

Star Wars

Using the Force

Following the Jedi Code

Being a Jedi is not an easy task. It takes dedication, a steady heart, and a calm spirit. Still, the Jedi Council four centuries after the fall of the Old Republic realizes that it cannot hold true to each and every precept followed by the old Council—if nothing else, because actions (or inactions) of the old Council indirectly lead to its own destruction.

To that end, although the Council still holds true to most of its past ideals, and even truer to the Jedi Code, it has lessened some of its previous restrictions towards attachment and personal property.

As long as a Jedi has approval from the Jedi Council, personal possessions are allowed; this means a Jedi might have a few lightsabers to his name, his own starfighter or space transport, droids, or other such equipment. Any Jedi who owns such possessions, however, must always prove that he can get by perfectly fine without them, and that they only serve him while the he is serving the Council; the Council may order that the Jedi relinquish the item (though this typically only occurs with starships) for a short time while another Jedi uses the item. The council realizes that a Jedi will take care to protect his or her belongings, and show concern for them, especially in the case of droids, and sometimes starships. However, if the Jedi ever becomes unwilling to part with a personal possession, the Council relinquishes permission for the Jedi to have sole ownership of the item, and the Jedi is typically taken aside for assistance in forsaking the need of the item.

Similarly, Jedi have been given a bit more leeway in personal relationships; as long as a Jedi gains approval from the Jedi council, that Jedi may marry whomever he or she sees fit; most often, a Jedi is encouraged by the Council to wed another Jedi, or someone who is Force-Sensitive, but there is no such requirement for a Jedi to do so. Jedi are strongly encouraged, however, to maintain a calm relationship, steady in feeling, and not failing to passion or other strong emotion. Outsiders might see a Jedi relationship or marriage as cold and controlled, but the Jedi and their mate have simply learned to control their emotions, and harness them for the service of the galaxy.

Any Jedi who does wed is required by the Council to occasionally remind his or her mate, just as he must do for him or herself, that sometimes, the life of a Jedi is not always a safe one. The Jedi may be injured, or even killed. When a Jedi falls, the spouse of that Jedi is brought to the Academy on Yavin IV and comforted by the Jedi Council. The council begins a strange healing ritual in which they help the spouse more quickly overcome the feelings of pain and loss by forcing them to the surface, and then smoothing them away, like water over a pebble. Typically, the spouse denounces the Jedi as spiteful creatures at first, but soon understands the incredible benevolence the Jedi are showing by helping the spouse overcome the loss more quickly. The spouse may then do as they will.

If the spouse of a Jedi is killed, or one of a Jedi union falls, the Council enacts a similar ritual, but the widow or widower has the ability to actively participate. Such Jedi far more quickly, and with much less pain, overcome the loss, and are able to move on with their lives. Although this too might seem cold—even more so than a Jedi and his or her mate might appear in public—it is the best way the Council has thus far been able to handle the bonding of a Jedi to another being.

Other minor changes are present in the Jedi order; certain higher-ranked Jedi Masters are allowed to take on multiple padawans, though this is somewhat uncommon. Similarly, younglings attending the Jedi Academy are allowed short amounts of leave time each year, to visit their family and friends. Though constantly reminded not to lean too heavily on their friends and relatives, in the event that personal attachment might affect the youngling's judgment, the Council felt this allowance would ease the minds of any students who might feel homesick, or worse, prisoner to the Jedi Order. Thus far, the Council feels this decision has averted several

potential mishaps that might have otherwise caused problems during the years of the fledgling academy, and feel that it strengthens the academy still.

Otherwise, Jedi are still expected to adhere to the guidelines of the Jedi code, to respect their fellow Jedi, and aid them when necessary, follow the orders of higher-ranking Jedi, who follow the orders of the Council.

Dark Side Points

The **Future of the Galaxy** campaign is mid-ranged in the continuum of how quickly and easily one earns a Dark Side Point (DSP). Jedi and other Force users might not earn a DSP for any given act that is only "slightly evil", or questionable at best. Instead, the GM will keep a secret record of minor or lesser transgressions. At such time as the GM feels a character has committed enough transgressions to earn a DSP, the GM will assign one, but will not likely give any clues as to why. This is to better regulate those who are willing to idly violate the code, despite willingness to accept reprimand later on. Characters who fall to the Dark Side **are not** allowed in the **Future of the Galaxy** campaign, however, and any such character will become an NPC.

Note, however, that although any character wishing to erase DSPs may do so by committing an act of heroism, self-sacrifice, or other such means, continual willingness to commit acts that earn DSPs, or minor transgressions that could eventually add up to a DSP, will make the removal of such DSPs increasingly more difficult. Also, although a Force Adept need not adhere strictly to the Jedi code, one may assume the Jedi are most in tune with the Light side of the Force, and the Jedi Code is generally the best preparation one may have towards avoiding DSPs. Thus, a Force Adept may commonly find his or her actions being compared to the ideals of the Jedi code, whether the Force Adept has any such ethical guidelines or not.

In addition, all players will be given DSPs when their actions make it appropriate, even if they are not Force-Sensitive; if ever a non-Force user ever gains the Force Sensitive feat, his or her previous actions toward the dark side immediately take effect. This is further described on the sidebar on page 181 of the *Revised Core Rulebook*.

Finally, regardless of the severity of the act committed, the GM has the final say on whether or not to award a DSP; although a player is allowed to briefly appeal the DSP, **the GM's ruling is FINAL.**

The following acts are common ways to earn a DSP:

- Knowingly, willingly attacking an innocent person or helpless foe, or knowingly and willingly allowing such a person to be attacked.
- Knowingly, willingly attacking an evil person who has legitimately surrendered and/or shows signs of repentance, or knowingly or willingly allowing such a person to be attacked.
- Willingly giving in to fear, anger, hatred, malevolence, aggression, or other negative emotions.
- Calling on the Dark Side when using a Force Point.
- Using a Dark Side Force-based skill (including Fear, Force Grip, Force Lightning, and other skills presented in the *Dark Side Sourcebook*), or using Force Skills against a living creature for an evil end or to cause damage (such as Drain Energy, Force Strike, etc.).
- Using a Dark Side Force-based feat.

The following minor transgressions are common ways to eventually earn a DSP:

- Taking action while under the influence of a negative emotion, where the action would not normally have occurred had the character not been under the influence of the emotion.
- Performing a dubiously evil act, such as when one kills an opponent in combat when while ignoring opportunities to end the situation without the loss of life.
- Using the Force to cause inconvenience to others.

Characters who are *tainted* or *dark* may atone just as described in the *Revised Core Rulebook*, on pages 182-183.