared Approach, change the emotional Center, or ask which Path Pressure the action most risks generating. Rank I Sovereignty Techniques become available.

EQUILIBRIUM - 7 MARKS

Requirement: A Revelation concerning personal agency and a Trial involving incompatible duties, emotions, or teachings.

Gift - Balanced Motion: Once per scene, reroll one Force Die and accept the new result. Rank I Harmony and Hegemony Techniques may be learned without Turbulent or off-Path penalty.

INTEGRATION - 11 MARKS

Requirement: Create or reconstruct a personal meditation, saber practice, or Force exercise; complete a Trial requiring decisive action without false neutrality.

Gift - Self-Authored Discipline: Once per scene, when using a Mastered Technique from another Path, ignore the first Path Pressure it would normally generate if the use coherently aligns with the Conviction. Rank II Harmony and Hegemony Techniques, and Rank II-III Sovereignty Techniques, become available.

SOVEREIGNTY - 16 MARKS

Requirement: A Capstone Revelation and Integration Trial confronting self-deception, responsibility, and freedom.

Gift - Centered Will: Once per session after a Force roll, convert 1 Strain into Advantage, reduce Signature by one level, and generate no Path Pressure. Physical, narrative, and ethical consequences remain. The character may create one Self-Authored Technique and learn Peak Sovereignty Techniques.

PEAK ACCESS

Sovereignty never grants Peak Harmony or Peak Hegemony Techniques. Balance creates a distinct mastery rather than unrestricted access to every extreme.

CONTRADICTION AND DISSONANCE

Level	Effect
0	The Path is coherent.
1	Warning; no mechanical penalty.
2	The first use of a Path Gift each session causes 1 automatic Strain.
3	Fracture; the character becomes Turbulent and Path Gifts are suspended.

HARMONY CONTRADICTION

Gain Contradiction through emotional denial, possessive attachment, convenient domination, refusal to accept loss, abandonment of compassion to escape pain, or Seizing the Force. Seizing generates 1 Harmony Contradiction; at Peak Harmony it generates 2.

HEGEMONY CONTRADICTION

Gain Contradiction through uncontrolled rage, wasted power, emotional dependency, submission to another will, impulsive violence mistaken for mastery, or refusal of useful power through guilt or fear. Release Control creates Contradiction only when it represents abdication rather than deliberate strategy.

SOVEREIGNTY DISSONANCE

Gain Dissonance through rationalizing impulse as balance, using neutrality to avoid responsibility, copying doctrine while claiming independence, violating Conviction without acknowledgment, denying destructive consequences, or changing principles whenever inconvenient. Deliberate self-deception at Peak Sovereignty generates 2 Dissonance.

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
7	COMBAT
8	ART
9	REF

RECOVERY, FRACTURE, AND CHANGING PATHS

Reduce Contradiction through honest meditation, acknowledgment of failure, repair of harm, a relevant Trial, rewriting a Conviction through Revelation, or accepting a previously avoided consequence. A Major Revelation may clear all Contradiction.

At Contradiction 3, the character Fractures and becomes Turbulent without losing recorded Rank or learned Techniques. The prior Path returns when Contradiction falls below 3, a reconciliation scene is completed, and the player explains restored coherence.

Changing Paths requires at least 3 Marks in the destination, a Revelation acknowledging the limits or failure of the former Path, and a Threshold Trial. The former Rank remains recorded but inactive; the new Path begins at Rank I. Off-Path Techniques add +1 Failure Die unless another rule removes it.



ADVANCEMENT AND REVELATIONS

No single currency purchases every form of growth. Ordinary experience improves general capability. Instruction teaches a method. Practice develops reliability. Trials prove the lesson under pressure. Revelations change identity and philosophy. Path Marks represent repeated direction.

Progression	Function
Experience Points	Approaches, Traits, Open Talents, and completed Technique advancement.
Technique Development	Lesson, Emerging, Trained, and Mastered states.
Path Marks	Harmony, Hegemony, and Sovereignty progression.
Revelations	Changes to Convictions, identity, Attunement, and major advancement gates.

XP CANNOT PURCHASE

Path Marks, Revelations, Instruction, completed Trials, Path rank, automatic Attunement, or Techniques the character has never encountered.

EARNING EXPERIENCE

Award	Gain 1 XP When...
Base Participation	The player meaningfully participated in the session.
Consequential Risk	The character accepted meaningful consequence, took substantial risk, or made a lasting difficult choice.
Character Engagement	A Bond, Vulnerability, Trait, or Conviction materially shaped events.
Objective Progress	The group completed or substantially advanced a major objective.

A character earns no more than 4 XP per session. Typical advancement produces 2 to 4 XP. XP is awarded during Reflection and spent only between sessions or during downtime.

1	START
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SPENDING EXPERIENCE

APPROACH IMPROVEMENT

Increase	Cost
1 to 2	2 XP
2 to 3	3 XP
3 to 4	4 XP
4 to 5	5 XP

No Approach may exceed 5. Training and repeated use should support the increase, but no formal Trial is required.

TRAITS AND OPEN TALENTS

A new Trait costs 4 XP and must arise from history or play. A character may have no more than three Traits. Each remains usable once per session when relevant.

Open Talent Rank	Cost
Rank I	2 XP
Rank II	4 XP
Rank III	6 XP

Open Talents are general abilities available regardless of Path or Force discipline. Higher ranks require suitable lower-rank prerequisites.

TECHNIQUE AND ATTUNEMENT COSTS

Advancement	Cost
Emerging to Trained	2 XP after Practice and Field Trial.
Trained to Mastered	4 XP after Practice, advanced Instruction or Revelation, and Mastery Trial.
Attunement 1 to 2	6 XP after all developmental requirements.
Attunement 2 to 3	10 XP after all developmental requirements.

TECHNIQUE DEVELOPMENT STATES

LESSON Knowledge encountered but not yet usable. It may come from a mentor, holocron, relic, recording, Force echo, observation, reconstruction, or experimentation.	EMERGING The method is partially understood. Use adds +1 Failure Die and generated Strain may reflect incomplete control.
TRAINED The fundamental method is understood. The Emerging penalty is removed and standard functions become available.	MASTERED The Technique becomes an integrated discipline with its own specific Mastered Effect.

INSTRUCTION AND PRACTICE

With valid Instruction, moving from Lesson to Emerging requires one dedicated Practice and a brief reflection on how the method functions. No XP is required.

Fragmentary Instruction requires one additional Practice before the Technique can advance to Trained. Corrupted Instruction carries a specific complication or Pressure until corrected. Restricted Instruction requires its stated condition.

LEARNING THROUGH TRIAL AND ERROR

1. Attempt a relevant Untrained manifestation in at least three separate meaningful scenes.
2. Produce a successful result or meaningful Advantage in at least two scenes.
3. Experience at least one substantial Strain or complication from experimentation.
4. Complete a Reflection explaining what the character learned.

After these steps, the Technique becomes Emerging. Formal Instruction remains faster and safer, but is not the only route.

PRACTICE LIMITS

A character may normally record one Practice from meaningful use during a session and one additional Practice during dedicated downtime. A single Technique gains no more than one ordinary play Practice in the same session. Practice must be narrated; time passing alone is insufficient.

1	START
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Practice is deliberate repetition, not merely repeated dice rolling.

EMERGING TO TRAINED

Complete one additional Practice after the Technique became Emerging, one successful or consequential Field Trial, any Technique-specific prerequisite, and pay 2 XP.

FIELD TRIAL

The Technique must be used under genuine pressure, toward an important objective, with meaningful consequence. Success is not required when failure itself produces genuine understanding.

TRAINED TO MASTERED

Complete two additional Practice steps, obtain advanced Instruction or a relevant Revelation, complete a Mastery Trial, and pay 4 XP.

A Mastery Trial tests at least two of the following: scale, precision, sustained concentration, major opposition, emotional pressure, protection of others, severe consequences, creative reinterpretation, unfamiliar context, or Path consistency.

Without advanced Instruction, add one additional Practice, a Revelation directly related to the Technique, and a Mastery Trial involving personal innovation.

MEDITATION AND SABER DEVELOPMENT

Meditation methods and saber forms are Techniques. Centering breath, combat meditation, emotional observation, pain focus, memory walking, communion trance, Sovereign discernment, and Sith passion discipline may all progress from Lesson to Mastered.

A saber-form recording provides a Lesson, not proficiency. The character must practice stance, movement, timing, and philosophy before the form becomes usable.

TRIAL TYPES

Trial	Purpose
Field Trial	Tests whether an Emerging Technique functions under pressure.
Mastery Trial	Tests advanced control, reinterpretation, or exceptional execution.
Personal Trial	Tests a Bond, Vulnerability, or Conviction.
Threshold Trial	Tests readiness to enter or advance within a Path.
Integration Trial	Tests maturity required for Peak Path.
Attunement Trial	Tests deeper relationship with the Force rather than another application.

Every qualifying Trial includes a meaningful decision, real uncertainty, an unavoidable consequence, and direct connection to the advancement being tested. One scene may satisfy two Trials only when both are genuinely central.



Trials reveal whether instruction has become character.

REVELATIONS

A Revelation occurs when the character's understanding of self, Force, or philosophy changes through play. It is player-authored and fictionally earned. The GM confirms mechanical conditions but does not dictate belief.

1. State what the character previously believed.
2. Identify the experience that challenged that belief.
3. State what the character now understands.

4. Rewrite the Conviction to reflect the change.

A Revelation must be supported by play, substantially change a belief, affect future decisions, involve more than tactical information, and accept responsibility or consequence. A character receives no more than one Revelation per session; most sessions produce none.

STANDARD REVELATION BENEFITS

Every Revelation rewrites one Conviction and satisfies one relevant prerequisite. Choose one additional benefit:

- **Clarity:** Reduce Turbulence, Contradiction, or Dissonance by 1.
- **Reframing:** Rewrite the interpretation of a Bond or Vulnerability.
- **Integration:** Count the Revelation as advanced Instruction for one relevant Trained Technique.
- **Direction:** Gain the session's permitted Path Mark when supported by Pressure, even if the normal threshold was not fully reached.

MAJOR REVELATIONS

A Major Revelation represents an arc-level transformation. It requires a completed relevant Trial, a consequential decision, and permanent change in the relationship with a Bond, Vulnerability, Conviction, Path, or the Force. Rewrite one Conviction and one Bond or Vulnerability interpretation, then choose two different benefits:

- Reduce Turbulence by 2.
- Clear all Contradiction or Dissonance.
- Gain one additional Path Mark, subject to the two-Mark session maximum.
- Satisfy an Attunement Revelation requirement.
- Transform one Trait without XP cost.
- Count as advanced Instruction for one Technique.
- Begin changing Paths.
- Recover from Fracture when other narrative requirements are satisfied.

CAPSTONE REVELATIONS

A Capstone Revelation is a specialized Major Revelation required for Peak Path. Harmony confronts powerful emotion without denial or domination. Hegemony refuses immediate satisfaction for enduring control. Sovereignty confronts self-deception and accepts complete responsibility for a chosen course.

CONVICTIONS, BONDS, AND VULNERABILITIES

Convictions are short, actionable, philosophically meaningful, testable, and open to reinterpretation. Acting against a Conviction is allowed. Acknowledged conflict may create Turbulence, Contradiction, Personal Trial, or Revelation. Repeated violation without acknowledgment increases instability.

Bonds may deepen, strain, sever, transform, become reciprocal, become unhealthy, or become grief. Loss does not automatically remove the Bond; it may remain as memory, obligation, wound, or unfinished promise.

Vulnerabilities are not flaws purchased away. A master still experiences fear, grief, attachment, anger, or ambition. Advancement changes the response rather than eliminating emotional life.

ATTUNEMENT ADVANCEMENT

ATTUNEMENT 2: ADEPT

- At least three Trained Force Techniques.
- Techniques from at least two disciplines.
- At least one Mastered Technique.
- One completed Attunement Trial.
- One Major Revelation concerning the relationship with the Force.
- Turbulence no higher than 2.
- Payment of 6 XP.

ATTUNEMENT 3: MASTER

- Active Rank III in Harmony, Hegemony, or Sovereignty.
- At least five Trained Force Techniques.
- Techniques from at least three disciplines.
- At least three Mastered Techniques.
- One Master-level Attunement Trial.
- One Major Revelation concerning power, responsibility, or identity.
- No current Fracture.
- Payment of 10 XP.

DOWNTIME ADVANCEMENT

Activity	Possible Result
Study	Gain a Lesson, clarify Fragmentary Instruction, identify a prerequisite, or correct Corruption.
Practice	Record one Practice for a Technique, meditation, or saber form.
Reflect	Prepare Revelation, reduce justified instability, or frame a Personal Trial.
Train	Improve an Approach, develop a Trait, or purchase an Open Talent.
Construct	Build, repair, or modify a lightsaber, artifact interface, training device, or equipment.

Each downtime period normally permits one primary advancement activity.

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
7	COMBAT
8	ART
9	REF

END-OF-SESSION SEQUENCE

1. Award XP.
2. Conduct Path Reflection.
3. Convert qualifying Pressure into Path Marks.
4. Record completed Practice or Trials.
5. Resolve any earned Revelation.
6. Update Convictions, Bonds, Vulnerabilities, Turbulence, and Contradiction.
7. Spend XP during downtime or save it.



1	START
2	CHAR
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FORCE TECHNIQUES AND SABER FORMS

Techniques describe disciplined methods of using the Force or a lightsaber. They establish what a character has been taught, which advanced applications are available, and how that instruction develops through Practice and Trials. They do not place absolute boundaries on imagination. A character may improvise within the fiction, but unfamiliar applications use the Emerging or Untrained rules.

CORE PRINCIPLE

Techniques provide disciplined methods; they do not turn the Force into a fixed spell list.

TECHNIQUE CLASSIFICATION

Classification	Function
Discipline	Sense, Control, Alter, or Blade.
Complexity Rank	I, II, III, or Peak; describes how advanced the method is.
Path	Open, Harmony, Hegemony, or Sovereignty.
Use Type	Action, Reaction, Sustained, or Meditation.
Development State	Lesson, Emerging, Trained, or Mastered; describes personal understanding.

TECHNIQUE ACCESS

Access	Requirement
Open Rank I	Attunement 1, valid Instruction or trial-and-error development, and listed prerequisites.
Open Rank II	Attunement 1, a relevant prerequisite at Trained, and valid Instruction or reconstruction.
Open Rank III	Attunement 2, a relevant prerequisite at Mastered, and advanced Instruction, Revelation, or reconstruction.
Path Technique	The corresponding active Path rank.
Peak Technique	Peak Path, Attunement 3, a related Rank III Technique at Mastered, and specialized Instruction or Capstone Revelation.

USING AND COMBINING TECHNIQUES

Each Force action normally uses one primary Technique. The character may also benefit from one active saber form, one sustained Technique, one applicable Trait, Path Gifts, and ordinary assistance.

Two active Techniques may be combined when both are Trained. Add +1 Failure Die. If either is Emerging, add +2 Failure Dice instead. Both Techniques must logically contribute to one declared outcome. A Self-Authored Technique may permanently integrate two Mastered Techniques without this penalty.

Technique bonuses count toward the standard +2 bonus Success Dice limit unless explicitly stated otherwise. When several abilities provide the same bonus, use the strongest applicable effect.

THE SENSE DISCIPLINE

Sense governs perception, intuition, emotional awareness, Force echoes, and possible futures.

1 START

2 CHAR

3 FORCE

4 PATHS

5 ADV

6 TECH

7 COMBAT

8 ART

9 REF

FORCE AWARENESS

OPEN RANK I | ACTION OR MEDITATION | SENSE

Detect nearby life, major emotional disturbances, active Force use, or an unusual presence. The Technique does not provide exact identification or perfect location.

Mastered: Ask one precise question about the strongest nearby presence or disturbance. Sense actions using only one Force Die may reduce Signature by one level.

EMPATHIC SENSE

OPEN RANK I | ACTION | SENSE

Perceive a target's dominant emotional state and immediate emotional direction. This reveals emotion, not private thoughts; fear beneath anger, concealed grief, hostile intent, conflicted loyalty, or artificial calm may be recognized.

Mastered: Distinguish a presented emotion from the emotion beneath it. Advantage may grant an ally +1 Success Die when interacting with the target.

DANGER SENSE

OPEN RANK I | REACTION | SENSE

Commit one Force Die when an ambush begins, a hidden hazard activates, a nearby attack is imminent, or the environment suddenly becomes dangerous. Remove one Failure Die from the character's first action responding to the danger.

Mastered: Extend the warning to one nearby ally or remove one additional Failure Die when protecting that ally.

FORCE ECHO

OPEN RANK I | MEDITATION | SENSE

Read emotional and experiential impressions attached to objects, locations, weapons, relics, and sites of violence or importance. Echoes are fragmentary and subjective rather than complete recordings.

Mastered: Identify one clear participant, sequence, or emotional turning point. Advantage may reveal something the original participants misunderstood.

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FORESIGHT

OPEN RANK II | PREREQUISITE: DANGER SENSE TRAINED

Before a major action or decision, ask: “What is the most likely immediate consequence if I proceed this way?” The GM answers honestly but describes possibility rather than certainty.

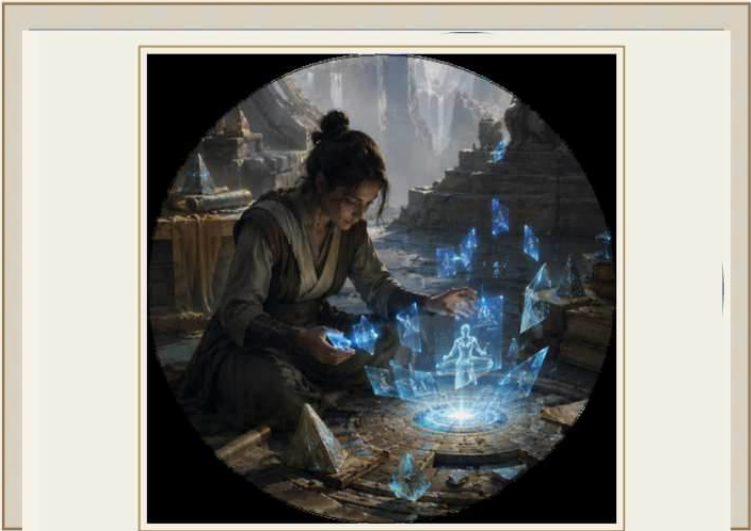
Mastered: Ask about two courses of action, or grant +1 Success Die to the first action taken in response to the vision.

FARSEEING

OPEN RANK II | MEDITATION OR SUSTAINED | PREREQUISITE: FORCE AWARENESS OR FORCE ECHO TRAINED

Perceive a distant person, place, or event connected to the character. Minimum Commitment is 2. Distance, unfamiliarity, concealment, and emotional distortion increase difficulty.

Mastered: Maintain a clearer link, distinguish present events from memory or possibility, or include one consenting companion within the vision.



Sense reveals impressions and possibilities; it does not remove uncertainty.

THE CONTROL DISCIPLINE

Control governs the body, concentration, emotional regulation, endurance, and the character's internal relationship with the Force.

CENTERING BREATH

OPEN RANK I | MEDITATION | CONTROL

Once per scene, before a Force action, pause to observe the character's emotional state without denial. Remove one Failure Die caused by Vulnerability, emotional instability, Turbulence, or environmental distraction.

Mastered: After the centered action, cancel one Strain caused specifically by emotional instability.

1 START

2 CHAR

3 FORCE

4 PATHS

5 ADV

6 TECH

7 COMBAT

8 ART

9 REF

FORCE-ASSISTED MOVEMENT

OPEN RANK I | ACTION | CONTROL

Enhance balance, speed, jumping, climbing, falling, or rapid traversal. Commitment determines movement scope.

Mastered: Treat movement as one scope level lower when determining required Commitment. This does not increase the scale of attacks made during the movement.

PHYSICAL AUGMENTATION

OPEN RANK I | ACTION OR SUSTAINED | CONTROL

Enhance strength, reflexes, endurance, or resistance to physical stress. The player states which physical quality is being enhanced.

Mastered: Sustain the enhancement using one fewer committed Force Die; minimum Commitment remains 1.

RECOVERY TRANCE

OPEN RANK I | MEDITATION | CONTROL

Enter a controlled trance that accelerates natural recovery, conserves oxygen and energy, and permits survival under severe stress. After ten uninterrupted minutes, clear 2 Physical Strain and 1 Mental Strain. This accelerated recovery may occur only once between Full Rests and does not reduce Wounds.

Mastered: Remain partially aware and awaken immediately when danger becomes perceptible.

CONCEAL PRESENCE

OPEN RANK II | SUSTAINED | PREREQUISITE: CENTERING BREATH OR FORCE AWARENESS TRAINED

Suppress the character's Force Signature. Whisper actions create no detectable Signature beyond immediate contact; Disturbance becomes Whisper; Resonance becomes Disturbance.

Mastered: Extend concealment to one nearby willing person, bonded object, or inactive artifact.

ENERGY ABSORPTION

OPEN RANK III | REACTION OR SUSTAINED | PREREQUISITE: BARRIER OR PHYSICAL AUGMENTATION MASTERED

Absorb, redirect, or endure concentrated energy through a Force Defense Test. Minimum Commitment is 2. On success, prevent all Impact and gain 1 Physical Strain unless Advantage removes or redirects it. On failure, reduce incoming Impact by 1, minimum zero.

Mastered: Convert one generated Strain into Advantage, or release the stored energy harmlessly without increasing Signature.

THE ALTER DISCIPLINE

Alter governs telekinesis, barriers, influence, restraint, projection, and changes imposed upon the external world.

TELEKINESIS

OPEN RANK I | ACTION OR SUSTAINED | ALTER

Move, pull, push, lift, rotate, or manipulate an object or willing target. Commitment establishes normal scale; precision, distance, resistance, and simultaneous objects may increase difficulty.

Mastered: Choose one specialization. **Power** treats one object as one scope level smaller. **Precision** removes one Failure Die caused by delicate manipulation. **Control** sustains one telekinetic effect using one fewer committed Force Die, minimum 1. Changing specialization requires additional Instruction or Revelation.

BARRIER

OPEN RANK I | ACTION, REACTION, OR SUSTAINED | ALTER

Create directed telekinetic resistance against debris, projectiles, movement, environmental pressure, a charging opponent, or a collapsing structure. On success choose: restore 1 Guard to one protected target; add +1 Failure Die to incoming attacks against the area; absorb 1 incoming Impact; or hold back an environmental hazard.

Mastered: Extend the Barrier to a small nearby group or reduce the Commitment for a sustained personal Barrier by one, minimum 1.

INFLUENCE

OPEN RANK I | ACTION | ALTER

Reinforce a plausible suggestion, redirect attention, encourage hesitation, or amplify an existing doubt. It cannot normally force self-destruction, erase identity, create complex false memory, override a deeply held commitment, or turn an enemy into a loyal ally.

Mastered: Affect a small group with Commitment 2, or conceal the influence unless significant Strain is generated.

STASIS

OPEN RANK II | SUSTAINED | PREREQUISITE: TELEKINESIS TRAINED

Slow, restrain, or suspend a moving target, mechanism, projectile, or environmental process. Living targets may actively resist. Stasis does not literally stop time.

Mastered: Sustain one human-scale target using one fewer committed Force Die, minimum 1.

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
7	COMBAT
8	ART
9	REF

ILLUSION

OPEN RANK II | SUSTAINED | PREREQUISITE: INFLUENCE OR EMPATHIC SENSE TRAINED

Create a limited sensory impression within one or more targets. A basic illusion affects one sense and cannot cause direct physical harm.

Mastered: Create a coordinated multi-sensory illusion or affect a small group at Commitment 2.

PROJECTION

OPEN RANK III | SUSTAINED | PREREQUISITE: FARSEEING OR ILLUSION MASTERED

Project an image, voice, or impression of the character across substantial distance. Minimum Commitment is 2. The projection is not physically present and cannot normally manipulate objects.

Mastered: Converse clearly, conceal the projection's origin, or combine Projection with Farseeing without the normal combination penalty.

THE BLADE DISCIPLINE

Blade Techniques represent practical lightsaber instruction rather than general melee competence. A character may ignite and swing a lightsaber without instruction, but adds +2 Failure Dice, cannot use a form or defensive redirection, and risks injury, weapon damage, or danger to allies when Strain is generated.

SABER FUNDAMENTALS

OPEN RANK I | BLADE

Safe handling, basic offense and defense, distance, footwork, blade awareness, activation discipline, and elementary maintenance. Required for every saber form and advanced Blade Technique.

Mastered: Once per scene, reroll one Success Die during a Blade action; accept the new result.

DEFLECTION

OPEN RANK I | REACTION | PREREQUISITE: SABER FUNDAMENTALS EMERGING

Defend against blaster fire and similar directed projectiles through a normal Defense Test. Redirection requires a successful Deflection, at least 1 Advantage, and a valid target. At Trained, redirection creates 1 Impact against a minor target or pressure against a major target.

Mastered: A redirected shot resolves as a successful standard attack against the selected target without another roll, subject to defensive abilities.

BIND AND DISARM

OPEN RANK I | PREREQUISITE: SABER FUNDAMENTALS TRAINED

After a successful Engaged Blade action, spend 1 Advantage to enter a Bind. Bound characters cannot leave Engaged range without resolving it and gain +1 Failure Die when attacking anyone else. The next direct exchange may use Might, Finesse, or an appropriate Blade Technique. Its winner may remove 2 Guard, break and reposition, force release of a held weapon, or create an opening for an ally.

Mastered: After a successful close-combat action against an Exposed target, spend 1 Advantage to disarm without inflicting a Wound.

SABER THROW

OPEN RANK II | PREREQUISITES: SABER FUNDAMENTALS AND TELEKINESIS TRAINED

Throw and guide an active lightsaber through the Force. Minimum Commitment is 1; distance, targets, and return path affect difficulty.

Mastered: Strike two nearby targets within declared scope or return the saber despite a failed central attack when sufficient Advantage is generated.

JAR'KAI DISCIPLINE

OPEN RANK II | PREREQUISITE: SABER FUNDAMENTALS MASTERED

Use two independent lightsabers or similar energy blades. Gain +1 Success Die when attacking separate nearby targets or defending from two directions; add +1 Failure Die when extreme precision, tight spaces, or delicate weapon control matters.

Mastered: Apply the active saber form's benefit to either blade independently within the same action.

SABER FORM RULES

A character may maintain only one active saber form. Enter or change form at the beginning of the turn without cost. Changing reactively costs 1 automatic Strain. Forms grant a situational benefit, contain a structural weakness, and provide a Mastered effect. All require Saber Fundamentals at Trained.

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
7	COMBAT
8	ART
9	REF

- 1 START
- 2 CHAR
- 3 FORCE
- 4 PATHS
- 5 ADV
- 6 TECH
- 7 COMBAT
- 8 ART
- 9 REF

Form	Favored Situation	Structural Weakness	Mastered Effect
I. Shii-Cho Determination	+1 Success Die against several nearby opponents, while clearing space, disarming, or using broad direct movement.	+1 Failure Die on highly precise attacks against one expert duelist.	Spend 1 Advantage to affect an additional nearby minor opponent or disarm without inflicting a Wound.
II. Makashi Contention	+1 Success Die against one melee opponent when no other enemy is immediately engaging the character.	+1 Failure Die against several attackers or sustained ranged fire.	Once per scene, ignore one Failure Die contributed by an opposing duelist's active resistance.
III. Soresu Resilience	+1 Success Die defending, deflecting ranged attacks, protecting another, or maintaining position.	No form bonus when initiating aggression without an opening; Pushing such an attack causes one additional automatic Strain.	Cancel the first Strain each scene generated by a defensive Blade action.
IV. Ataru Aggression	+1 Success Die when movement, elevation, momentum, or environmental positioning is central.	+1 Failure Die when confined, immobilized, exhausted, or in prolonged static combat.	After a successful Ataru action, reposition anywhere within immediate range without another roll.
V. Shien / Djem So Perseverance	+1 Success Die counterattacking after defense or redirecting an enemy attack. Choose ranged Shien or melee Djem So emphasis when Trained.	+1 Failure Die when restraint, subtlety, or delicate control matters more than reversal.	After successful defense, spend 1 Advantage and a Reaction for an immediate counterattack at +1 Failure Die. If the Reaction is spent, gain +1 Success Die on the next attack against that opponent.
VI. Niman Moderation	Once per scene, +1 Success Die when combining a Blade Technique and a Force Technique.	No specialization bonus for pure offense, pure defense, or extreme mobility.	Once per scene, combine one Blade Technique and one Trained Force Technique without the normal +1 Failure Die.
VII. Juyo Ferocity	+1 Success Die on a committed aggressive Blade action against a dangerous opponent.	If Strain is generated, take 1 additional automatic Strain or record Hegemony Pressure.	Once per scene, convert one generated Strain into one Success during Juyo; record Hegemony Pressure afterward.



A form is a tactical philosophy, not merely a sequence of attacks.

HARMONY TECHNIQUES

Harmony Techniques require the corresponding active Harmony rank.

SOOTHING PRESENCE

HARMONY RANK I | SENSE AND CONTROL

Calm panic, hatred, grief, or uncontrolled anger without suppressing autonomy. The target remains free to feel and act.

Mastered: Affect a small nearby group with Commitment 2, or allow one willing target to cancel a Strain caused by emotional destabilization.

FORCE HEALING

HARMONY RANK II | CONTROL | MINIMUM COMMITMENT 2

On success choose: stabilize a Critical living target; clear 2 Physical Strain; remove one temporary physical Condition; accelerate natural recovery; or prevent a Serious Wound from worsening. With at least 2 net Successes, reduce the target's Wound track by 1. The healer gains 1 automatic Mental Strain.

A target may benefit from Wound reduction through Force Healing only once per injury scene. The Technique cannot resurrect the dead, instantly regrow destroyed anatomy, or erase a permanent consequence without extraordinary Instruction and narrative conditions.

Mastered: Stabilizing one nearby target requires only Commitment 1.

SANCTUARY

HARMONY RANK III | ALTER AND CONTROL | SUSTAINED | MINIMUM COMMITMENT 2

Create a protective field centered on preserving life. Protected characters gain +1 Failure Die against incoming physical attacks, the first collateral consequence affecting the protected group is prevented, and Advantage may restore Guard among protected allies. Sanctuary cannot imprison unwilling targets.

Mastered: Extend Sanctuary to room scale at Commitment 2 or maintain a smaller Sanctuary using one fewer committed Force Die.

ONENESS

PEAK HARMONY | SENSE AND CONTROL | SUSTAINED | MINIMUM COMMITMENT 3

Enter profound connection with surrounding life and the living Force. Nearby willing allies may assist Force actions without compatible Techniques; generated Advantage may be transferred freely among nearby allies; severe harm threatening connected life may be sensed. The character cannot Seize while Oneness is active.

Mastered: Once per activation, prevent one nearby living character from suffering a catastrophic consequence by accepting that consequence, or an equivalent cost, personally.

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
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9	REF

1 START

2 CHAR

3 FORCE

4 PATHS

5 ADV

6 TECH

7 COMBAT

8 ART

9 REF

HEGEMONY TECHNIQUES

Hegemony Techniques require the corresponding active Hegemony rank.

COERCIVE COMMAND

HEGEMONY RANK I | ALTER

Impose a direct, brief, understandable, and immediately actionable command. Unlike ordinary Influence, the command need not align with the target's existing wishes. Commands violating identity, survival instinct, or foundational loyalty face substantial resistance.

Mastered: Affect two nearby minor targets or conceal the intrusion until the command is completed.

FORCE GRIP

HEGEMONY RANK II | ALTER | SUSTAINED | MINIMUM COMMITMENT 2

Telekinetically seize, restrain, choke, crush, or suspend a living target. The target may actively resist. Deliberately inflicting suffering normally generates Hegemony Pressure even when the Force is not Seized.

Mastered: Sustain one human-scale target using one fewer committed Force Die, minimum 1.

FORCE LIGHTNING

HEGEMONY RANK III | ALTER | MINIMUM COMMITMENT 2

Channel pain, hatred, fear, or concentrated domination into destructive energy. The Technique always creates at least Disturbance; at Commitment 3 it creates Resonance. It may harm living targets, droids, electronics, and unprotected machinery.

Mastered: Arc toward an additional nearby target or overload a major system within declared scope.

DOMINION OF WILL

PEAK HEGEMONY | ALTER AND PRESENCE | SUSTAINED | MINIMUM COMMITMENT 3

Impose coordinated control over several weaker minds, compelling a group to halt, kneel, withdraw, open access, or perform one coordinated immediate task. It does not permanently rewrite identity. Strong individuals, Force-users, and major characters resist separately.

Mastered: Maintain the command while performing another Force action with one fewer available Force Die than normally required.

SOVEREIGNTY TECHNIQUES

Sovereignty Techniques require the corresponding active Sovereignty rank.

1	START
2	CHAR
3	FORCE
4	PATHS
5	ADV
6	TECH
7	COMBAT
8	ART
9	REF

MEASURED RESPONSE

SOVEREIGNTY RANK I | CONTROL

When Accepting the Flow rather than Releasing or Seizing, convert one generated Strain into reduced scope, delayed outcome, or limited duration instead of suffering the original consequence.

Mastered: Once per scene, convert that Strain into Advantage rather than merely canceling it.

VEIL OF SELF

SOVEREIGNTY RANK II | CONTROL AND SENSE | SUSTAINED

Separate identity from attempts to sense, predict, influence, or define the character through the Force. Hostile sensing and mental influence gain +1 Failure Die; Path and emotional Center cannot be read automatically; Foresight concerning the character becomes less certain.

Mastered: Extend the Veil to one nearby willing person or Bonded object.

COUNTERFLOW

SOVEREIGNTY RANK III | ALTER AND SENSE | REACTION

Resolve an opposed Force action to perceive and interrupt another active Technique. On success, end it, reduce its scope by one level, release one target, break one sustained link, or redirect it harmlessly. Consequences that already occurred remain.

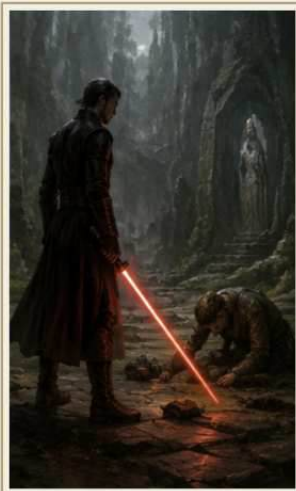
Mastered: On decisive success, redirect the Technique to a valid new target or preserve beneficial effects while removing coercion.

STILL POINT

PEAK SOVEREIGNTY | CONTROL AND ALTER | SUSTAINED | MINIMUM COMMITMENT 3

Create a zone of disciplined equilibrium. Within it, Seize is unavailable; all Signatures reduce by one level; all Force actions gain +1 Failure Die; Path Pressure comes from deliberate ethical choice rather than involuntary emotion. These rules affect the user as well as others.

Mastered: Designate willing allies who ignore the additional Failure Die while remaining unable to Seize.



Sovereignty builds conerence from incompatible traditions without denying their consequences.

SELF-AUTHORED TECHNIQUES

A character at Peak Sovereignty may create one Self-Authored Technique. They must possess two relevant Techniques at Mastered, complete dedicated reconstruction or experimentation, complete a Mastery Trial, explain the philosophy connecting the methods, and receive GM approval.

- Select one Technique as the primary effect.
- Incorporate one limited function from the second.
- Remove the normal combination penalty.
- Include one meaningful limitation.
- Respect normal Commitment and scope.
- Do not duplicate a Peak Harmony or Peak Hegemony Technique.
- Count the result as Rank III Sovereignty.
- Begin at Trained rather than Mastered.

EXAMPLE: THE STILL FLAME

A Sovereign master combines Soresu and Juyo. The character must spend at least one full exchange defending before releasing one deliberate emotional counterattack. Using the method for revenge rather than tactical necessity generates Dissonance.

CORE CATALOGUE

The playtest catalogue contains six Sense Techniques, six Control Techniques, six Alter Techniques, five general Blade Techniques, seven saber forms, four Harmony Techniques, four Hegemony Techniques, four Sovereignty Techniques, and the Self-Authored procedure. Artifacts, mentors, hidden traditions, and campaign discoveries may introduce further Techniques without changing the core access rules.

COMBAT, GUARD, WOUNDS, AND RECOVERY

Combat is fast, dangerous, and objective-driven. It supports surrender, disarming, rescue, escape, and positional loss alongside injury. The system distinguishes active defensive readiness from bodily harm.

CORE PRINCIPLE
Guard determines whether the attack connects. Wounds determine what happens when it does.

ROUNDS AND TURNS

A Round allows every active participant or enemy group one meaningful Turn. A character normally receives one Action, one Movement, and one Reaction per Round. Ordinary Defense Tests do not consume a Reaction; Reactions are reserved for special Techniques, sudden Force use, counterattacks, and similar abilities.

COMMON ACTIONS

ATTACK Break defense, drive back, disarm, stun, wound, destroy equipment, or protect an ally through pressure.	DEFEND Restore Guard and improve defense until the next turn.
ASSIST OR ASSESS Support an ally, study opposition, improve position, or establish leverage.	FORCE OR EQUIPMENT Use a Technique, stabilize injury, operate a system, interact with an objective, or improvise another meaningful response.

OPENING A CONFLICT

The fiction determines initial advantage. A prepared ambush, controlled approach, or clear initiation may decide who acts first. When uncertain, one player makes an Opening Test with Finesse, Logic, or Presence against 2 Failure Dice, modified by surprise, preparation, concealment, and positioning.

Result	Effect
Success	Players choose which side activates first.
Failure	The GM chooses.
Advantage	Establish improved cover, position, information, or preparation.
Strain	Begin separated, exposed, surprised, or under immediate pressure.

After the first activation, sides alternate. When one side has more participants, its remaining participants act after the other side has exhausted its activations. Minor enemies may act as a group. The side that won the Opening Test chooses the first activation in later Rounds unless the fiction substantially changes.

RANGE AND MOVEMENT

Range	Meaning
Engaged	Immediate melee, grappling, or weapon-control distance.
Near	Across a room, corridor, platform, or small exterior area.
Far	Across a large chamber, street, hangar, or battlefield section.
Distant	Beyond ordinary immediate engagement.

Movement normally shifts one range band before or after the Action. It may also mean entering cover, gaining elevation, crossing a doorway, closing, withdrawing, or moving to protect someone. Sprinting uses the Action and moves up to two bands. Difficult terrain, vertical movement, enemy control, or hazards may require a test.

Leaving Engaged range while an opponent controls the space may require Finesse, a Technique, an ally's opening, a successful Defend action, or acceptance of consequence.

ATTACKING AN OPPONENT

- 1. Declare the objective.** Break defense, drive away, disarm, stun, wound, protect, or destroy.
- 2. Choose an Approach.** Might applies force; Finesse uses precision; Logic exploits patterns and systems; Presence applies intimidation, command, or emotional reading.
- 3. Build the pool.** Roll Approach Dice and bonuses against the target's Defense plus situational difficulty.

Defense	Opponent
1	Unprepared minor opponent.
2	Alert, trained, or protected opponent.
3	Elite warrior, dangerous creature, or trained Force-user.
4	Exceptional duelist or major adversary.
5	Legendary defensive master or extreme circumstance.

DEFENDING AGAINST ENEMIES

NPCs do not normally roll a separate attack pool. When an enemy attacks a player character, the player describes the defense and rolls a relevant Approach against the enemy's Threat. Might braces or locks; Finesse dodges or parries; Logic predicts patterns or uses cover; Presence reads intent or breaks confidence.

Threat	Enemy Attack
1	Poorly trained or improvised.
2	Competent and dangerous.
3	Elite, heavily armed, or Force-trained.
4	Major adversary or exceptional attack.
5	Legendary or overwhelming threat.

Success prevents Impact. Failure generates Impact from the margin. Advantage may reposition, recover Guard, protect another character, or create an opening. Strain may create exhaustion, collateral damage, lost position, or another complication even on success.

IMPACT

Attack Net Successes	Impact	Defense Net Failures	Impact
1	1	0 or 1	1
2	2	2	2
3+	3	3+	3

A tie on a Defense Test fails and creates 1 Impact. Apply Impact in order: Armor Guard, ordinary Guard, then a Wound if Impact remains. One attack normally inflicts only one Wound event regardless of excess Impact unless a specific weapon, Technique, or catastrophic circumstance states otherwise.

GUARD

Guard represents footing, readiness, distance, cover, awareness, saber position, and the ability to avoid direct contact. Player characters begin each conflict with 3 Guard. Impact removes Guard one point at a time.

EXPOSED

At 0 Guard the character is Exposed. They are not helpless; they may act, move, defend, use Techniques, withdraw, or Yield. A successful damaging attack against an Exposed target inflicts a Wound according to the weapon.

After suffering a Wound, the target restores 1 Guard to represent recoil, separation, or a positional reset. Armor Guard does not recover this way.

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DEFEND

The Defend action restores 1 Guard and adds +1 Failure Die to attacks against the character until the beginning of the next turn. Guard cannot exceed its normal maximum. A character may Defend an ally at Engaged or Near range; the defender may become the target of one attack aimed at that ally.

ARMOR GUARD

Armor	Armor Guard	Restriction
Light	1	No general movement penalty.
Heavy	2	+1 Failure Die to stealth, acrobatics, swimming, and actions where bulk directly interferes.

Armor Guard is removed before ordinary Guard, does not recover through Defend or after combat, and requires repair or replacement. Breach ignores Armor Guard. Ordinary armor provides none against a lightsaber unless specifically resistant.

WEAPON CATEGORIES

Category	Examples	Effect Against Exposed Target
Unarmed / Stun	Fists, stun baton, training saber, low-output stun.	Normally 2 Physical Strain, knockdown, restraint, or incapacitation; does not normally advance Wounds.
Standard	Blaster pistol or rifle, slugthrower, vibroblade, spear, dangerous creature.	Advance Wound track by 1.
Severe	Heavy blaster, repeating weapon, explosive, large creature, destructive vibroweapon.	Advance by 1; advance by 2 with at least 2 net Successes or an appropriate trait.
Breach	Lightsaber, anti-armor weapon, industrial cutter.	Ignore Armor Guard and advance by 2.

WEAPON TRAITS

Trait	Rule
Blast	Affect several targets in a confined area; normally activated with 2 Advantage or a hit on a tightly grouped minor unit. Strain risks collateral harm.
Breach	Ignore Armor Guard and inflict a Serious Wound against Exposed targets.
Heavy	+1 Failure Die while moving, unbraced, confined, or lacking sufficient support.
Impact	Remove one additional Guard on a successful hit.
Precise	Spend 1 Advantage to avoid collateral damage, target an exposed item, preserve an object, or make a plausible nonlethal attack.
Reach	+1 Success Die when preventing an opponent from entering or leaving Engaged range.
Stun	Inflict Physical Strain rather than Wounds unless deliberately lethal or made dangerous by circumstance.



Combat pressure removes position before it removes life.

WOUNDS

Wounds represent actual bodily injury. Every player character uses a three-stage track.

Level	State	Mechanical Effect
0	Unwounded	No injury penalty.
1	Wounded	+1 Failure Die when the named injury directly interferes.
2	Seriously Wounded	+1 Failure Die to all demanding physical actions.
3	Critical	Incapacitated and possibly dying.

Wound penalties do not stack with themselves. Name each injury; its description determines when it applies. Examples include a blaster burn, broken ribs, deep vibroblade cut, concussion, crushed hand, destroyed mechanical limb, or lightsaber burn through the thigh.

SERIOUS AND PERMANENT HARM

Serious Wounds may include severe burns, organ injury, major blood loss, loss of mobility, damaged limbs, or amputation. Permanent disfigurement or limb loss for a player character follows clearly established stakes. It may occur when the player accepts it, the character was helpless, the attack was exceptional, or the agreed campaign tone explicitly supports it. The GM does not introduce arbitrary permanent maiming after presenting a low-stakes exchange.

LIGHTSABER CONTACT

Most saber exchanges are parries, near misses, locks, forced movement, broken stance, and loss of Guard. When an Exposed target is actually struck, the lightsaber ignores Armor Guard and advances the Wound track by 2. It may sever or destroy ordinary weapons and barriers.

Instead of inflicting a Wound, the attacker may disarm, destroy the weapon, force surrender, cut an escape path, drive the target away, sever equipment, or inflict a controlled disabling injury when plausible.

YIELDING

Before an Exposed character suffers a Wound, either side may offer a Yield. A Yield accepts surrender, capture, disarmament, forced retreat, loss of objective, separation, destruction of important equipment, or agreement to a demand instead of bodily injury. The attacker may accept when it satisfies the objective. They need not accept when their established intent is lethal, the target is mindless, or accepting would contradict the fiction.

SPECIAL BLADE INTERACTIONS

BLADE BIND

After a successful Engaged Blade action, spend 1 Advantage to enter a Bind. Neither participant may leave Engaged range without resolving it, and each gains +1 Failure Die when attacking anyone else. The next direct action may use Might, Finesse, or an appropriate Blade Technique. Its winner may remove 2 Guard, break and reposition, force release of one held weapon, or create a decisive opening for an ally.

FORM V COUNTERATTACK

After successfully defending with Shien or Djem So, spend 1 Advantage and the Reaction to make an immediate counterattack. It uses normal attack rules, gains +1 Failure Die for occurring outside the turn, gains the Form V benefit, and cannot trigger another immediate counterattack. If the Reaction is already spent, gain +1 Success Die on the next attack against that opponent before the end of the next turn.

BLASTER DEFLECTION

Deflection is a Reaction using a normal Defense Test. On success the attack causes no Impact. Redirecting requires success, at least 1 Advantage, and a plausible target. At Trained, it creates 1 Impact against a minor target or pressure against a major target. At Mastered, the redirected shot resolves as a successful standard attack without another roll.

COMBAT ADVANTAGE

Advantage	Options
1	Recover 1 Guard; move one additional unobstructed range band; enter or improve cover; grant an ally +1 Success Die on the next related action; prevent minor collateral damage; learn a useful detail; maintain possession; activate a minor Technique effect.
2	Add 1 Impact; knock down; force movement one band; activate Blast; disarm an Exposed target; protect an ally from 1 Impact; disable minor equipment; redirect a blaster shot; preserve a sustained effect. An attack gains no more than 1 extra Impact from Advantage.
3	Create a decisive environmental change; separate a major opponent from support; destroy an important exposed item; secure temporary control of the objective; protect several allies from collateral consequence; establish overwhelming position.

COMBAT STRAIN

Strain results may create Physical or Mental Strain, loss of Guard or cover, separation, damaged or overheated weapons, endangered allies, collateral damage, reinforcements, lost ammunition or power, destabilized sustained Techniques, increased Signature, or a triggered Vulnerability.

Automatic Strain from Push, Seize, reactive form switching, or specific Techniques applies directly to the acting character. Force actions normally create Mental Strain; physical actions normally create Physical Strain, unless the fiction clearly indicates otherwise.

PHYSICAL AND MENTAL STRAIN

Strain	State	Effect
0-2	Manageable	No general penalty.
3-4	Strained	+1 Failure Die when that form of strain directly applies.
5	Severe	+1 Failure Die to all actions governed by that form of strain.
6	Breaking Point	Trigger a Break and reset that track to 3.

PHYSICAL BREAK: SPENT

Reset Physical Strain to 3 and gain Spent. While Spent, add +1 Failure Die to demanding physical actions. Pushing a physical action also advances the Wound track by 1 after resolution. A second Physical Break while already Spent advances the Wound track by 1. Spent remains until meaningful rest or treatment.

MENTAL BREAK: OVERWHELMED

Reset Mental Strain to 3 and gain Overwhelmed. Add +1 Failure Die to Force, Logic, and Presence actions when concentration or emotional control matters. Seizing while Overwhelmed also gains 1 Turbulence or Contradiction after resolution. A second Mental Break causes loss of the next Action and 1 Turbulence, Contradiction, or Dissonance. The player determines how Overwhelmed manifests.

CONDITIONS

Conditions are persistent consequences such as Spent, Overwhelmed, Blinded, Restrained, Disarmed, Burning, Poisoned, Shaken, Trapped, or Exposed to vacuum. A Condition normally adds +1 Failure Die when directly relevant. Conditions should contribute no more than +2 Failure Dice to one roll unless the situation is truly extreme. A Condition ends when its cause is removed, appropriate treatment occurs, the character escapes, a Technique resolves it, or sufficient recovery occurs.

CRITICAL INJURY AND THE DEATH CLOCK

At Wound level 3, the character is Critical and incapacitated. They cannot normally act, move meaningfully, or maintain sustained Techniques. If the source was lethal, begin a three-segment Death Clock. Mark one segment at the end of each Round while unstabilized. At three, the character dies unless the established tone permits another irreversible consequence. Additional severe harm may mark another segment immediately.

STABILIZATION

An adjacent character may use an Action to stabilize with Logic, Finesse, or an appropriate Trait against 2 Failure Dice, modified by environment, equipment, and injury. Success stops the clock; the patient remains Critical. Advantage may clear 1 Physical Strain, briefly restore consciousness, prevent permanent damage, or improve later recovery. Strain may consume supplies, create instability, or mark an additional segment before stabilization.

FINAL ACT

A Critical player character may voluntarily accept likely death to take one final Action and reasonable Movement. Ignore Wound penalties and gain +2 Success Dice. After resolution, fill the Death Clock; the character dies unless an extraordinary established effect intervenes. The GM cannot require a Final Act.

ENEMY STRUCTURES

Enemy	Guard and Injury
Minor	1 Guard; no Wound track; one Wound event defeats, incapacitates, or removes them.
Trained	2 Guard; one Wound before defeat.
Rival	3 Guard; normal three-stage Wound track; specialized abilities.
Nemesis	4 or 5 Guard; possible Armor Guard; normal Wound track; Attunement, Path Gifts, Reactions, or scene abilities as appropriate.

Three to six similar minor opponents may act as one group. The group takes one activation, makes one coordinated attack, loses one member or effectiveness when suffering a Wound event, and becomes less effective as members are removed.

RECOVERY

Recovery	Effect
Catch Breath	After about ten minutes of temporary safety, restore Guard and clear 1 Physical or Mental Strain. Repeated use in the same unchanged location cannot clear an entire track.
Full Rest	After about six safe uninterrupted hours, clear ordinary Physical and Mental Strain, remove Spent and Overwhelmed, and restore Guard. Wounds remain.
First Aid	Stabilize Critical injury, clear 1 Physical Strain, prevent worsening, or remove an appropriate temporary Condition. Does not normally reduce Wounds.
Medical Treatment	Appropriate care, time, safety, and supplies reduce Wounds by one level per successful recovery period. Wounded needs treatment and rest; Serious needs professional care and substantial downtime; Critical needs stabilization and extended recovery.

FORCE RECOVERY TECHNIQUES

RECOVERY TRANCE

After ten uninterrupted minutes in a Trained trance, clear 2 Physical Strain and 1 Mental Strain, and conserve oxygen, food, water, and energy while the trance continues. Benefit only once between Full Rests. It does not reduce Wounds.

FORCE HEALING

On success, stabilize a Critical living target, clear 2 Physical Strain, remove one temporary physical Condition, accelerate natural recovery, or prevent a Serious Wound from worsening. With at least 2 net Successes, reduce the target's Wound track by 1. The healer gains 1 automatic Mental Strain. Wound reduction applies only once per injury scene.

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BARRIER AND SANCTUARY

Barrier may restore 1 Guard to one target, add +1 Failure Die to incoming attacks against the protected area, absorb 1 Impact, or hold back a hazard. Sanctuary protects multiple nearby characters, adds +1 Failure Die against incoming physical attacks, prevents the first collateral consequence, and allows Advantage to restore Guard among protected allies.

ENERGY ABSORPTION

Make a Force Defense Test against incoming energy. Success prevents all Impact and causes 1 Physical Strain unless Advantage redirects it. Failure reduces Impact by 1, minimum zero, then applies the remainder normally.

COMBAT OBJECTIVES

Combat ends when its objective is resolved, not necessarily when every opponent is eliminated. Escape, rescue, delay, capture, protection, reaching a location, recovering an artifact, stopping a ritual, disabling a machine, holding a position, and forcing surrender are all complete conflict objectives. The GM establishes the objective and likely consequences before violence begins.



ARTIFACTS, INSTRUCTION, AND EXPLORATION

The central exploration loop is direct: find a lead, reach a dangerous site, recover knowledge, study its method, practice it, apply it under pressure, and determine what it means. Artifacts provide knowledge, access, and perspective rather than automatic personal growth.

CORE PRINCIPLE

An artifact may teach a method. It cannot perform the character's growth for them.

ARTIFACT CATEGORIES

INSTRUCTIONAL ARTIFACTS Holocrons, training remotes, saber-form recordings, meditation guides, archives, instructional droids, and journals.	RESONANT RELICS Objects carrying strong emotional and experiential impressions; a fallen master's saber, a mask, a pilgrim's staff, or a kyber fragment.
KEYS AND MECHANISMS Temple keys, navigation prisms, archive cylinders, seals, star maps, and vault interfaces whose primary value is access.	IMPLEMENTS Specialized sabers, meditation devices, focusing crystals, alchemical tools, and other objects aiding practice.
NEXAL ARTIFACTS Rare objects influencing the Force around them; temple hearts, living kyber formations, sealed entities, and nexus devices.	

An artifact may belong to several categories. A Minor Artifact normally provides one Lesson, clue, access function, limited effect, or Echo. A Major Artifact contains layers of knowledge, purpose, or danger and uses a full profile.

1	START
2	CHAR
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MAJOR ARTIFACT PROFILE

Field	Function
Name	Common, historical, or recovered designation.
Form	Holocron, weapon, relic, mechanism, archive, or another form.
Origin	Who created or used it.
Purpose	What it was designed to accomplish.
Doctrine	The philosophy embedded within it.
Voice	Silent, Recorded, Responsive, Simulacrum, or Sentient.
Access Condition	What opens or deepens access.
Lessons	Techniques or knowledge it may teach.
Demand	What it expects from the user.
Bias	What its creator misunderstood, omitted, or distorted.
Risk	The danger involved in use.
Secret	Hidden information, history, or purpose.
Integrity	Intact, Damaged, or Failing.

ACCESS LEVELS

Level	State	Typical Result
0	Sealed	Dormant, inaccessible, or unidentified.
1	Opened	Surface information, first contact, or one basic Lesson.
2	Responsive	Interactive guidance, deeper instruction, or concealed context.
3	Revealed	Advanced Instruction, hidden doctrine, true purpose, or final secret.

Access is never bought with XP. It increases through satisfying conditions, repair, recovering missing components, completing Trials, demonstrating Techniques, resolving history, fulfilling or rejecting a Demand, or establishing compatibility. Intelligent rejection of an artifact's doctrine may deepen access as effectively as obedience.

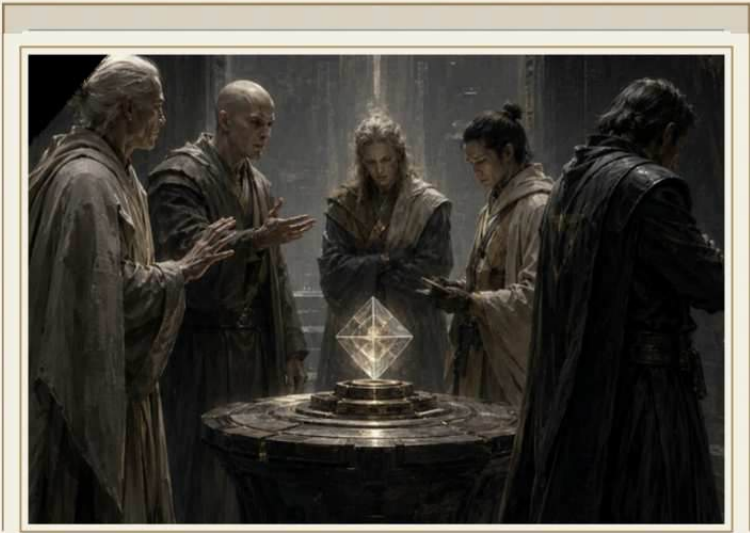
ARTIFACT VOICES

Voice	Nature
Silent	Information without interactive personality; text, diagrams, demonstrations, or impressions.
Recorded	Fixed messages or lessons unable to answer outside stored material.
Responsive	Adjusts teaching or responses, analyzes performance, and selects lessons.
Simulacrum	An advanced reconstruction of a creator; limited to recorded memory, shaped by old assumptions, possibly deceptive, and not necessarily an objective copy.
Sentient	A truly self-aware object treated as an NPC with independent cooperation, fear, manipulation, and goals.

KNOWLEDGE AND RELIABILITY

An artifact's statements should distinguish **Recorded Fact**, **Creator Interpretation**, **Doctrine**, **Omission**, **Corruption**, and **Inference**. A Jedi archive may preserve genuine technique while reflecting arrogance, fear, or obsolete doctrine. A Sith relic may teach exceptional discipline while embedding destructive assumptions.

Artifacts may be biased or wrong. They should not arbitrarily lie merely to preserve a mystery unless deceit is an established part of their nature.



Instruction preserves method and bias together.

STUDYING AN ARTIFACT

No roll is required when the artifact is Intact, information is Complete, sufficient time exists, no danger or resistance is present, and the artifact willingly provides the Lesson. Roll when damage, unfamiliarity, resistance, encryption, pressure, corruption, reconstruction, or deeper Access creates uncertainty.

Approach	Study Method
Might	Force access, overpower resistance, or endure feedback.
Finesse	Manipulate delicate mechanisms or reproduce precise sequences.
Logic	Decode, reconstruct, compare, or diagnose.
Presence	Commune, persuade, emotionally connect, or confront a simulacrum.

Difficulty	Situation
1 Failure Die	Familiar, cooperative, or lightly damaged.
2 Failure Dice	Standard resistance or incomplete material.
3 Failure Dice	Heavily damaged, concealed, or ideologically guarded.
4 Failure Dice	Hostile, ancient, corrupted, or exceptionally complex.

Success may provide a Lesson, Access, command phrase, clue, repair method, or function. Advantage may reveal context, a second clue, reduced Practice, a safe activation method, Bias, or an alternate Access Condition. Strain may create Mental Strain, Force feedback, Site Pressure, Signature, a misleading fragment, damage, defenses, or exposure to Corrupted Instruction. Failure never destroys mandatory campaign information; it changes cost, clarity, timing, or danger.

INSTRUCTION QUALITY

Quality	Effect
Complete	Gain the Lesson after Study; one Practice moves Lesson to Emerging.
Fragmentary	Gain the Lesson normally; require one additional Practice before Emerging may advance to Trained.
Corrupted	The Lesson carries a specific Corruption Clause until corrected.
Restricted	Full access requires a stated Path rank, prerequisite, ritual, phrase, crystal, emotion, historical key, demonstrated act, or permission.

Qualities may stack. A source can be both Fragmentary and Corrupted.

CORRUPTION CLAUSES

- Gain 1 automatic Mental Strain when using the Technique.
- Generate associated Path Pressure on the first use each scene.
- Force Signature cannot be lower than Disturbance.
- Generated Strain always creates a named complication.
- The method functions only through a dangerous emotional Center.

- The Technique harms or destabilizes the user over time.

CORRECTION

Correct Fragmentary or Corrupted Instruction by comparison with a Complete source, qualified mentorship, repair, missing records, two Practices and a relevant Revelation, a reconstruction Mastery Trial, or a Sovereign Self-Authored correction. Remove the quality and its clause while preserving the current Development State. Correction does not require acceptance of the original doctrine.

ARTIFACT DEMANDS AND REVELATIONS

A Major Artifact may require restraint, power, a lost component, a defeated guardian, a philosophical answer, meditation, lineage, sacrifice, protection, destruction of a rival artifact, confrontation with history, or coherent rejection of its own doctrine. A Demand creates an objective or Trial; it does not automatically grant Path Marks or Revelations.

Artifacts may challenge Convictions, present contradictory doctrine, reveal history, expose Vulnerabilities, or create conditions for Revelation. The Revelation remains the character's interpretation and responsibility.

ACTIVATION AND INTEGRITY

An active Artifact Profile defines the required user, Commitment, activation method, scope, Signature, cost, duration, and risk. Activating an unfamiliar artifact is normally a Force action with +1 Failure Die. A hostile, damaged, or corrupted object may add more. The character cannot choose functions they do not know exist.

Integrity	Effect
Intact	Functions normally.
Damaged	+1 Failure Die to Study, activation, or repair-dependent functions; some content may be inaccessible.
Failing	+2 Failure Dice; Strain may erase data, disable functions, or worsen damage. Continued use may destroy a known component.

A unique artifact is not destroyed by an ordinary failed roll unless that risk was established. Repair normally requires a downtime Construct activity, tools or components, Logic or Finesse, and 2 Failure Dice. Success improves Integrity by one state. Advantage may recover hidden data, remove physically caused Corruption, reveal a function, or reduce the next Study difficulty.

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THE EXPLORATION LOOP

Stage	Function
Lead	Identify a location, artifact, person, rumor, vision, or historical contradiction.
Approach	Reach the site while managing travel, pursuit, environment, security, access, and preparation.
Entry	Overcome the first barrier and establish the site's tone and primary danger.
Traverse	Move through physical, environmental, martial, and spiritual obstacles.
Discover	Recover Instruction, history, access, resources, an Echo, a question, or a dangerous truth.
Confront	Face a guardian, Trial, rival, collapse, Demand, or major choice.
Extract	Escape, secure, claim, or decide what must remain behind.

SITE STRUCTURE

A significant site normally contains 3 to 7 Zones, one clear Entry, one Mandatory Discovery, at least one Optional Discovery, one primary Threat, one environmental or spiritual Hazard, one confrontation or Trial, one extraction route, and one shortcut, alternate route, or return path. A Zone is a meaningful place rather than a fixed measurement.

SITE PRESSURE

Pressure	State	Typical Response
0	Dormant	The site remains quiet.
1	Stirring	Subtle movement, unstable systems, or awareness.
2	Alert	Patrols investigate, routes close, guardians track, or conditions worsen.
3	Hostile	Enemies mobilize, safe areas fail, and artifact defenses awaken.
4	Crisis	Collapse, reinforcement, full activation, lost containment, rival arrival, or irreversible transformation.

Mark Site Pressure when Resonance occurs, alarms trigger, major delays accumulate, dangerous bypasses fail, loud conflict alerts the site, sealed systems are forced, guardians awaken, artifacts are mishandled, or a site-specific trigger occurs. The GM may convert two exploration Strain into one Site Pressure. Once Crisis occurs, further pressure becomes direct consequences until the group changes the situation or escapes.

TRAVERSAL AND TECHNIQUE ROUTES

Traversal may involve climbing, falling structures, moving platforms, water, vacuum, heat, machinery, unstable architecture, Force barriers, vertical space, or hostile terrain. Relevant Techniques may remove one Failure Die, provide a safer route, reduce Site Pressure, reach optional areas, protect another character, bypass a hazard, or reveal a shortcut.

NO ABSOLUTE TECHNIQUE GATES

A mandatory objective does not require one specific Technique unless that requirement was explicitly established by the campaign. Lacking the intended method creates a harder route, more time, equipment needs, assistance, Pressure, or a changed objective; it does not stop the session.

REPEATED ATTEMPTS

A failed exploration test cannot be repeated identically. A new attempt requires a different Approach, new equipment, assistance, information, accepted Site Pressure, changed route, deliberate Push, or new Technique. Failure moves the scene through cost, delay, separation, damage, or altered conditions.

DISCOVERIES AND CLUES

A Mandatory Discovery is required for continuation and cannot be permanently hidden by one failed roll. Failure may make it incomplete, delayed, shared with a rival, damaged, costly, or available through another route. Optional Discoveries reward curiosity, risk, mastery, and careful exploration; they may be missed but should be signaled.

Every essential conclusion should have at least three potential clues, ideally from different channels: physical, historical, social, technical, Force-based, contradictory, or artifact-based.

Depth	Information
	

FORCE ECHOES

Layer	Result
Impression	A brief involuntary sensation such as terror, betrayal, relief, violence, familiar presence, direction, or single image. No roll is required when dramatically introduced.
Moment	A coherent fragment recovered through the Force Echo Technique; a confrontation, training exercise, death, ritual, or hidden exchange.
Truth	A deeper understanding of what the Moment meant, including what the original participants misunderstood. Requires 2 net Successes, 2 Advantage, Mastered Force Echo, or comparison.

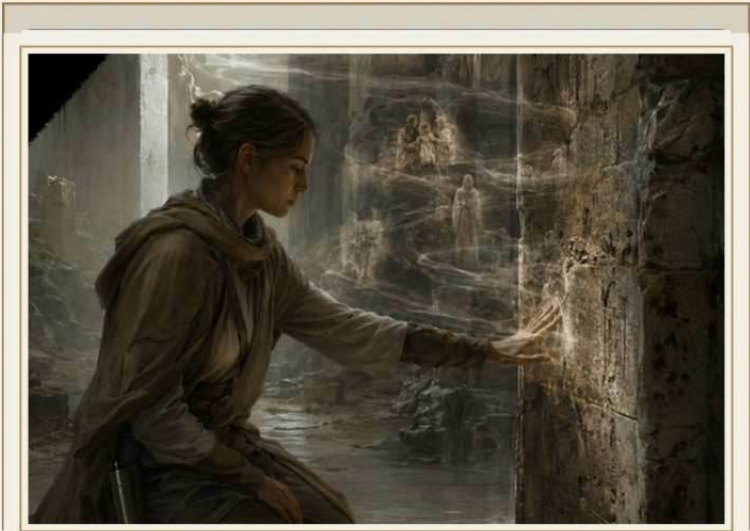
Echoes may be distorted by intense emotion, repetition, corruption, fragmented memory, overlapping events, the observer's Vulnerability, or deliberate concealment. The GM communicates uncertainty without making the Echo useless.

FORCE NEXUSES

Each nexus records Resonance, Boon, Burden, Echo, Awakening, and Resolution. There is no universal mechanical template. A Living nexus might strengthen healing while overwhelming characters with shared pain. A Sith tomb might strengthen Seizing while generating Hegemony Pressure. A fractured site might increase Advantage and Strain together. A quiet zone might suppress Signature but make Force actions harder.

SAFE AREAS

A temporary safe area may permit Catching Breath, Guard recovery, First Aid, Artifact Study, brief meditation, and reorganization. It remains safe only while its conditions hold. At Hostile or Crisis Pressure, rest may require barricading, Conceal Presence, disabling pursuit, posting a guard, or accepting more Pressure. Meditation does not reset defeated enemies or restore the site.



kyber attunement is relationship and memory, not a purchase.

KYBER CRYSTALS

Kyber crystals are Resonant Relics, lightsaber components, possible nexal objects, and sources of Echoes. They are story elements rather than ordinary currency. A crystal may have emotional resonance, historical connection, Condition, prior Bond, concealed Echo, or unusual property.

CRYSTAL ATTUNEMENT

A stable crystal attunes through meditation without a roll when time and safety exist. A damaged, resistant, corrupted, previously bonded, or pressured crystal requires a Force action, normally against 2 Failure Dice. Success establishes connection. Advantage may reveal an Echo or property. Strain may cause emotional feedback, Signature, or a crystal Condition.

Crystal color is primarily aesthetic and narrative. It does not determine Path, morality, Technique access, Attunement, or identity. Bleeding, purification, and unusual transformation may exist as specialized story procedures.

LIGHTSABER CONSTRUCTION

Building a personal lightsaber is a downtime Construct activity. It requires a compatible crystal, hilt components, emitter, power cell, tools or workspace, Saber Fundamentals at Emerging or higher, and Construction Instruction, a mentor, or recovered design.

Approach	Method
Finesse	Precise assembly and calibration.
Logic	Technical design and diagnostics.
Presence	Force-guided attunement and intuitive assembly.
Might	Improvised, rugged, or forceful construction with increased risk.

Standard difficulty is 2 Failure Dice. Add difficulty for damaged components, improvised tools, unusual designs, threat, corrupted crystals, or multiple linked emitters. Success creates a functional saber. Advantage may grant a Feature, cleaner balance, easier maintenance, concealment, reduced ignition Signature, a removed Quirk, or spare parts. Strain may create a Quirk, consumed components, unstable calibration, a recognizable signature, difficult maintenance, damaged casing, or delay. Failure leaves the saber incomplete or unstable; the crystal is not destroyed unless that catastrophic risk was established.

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HILT FEATURES AND QUIRKS

Feature	Benefit	Quirk	Limitation
Balanced	Once per scene, +1 Success Die on one specified Blade application.	Loud Ignition	Difficult to conceal when activated.
Concealable	+1 Success Die to hide or disguise the hilt.	Unstable Blade	Strain may disrupt or damage nearby objects.
Guarded	+1 Failure Die against attempts to disarm or damage it.	Exposed Control	Vulnerable to precise interference.
Modular	Easier to repair or change configuration.	Power Drain	Extended activation creates a maintenance cost.
Extended Grip	Supports two-handed leverage and Bind actions.	Awkward Balance	+1 Failure Die in cramped or one-handed use.
Variable Output	Safely changes between training and lethal intensity.	Slow Ignition	May be difficult to deploy reactively.
Coupled	Connects to a compatible hilt.	Recognizable Resonance	Force-sensitive observers may identify it.

A Feature provides no more than +1 Success Die or one narrow exception. A Quirk applies only when its fictional limitation matters.

DAMAGE, REPAIR, AND LEGACY

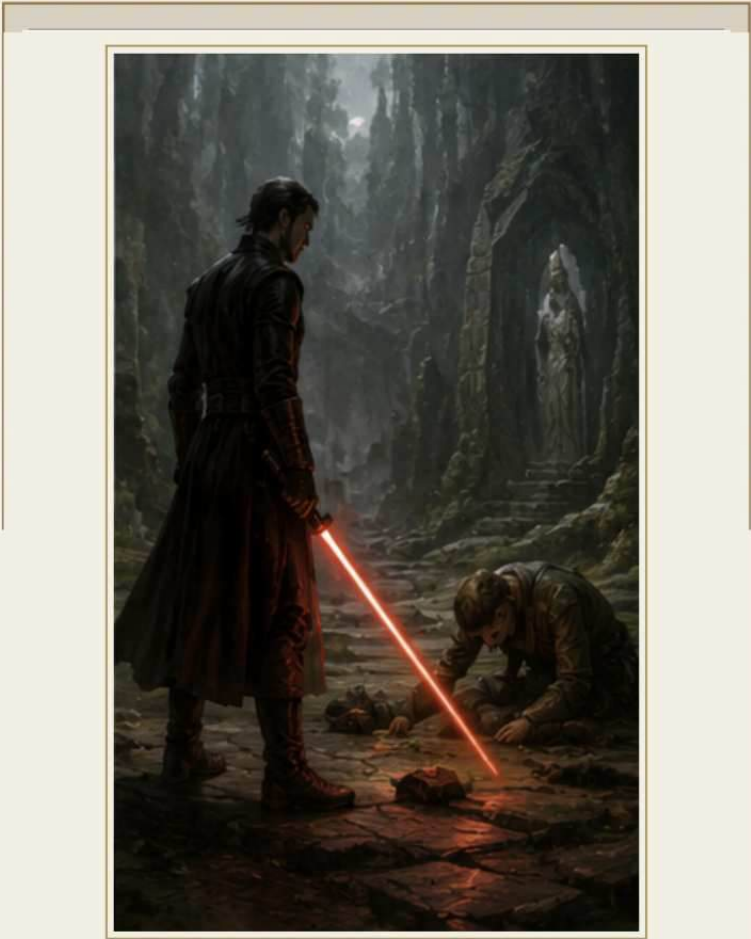
A lightsaber may become Misaligned, Power-Draining, Cracked, Emitter-Damaged, Unstable, or Inactive through severe Strain, failed Binds, environment, sabotage, destructive weapons, or artifact failure. Field repair normally uses Logic or Finesse, tools, 2 Failure Dice, and an Action or several minutes. Complete repair may require downtime. The kyber crystal is not casually destroyed as ordinary equipment damage.

A starting Legacy Item may become a repaired artifact, major clue, saber component, completed weapon, mentor archive, resonant relic, or Instruction source. When a character completes the first personal saber using the Legacy Item, the saber may replace it on the sheet. This grants continuity, not an automatic bonus.

REWARDS AND EXTRACTION

A major expedition should normally provide at least two reward types: a Lesson, advanced Instruction, doctrine, kyber crystal, Hilt Feature, artifact, historical truth, access to a mentor or site, a campaign lead, restoration of a Bond, completion of a Trial, or an opportunity for Revelation. Not every site must grant a new Technique.

Extraction should leave consequence. The site may collapse, a rival may escape with part of the discovery, an artifact may remain active, equipment may be abandoned, a guardian may follow, the location may become known, a nexus may change, or the group may choose what knowledge deserves preservation. Record the resulting world state; exploration does not reset when the characters leave.



Exploration rewards become a part of the campaign's persistent legacy.

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Quick Reference: Core Resolution

Use this spread at the table. Chapter text governs unusual cases; these procedures state the complete default.

THE THREE DICE POOLS

Success	Advantage	Success	Approach, assistance, Traits, and ordinary bonuses
Force	Advantage	Success	Committed Force Dice, limited by Attunement
Failure	Strain	Failure	Difficulty, resistance, danger, and opposition

Resolve: Successes must exceed Failures. A tie fails. Advantage and Strain apply independently. Ordinary bonus Success Dice are capped at +2; Force Dice do not count against that cap.

ORDINARY TEST

1	State the exact intent and the consequence that makes the action worth rolling.
2	Choose the Approach that describes how the character acts.
3	Build Success and Failure pools. Most meaningful challenges use 1-3 Failure Dice.
4	Roll. Resolve the objective first, then Advantage and Strain.
5	Change the situation. Failure creates cost, pressure, lost position, or a new route; it does not halt play.

FORCE ACTION

1. Declare the intended effect. 2. Identify Technique state. 3. Choose Approach. 4. State emotional or disciplined Center.	5. Commit 1 to Attunement Force Dice. 6. Assign Failure Dice and build pools. 7. Roll and resolve all four result types. 8. Accept, Release, or Seize; update Signature.

COMMITMENT, SCOPE, AND SIGNATURE

1	Whisper	Personal effect or one nearby target
2	Disturbance	Several targets, large object, or room-scale effect
3	Resonance	Vehicle, crowd, or scene-defining effect

After the roll: Accept resolves the dice. Release gives up one net Success or accepts failure to cancel up to 2 Strain, prevent collateral harm, protect another, reduce Signature, or end safely. Seize forces success at the full listed cost; it always works, which is why it is dangerous.

Quick Reference: Development

PATHS

Turbulence	Unresolved possibility and contradiction	Instability, inconsistency, and lack of mastery
Harmony	The self exists within the whole	Denial, possession, and passive detachment
Hegemony	The whole must submit to the self	Impulsiveness, obsession, and enslavement to appetite
Sovereignty	Neither doctrine, emotion, nor power owns the self	Rationalization, indecision, and self-deception

Pressure is evidence, not judgment. Track method, motive, declared Center, accepted consequence, and repeated pattern. Convert qualifying Pressure during end-of-session Reflection, subject to the normal session limits.

TECHNIQUE DEVELOPMENT

Lesson	The method is understood but not reliable	Instruction or reconstruction establishes possibility
Emerging	+1 Failure Die; Strain may show incomplete control	Practice and a brief reflection
Trained	Normal use and Commitment	Field Trial after required Practice
Mastered	Full listed mastery benefit	Advanced Instruction or Revelation plus Mastery Trial

INSTRUCTION QUALITY

Complete	Provides the full method and normal advancement route
Fragmentary	Requires one additional Practice before advancement
Corrupted	Carries a specific complication or Pressure until corrected
Restricted	Requires its stated key, prerequisite, rank, ritual, phrase, crystal, or condition

END-OF-SESSION DEVELOPMENT

1	Award 1-4 XP from meaningful play and completed objectives.
2	Conduct Path Reflection; convert qualifying Pressure into Marks.
3	Record Practice, completed Trials, and earned Revelations.
4	Update Techniques, Convictions, Bonds, Vulnerabilities, Turbulence, and Contradiction.
5	Update the Campaign Ledger; spend XP during downtime or save it.

Revelation: information alone is not transformation. A Revelation occurs when play changes the character's understanding of self, philosophy, or the Force; the player authors its meaning and the GM confirms the required conditions.

Quick Reference: Running Play

CONFLICT

Open	Establish objectives, position, range, readiness, and first activation.
Act	Each Round allows one Action, one Movement, and one Reaction.
Attack	Players roll against Defense; enemy attacks use player Defense Tests against Threat.
Impact	Net margin creates 1-3 Impact. Apply it to Armor Guard, then Guard, then one Wound event.
Exit	Yield, escape, rescue, theft, delay, exposure, or objective success can end a confrontation.

GUARD AND WOUNDS

Starting Guard	Player characters normally begin with 3 Guard
Exposed	At 0 Guard, the next damaging hit causes a Wound
After a Wound	Restore 1 Guard
Wound 1	+1 Failure Die when the named injury interferes
Wound 2	+1 Failure Die to demanding physical actions
Wound 3	Critical and incapacitated; a lethal source begins the Death Clock

EXPLORATION LOOP

Find the site	Reach it	Cross the first barrier	Move through Zones	Gain truth or access	Face the central test	Escape, secure, or leave behind

PLAYER DECISION LOOP

Hear what changed and record cost	Confirm position, objective, Conditions, and visible clocks	State what the character wants next	Choose Approach; add Technique, Center, and Commitment when required

Before a roll: name what success changes and what failure risks. After a roll: update the fiction before the next action. If another character is better positioned, assist them or yield the spotlight.

FORCE-ATTUNED CHARACTER RECORD

NAME		PRONOUNS / SPECIES		AGE / LIFE STAGE	
CONCEPT			INSTRUCTIONAL ORIGIN		
MIGHT		FINESSE		LOGIC	
				PRESENCE	
ATTUNEMENT 1 / 2 / 3		PHYSICAL STRAIN 0-6		MENTAL STRAIN 0-6	
GUARD / MAXIMUM		ARMOR GUARD		WOUNDS 0-3 / INJURY	
TRAIT			VULNERABILITY		
BOND			CONVICTION		
PATH STATE		MARKS	CONTRADICTION / DISSONANCE		TURBULENCE
ITEM		DESCRIPTION / FEATURE / QUIRK			CONDITION
Personal					
Practical					
Legacy					
Lightsaber					
APPEARANCE AND NOTES			EXPERIENCE POINTS		

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TECHNIQUES AND DEVELOPMENT

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TECHNIQUE	DISCIPLINE / RANK / PATH	STATE	PRACTICE	TRIAL / MASTERY NOTES

LESSON / INSTRUCTION SOURCE	QUALITY	ACCESS / REQUIREMENT	NOTES

ACTIVE SABER FORM / BENEFIT / WEAKNESS	PATH GIFTS
REVELATIONS AND REWRITTEN CONVICTIONS	CONDITIONS / PERMANENT CONSEQUENCES

CAMPAIGN LEDGER

SHARED PURPOSE		IMMEDIATE THREAT	
SHARED REFUGE / CURRENT CONDITION			
Pursuit 0-6		CAMPAIGN FRAME / ERA / FORCE VISIBILITY	
FACTION	RELATIONSHIP -2 TO +2	GOAL	RECENT CHANGE
THREAT CLOCK	SEGMENTS	CURRENT	WHAT HAPPENS WHEN FILLED
LEAD / SITE	STATUS	ARTIFACT / INSTRUCTION	WORLD CONSEQUENCE
MENTORS / RIVALS / IMPORTANT NPCS		UNRESOLVED TRIALS / PROMISES / CONSEQUENCES	

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MAJOR ARTIFACT PROFILE

1 START

2 CHAR

3 FORCE

4 PATHS

5 ADV

6 TECH

7 COMBAT

8 ART

9 REF

NAME		FORM / CATEGORY		INTEGRITY	
ORIGIN			PURPOSE		
DOCTRINE			VOICE		
ACCESS LEVEL		CONDITION TO ADVANCE		KNOWLEDGE / FUNCTION REVEALED	
0 Sealed					
1 Opened					
2 Responsive					
3 Revealed					
LESSONS / INSTRUCTION QUALITY			DEMAND		
BIAS / OMISSION / CORRUPTION			RISK / CORRUPTION CLAUSE		
SECRET			ACTIVATION / COMMITMENT / SIGNATURE / COST		



INSTRUCTION • TRAINING • FORMS • DISCOVERY

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Star Wars: Flow of the Force is an unofficial, noncommercial, fan-created tabletop roleplaying game prepared solely for private play. It is not affiliated with, authorized by, sponsored by, or endorsed by Lucasfilm Ltd., The Walt Disney Company, or any official Star Wars licensee.

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PLAYER'S HANDBOOK | v2.0.0

Second Official Edition companion to the Core Rulebook v2.0.0. This volume preserves the complete player-facing mechanical baseline while intentionally omitting GM preparation, hidden truths, adversary construction, and campaign-control procedures.

CREDITS

Game Design and Writing	Brandon Sligh, with developmental consultation and systems-drafting support
Publisher Context	Apogee Games
Core Engine	Apogee narrative D6 system developed from Awake in the Black
Visual Direction	Apogee Games; archival fantasy-science-fiction field manual
Edition	Second Official Edition Player's Handbook, v2.0.0

HANDBOOK SCOPE

Players may rely on the capabilities, costs, advancement routes, and procedures stated here. The GM may introduce uncertainty, opposition, incomplete knowledge, and consequences, but does not silently remove an established player option. Where this handbook is silent, the Core Rulebook supplies procedure and the table resolves ambiguity in favor of clarity, continuity, and meaningful choice.