

Personality Mechanic

In an all-Jedi group the Dark Side plays such an important part that falling to the Dark Side needs some mechanical representation that gives the GM and players a common ground.

There are six dimensions:

Courageous	-----	-----	Fearful
Humble	-----	-----	Proud
Responsible	-----	-----	Reckless
Trusting	-----	-----	Suspicious
Generous	-----	-----	Selfish
Forgiving	-----	-----	Vengeful

They are rated from 2 to 12. The players may distribute 40 personality points on these dimensions. In dilemmas or emotional situations, the GM may ask the player to roll 2d6; if the roll is the same or below the personality stat, the positive pole dominates, and vice versa. In case of a rolled 2 or 12, the personality score shifts 1 point toward the dominating pole.

Additionally, it makes it possible to tempt others to the Dark Side. By making a contested roll of Influence (doubled) against the target's Reasoning (doubled), a Sith can force a personality roll. That means - depending on their personalities - tempted characters are possibly forced to act against the Jedi Code, thus slowly turning to the Dark Side.

Example: Darth Nefari fights a Jedi. This Sith Lord knows from previous interactions that even though this particular Jedi is not particularly vengeful, he is very proud. Thus, when trying to seduce him to the Dark Side, she decides to aim for his pride: she insults him and the Jedi Order. If she succeeds in riling her opponent with the opposed Influence vs Reasoning contest, the Jedi must roll on his Humble/Pride stat. If he fails, his pride is hurt and he gets angry, which can give a penalty on any other personality checks during the current exchange. As a consequence, for the rest of the exchange the Jedi is more vengeful than usual. Should Darth Nefari now also succeed in provoking him to attack, he'd gain a Dark Side point... making his first step towards the darkness.

Force-users also have:

Light Side	-----	-----	Dark Side
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This dimension always begins in the middle, at 7, for most Jedi. As the Jedi slips more towards the Dark Side, the value drops; as they become stronger in the Light, it increases. The further into the Dark Side a character gets, the more the Dark Side controls the character. At any given moment, the GM may ask the player to roll the Light Side/Dark Side stat instead of the appropriate personality stat.