

# Perks and Talents

Along with the Talents and Perks located within the base *Hero 5<sup>th</sup> Edition*, *Star Hero*, and *Dark Champions* books, which are all somewhat fitting for this setting, there are a few particular to the *Star Wars* universe that need to be introduced, including Force related Talents and Jedi Perks.

## Perquisites

### Jedi Rank

**Cost:** 1-5

Jedi training is a strenuous regimen that challenges the mind, body, and spirit. Along this path are certain benchmarks, points at which the Jedi has gained enough knowledge to be recognized as attaining a certain level of mastery. The levels of mastery are Youngling, Apprentice, Padawan, Knight, and Master. This rank accords a Jedi with certain responsibilities and duties, but also gives them access to information and facilities that others are not allowed.

The Youngling designation is one for a trainee who is either new to the training or under the age of thirteen, and as such is more of a disadvantage than a Perk.

An Apprentice is one who is over the age of 13, has base proficiency (11 or less) with at least 2 Force skills, but has not had any experience outside the Academy. This is the standard for a starting character, and as such is for free. A starting Apprentice has 50 character points and 50 disadvantage points.

A Padawan is one who has constructed his lightsaber, has base proficiency with at least 4 Force skills as well as at least 5 additional ranks. They are prepared to go out into the galaxy under the tutelage of a Master and begin learning in a much more focused manner what being a Jedi is all about. This level costs 1 point. A starting Padawan has 75 character points and 75 disadvantage points.

A Knight is one who has gained considerable skill with the Force (base knowledge of 6 skills, and 10 additional ranks). They are not yet Masters in their own right, but neither are they Padawans subject to orders from their Masters (though many continue to study with their Masters). This is the most widely known group outside the Order, and it has the fewest base responsibilities. This level costs a total of 3 points (2 plus the 1 for Padawan). A starting Knight has 150 character points and 100 disadvantage points.

A Master is anyone who has an 18 or less roll on any 3 Force skills, as well as considerable knowledge (16 or less) in 4 more. A Master is expected to take on Padawans of his own to train (followers), or begin training Younglings and Apprentices (DNPCs) at the Academy, and the rank can be taken from those who fail in their obligations to the Order. This level costs 5 points (2 plus the 3 for Knight). A starting Master has 200 character points and 150 disadvantage points.

### Form Mastery

**Cost:** 1 per Form

Lightsaber combat is truly at the core of the Jedi experience along with control of the Force. Some Jedi even say that you can't master the Force without mastering the lightsaber, as it is only through the martial arts that you truly master yourself.

To be considered a master of a lightsaber form (or the hand-to-hand martial art practiced by the Order) you must have at least 20 points of maneuvers from the form, as well as a 14- on any skill roll required for the form.

This gives you considerable sway among other combat oriented Jedi, and even those dedicated to more peaceful pursuits look to a lightsaber form master when a situation gets tough.

## Talents

### Deep Connection

The Jedi has such a deep understanding of the Force that its use comes easily to him, allowing him to use it with little effort, and only the merest concentration. This enables him to keep his mind on the tasks at hand, like watching his enemy's lightsaber blade, instead of concentrating on his Force powers.

Jedi with this talent do not incur the ½ DCV penalties that most Force power usage entails, or reduce a 0 DCV penalty to a ½ DCV penalty. **Cost:** 15 points.

### Focused Connection

The power of the Jedi is the Power of his connection to the Force, and his Mastery of his own mind and soul. Those who have great focus find their road much easier to tread than those who are less in control of themselves.

Jedi with this talent require fewer successes to use their Force powers than normal, effectively halving their cost (round up). For those powers that need only 1 point of net success, you effectively get double the effect for that 1 success. This Talent may only be taken once. **Cost:** 15 points.

### Force Bond

Sometimes the Force brings two people together in a way that goes beyond friendship, even beyond love. This intimate connection is referred to as a Force bond, and it allows two people an understanding that borders on telepathy, and a complete sense of the other's well being.

Force bonds come in various strengths, from a simple ease at working together to an unbreakable link that spans space and time. Some are not even limited to just two people, but include even more.

This talent only works between Jedi who have both bought it. **Cost:** 2 or 4 points. (+5 points to enable multiple mind links, +2 to double the allowed number).

Mind Link, Human class of minds, One Specific Mind, Psychic Bond (10 Active Points); Only With Others Who Have Mind Link (-1), Stops Working if Mentalist is Knocked Out (-¼).

### **Heightened Perception**

The Jedi is able to use the Force to greatly enhance his natural sensory abilities. The effect is always on, and adds a +1 bonus to all Perception rolls. This Talent may be purchased multiple times. Cost: 3 points.

### **Increased Scope**

Some powers work only on certain types of creatures, but Jedi with this talent are able to overcome this limitation by expanding the scope of their senses. This lets the Jedi use any power in which he must choose an affected type (for example, Human or Animal) on both types instead. Cost: 10 points.

### **Strong Connection**

Some Jedi have a connection to the Force so strong that even grievous injury and pain cannot distract them from it, allowing them greater freedom in combat when a mental slip is the difference between life and death.

Jedi with this Talent no longer have Power Stops When Mentalist is Stunned, but still have the limitation of Power Stops When Mentalist is Knocked Out. Cost: 10 points.