

BASIC D20 FORCE SKILLS

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Basic d20 uses a broad skill system that groups traditional d20 skills into twelve broad skill areas. Furthermore, it adds four broad skills that define offensive and defensive combat ability (Fight, Shoot, Dodge, and Parry). Finally, the three save bonuses and hit dice are made into four additional broad skills (Fortitude, Reflex, Toughness, and Will). This totals 20 broad skills.

The Star Wars Revised Core Rulebook has additional Force skills for use by Force-using characters. The broad skill equivalents for Basic d20 are listed below with appropriate specialties.

Force Skills	Default Ability	d20 Star Wars Skill Equivalents (Specialty Skills)
Alter	Var	Affect Mind, Drain Energy*, Force Grip*, Force Lightning*, Force Strike, Heal Another**, Illusion, Move Object
Control	Cha	Battlemind, Force Defense, Force Stealth, Heal Self
Force-Sensitive	Var	Empathy, Enhance Ability, Friendship
Sense	Wis	Enhance Senses, Farseeing, Fear*, See Force, Telepathy

Specialties with one asterisk are Dark Side specialties while Heal Another is a Light Side Force specialty and cannot be used by characters with Dark Side points. Characters must still possess the appropriate Force feats to take ranks in the associated Force skills.

VITALITY POINT EXPENDITURES FOR FORCE POWERS

In a true Basic d20 game based on the Star Wars Revised Edition, vitality points should be used (along with wound points naturally). If the vitality point system is not used in a campaign featuring Force powers, the GM should consider giving Force-users spell points as a wizard with bonus points based on Constitution to be used as vitality. This may increase the power of Force-using characters, as they will be able to count on their full hit points for taking damage and a separate pool of points for powering Force effects, whereas normally vitality is used for both. If there is any doubt, please remember that a high level wizard would probably be able to annihilate a Jedi of equal level (and then you shouldn't feel so bad about giving Force-users more "points").