

The Deryni

a Star Wars D6 adaptation

Adapted to the D6 system by Christopher Rheinherren

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STAR WARS



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The Deryni are a near-human species hailing from the Kheldori system in the unknown regions. They were discovered by a Jedi scouting mission several centuries before the fall of the Republic. The Jedi who discovered them was amazed to find that the entire Deryni people were Force-sensitive. He attempted to convince them to join the Republic and the Jedi Order. But for the most part his words fell on deaf ears. Although some did leave their home world to further explore the galaxy. And some few did abandon their teaching of the Way and followed the Jedi path.

With the coming of the Empire, a Deryni Jedi Master, passing as Human as most Deryni do, quietly erased the data files from the Jedi Archive on their home world to keep his people safe from destruction in the coming storm.

A Deryni is indistinguishable from a Standard Human in appearance. Their entire species is Force-sensitive at birth. A Deryni's powers begin developing as young as toddlers. Parents begin teaching powers to their children as soon as they start to develop. They also place blocks in the minds of their children to prevent accidental use of any power that could possibly cause harm to another. There are a number of formal institutions throughout the Kheldori system for advanced training. They do not seem to have a distinction between Light or Dark when it comes to their use of the Force. Some powers that the Jedi would consider to be Dark powers are used routinely by the Deryni, seemingly without ill effects. But they do have their own tales of Dark Lords. Unlike the Jedi, the Deryni begin their emphasis on Sense skills and powers.

A typical fully trained Adult Deryni will have the following Force Skills and Powers given their life-long training in the Force.

Control: 3D+2

Concentration (C)

Control Pain (C)

Hibernation Trance^ (C)

Mental Shields^ (C)

Remain Conscious (C)

Remove Fatigue (C)

Sense: 4D

Danger Sense^ (S)

Force Tracking^ (S)

Life Detection^ (S)

Life Sense^ (S)

Magnify Senses (S)

Receptive Telepathy^ (S)

Sense Force (S)

Truth-Read (Truth Sense)^ (S)

Alter: 1D+2

Hand-Fire^ (A)

Telekinesis^ (A) (see notes below)

Control + Sense

Perfect Telepathy^ (C+S)

Projective Telepathy (C+S)

Control + Alter

Control Breathing^ (C+A)

Awaken (Endowment) (C+S+A) [Affect Mind, Life Bond, Life Detection, Life Sense, Receptive Telepathy, Sense Force, Sense Force Potential, Projective Telepathy]

Control Difficulty: Moderate

Sense Difficulty: Difficult

Alter Difficulty: Heroic

Effect: This power allows a character to bestow Force ability upon another being. If the character using the power makes all of the required skill checks to activate the power, he must sacrifice 4 Force Points to complete the power's use. If he does so, the target of the power becomes Force sensitive, and gains 1D of Control, Sense, or Alter dice (player's choice).

Deryni will sometimes use this power on favored humans or other species who are not Force sensitive. Those who are turned into Force sensitive characters by a Deryni have the same Force restrictions as the Deryni.

In order to use this power, not only does it have a Force point cost, it is also time consuming. There is a proper Awakening ritual that must be completed under the protection of a Wards Major Matrix. Most power rituals will be conducted by 4 Deryni due to the extreme difficulty imposed.

Force Tracking[^] (S) [Life Detection, Life Sense]

Sense Difficulty: Easy, modified by conditions

This power can be kept up.

Effect: A character using this power can see another character's Force trail, allowing her to follow her quarry with relative ease.

The difficulty can be modified by the following conditions:

Every 6 hours since the trail was made: +1D

Tracked area is well populated: +2D

Tracked area is heavily populated: +3D

Tracked area is lightly developed: +2D

Tracked area is well developed: +3D

Tracked area is urban: +4D

Target is dampened from Force detection: +5D

Target is familiar to the user: -2D

Hand-Fire^ (A)

Alter Difficulty: Easy

This power can be kept up.

Effect: The Adept can summon a ball (or other shape) of light. Generally the size of a torch or lantern for use in any area requiring lighting. The light does not burn and is cool to the touch. The light hovers about the Adept and can be moved at will up to 10 yards away as the Adept chooses. The light will persist until the Adept that created it extinguishes it or otherwise falls asleep, unconscious or worse. Keeping the light going does not count as an action.

Other Adepts are able to take control of Hand-Fire by making an opposed Alter roll against the original creation of the light.

At a Moderate Alter Difficulty this power can be used to ignite small combustible items, such as tinder, candles, paper and the like.

Keeping this power up does not count as an action.

Mental Shields[^] (C)

Control Difficulty: Easy

Mental Shields are the primary defense against unwanted mental intrusion of the Deryni Race. These shields can be used with other Force defense powers giving a Deryni multiple layers of defense.

This power can be kept up.

Mental Shields have 3 modes of operation:

Normal Mode: This allows the Deryni to use his powers on others yet keeping his mind secure against unwanted psychic contact. At this level he may selectively allow contact with specific beings and attempt to block all others.

Down Mode: The shields are down and allowing all contact to take place as if they are not there. A Deryni is able to change the mode of his shields at any time. Thus snapping them back up from being down or pushing out another's mind who he has let in. There is an immediate contest of skills roll required when this occurs.

Fortress Mode: This mode prevents any contact from coming in to the Deryni's mind. However, it also prevents the Deryni from using any outgoing Sense related power as well. The shields are rigid and closed to all contact.

A Deryni is capable of visibly flaring his Shields. This allows Force sensitive and non-Force sensitive creatures to see those Shields. When flared he must make a Moderate Control roll (this does count as an action) and the Shields will be seen like a halo around the Deryni's head like so many images of ancient Saints and Holy persons. The Deryni may have this halo extend to surround his entire person if desired. The effect lasts for only few moments before it fades.

When the Deryni's Mental Shields are up in the Normal Mode, they provide 2x the Control Dice protection against unwanted psychic contact. Once the Mental Shields are raised to Fortress Mode, it is 3x the Control Dice protection. And the Deryni's outgoing psychic power's difficulties are also increased by the same amount. This is a reaction skill and does not count as a multiple skill usage unless the Deryni is changing the mode or flaring.

Perfect Telepathy[^] (C+S) [Receptive Telepathy, Life Sense, Projective Telepathy]

Control Difficulty: Moderate. Increase difficulty by +5 if the Adept cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound), modified by proximity.

Sense Difficulty: Easy if the target is friendly and doesn't resist. If the target resists, the difficulty is the target's Willpower or control, modified by relationship.

This power can be kept up.

Effect: This power allows an Adept to communicate with his comrades over distances. It allows him to communicate beyond emotions and short phrases to communicate sentences or complicated ideas. This power may be "kept up" to continue sending thoughts and ideas for several rounds in order to maintain conversation. A target will immediately understand that the mental messages are not her own thoughts, and that they belong to the user of the power. If the Adept does not identify himself, the target may not know who is projecting the thoughts to her. This power can only be used to communicate with other minds, and cannot exercise any level of control over them.

Truth-Read (Truth Sense)^ (S)

Sense Difficulty: Easy; modified by Relationship

Time to use: One round

This power can be kept up.

Effect: This allows the Adept to sense whether a person believes what they are saying is true. It does not sense whether what they are saying is true in the overall reality; just whether the subject believes it or not. This is the Force equivalent of a lie-detector test.

Wards (C+S+A) [Absorb/Dissipate Energy, Dim Another's Senses, Life Detection, Life Sense, Mental Shields, Sense Force]

Control Difficulty: Difficult

Alter Difficulty: Difficult

Sense Difficulty: Moderate

Use of this Power costs Character Points or Force Points

Effect: Of the various kinds of Force warding and shielding, this is the most powerful. It affects an area around the user or a room, and once invoked the user need no longer concentrate upon it.

Normally, that area is defined by the Adepts' presence (a 5 yard radius "sphere" centered on the user) or the shape of the room, but if the user is employing a Wards Major Matrix, the placement of those objects defines the extent of the ward's protection.

Up to 4 Force characters or creatures may participate in setting wards. They can all contribute to the 5 Character Points necessary to invoke one, in which case the ward extends for a radius around the user contributing the most points. Or, if each user contributes a full 5 Character Points and each is within 3 yards of at least one other user, they may overlap their wards and thus extend the area of protection to 2, 3, or 4 time the radius of a single usage, centered on whichever user is desired.

Once the ward has been invoked, the area of protection thus formed may be opened only from the inside (costing 2 Character Points to open, 2 Character Points to close again) unless enough power is concentrated upon it (from inside or outside) to break it. The user(s) who put up the ward can cancel the effect whenever desired. A ward invoked without prior preparation can be broken by the application of three times the Character Points used to invoke it. If the area to be warded has been previously prepared by the user,

then breaking it requires five times the Character Points used to create it.

Preparation of the area costs 2 Character Points, which must be expended by each user, and this preparation lasts 24 hours before it must be renewed. A ward formed with the aid of a Wards Major Matrix cannot be broken by anything short of some world shaking Force powers, such as Force Storm or something more powerful.

The wards Power effect is to keeping out undesirables. No living thing can pass the circle except at the desire of the invoker. In addition, sound does not penetrate the circle, nor can anyone eavesdrop on those within it, or spy on them with any kind of Force power or ability. (Those inside can see out, but the converse is not true.)

The outer surface of the ward appears as a pale, shimmering light, and rising up to 3 meters high per each user setting the wards. The color of the light can be keyed to one of the invokers, or can be an almost invisible white.

Special Force Rules for the Deryni

Proximity Modifiers for the Deryni are doubled from the standard Force user.

User and Target Are:	Add to Difficulty:
Touching	0
In Line of Sight	+4
Out of Sight, 100 meters	+10
Up to 10 km away	+14
Up to 1,000 km away	+20
Same Planet, over 1,000 km away	+40
Not in the Same Star System	+60

Relationship Modifiers remain unchanged.

Alter Difficulties for using Telekinesis by the Deryni are shifted. Although the Deryni are capable of using this power, it is much more difficult for them.

Moderate for objects weighing one kilogram or less;
Difficult for objects weighing one to ten kilograms;

Moving objects of this mass generally require multiple Deryni working together.

Very Difficult for objects 11 to 100 kilograms;
Heroic for 101 kilograms to one metric ton;
Heroic + 10 for 1,001 kilograms to ten metric tons;
Heroic + 20 for objects weighing 10,001 kilograms to 100 metric tons.

Note: the above limitations are cultural in origin. A Deryni is capable of having these limitations removed with retraining in their Force skills by another Force user or Jedi Master. As Jedi Master Yoda told his apprentice Luke Skywalker: *“You must unlearn what you have learned.”*

The Deryni have circumvented some of these limitations by acting in group minds and combining the powers of several Deryni acting as one. And also by creating various Force talismans that augment their powers.

Healing Powers

The ability to truly heal, even oneself and others, are not Powers that any Deryni can learn easily. These powers only rarely surface in any Deryni, generally around puberty, and those Healers are prized and held in high honors among the Deryni. On the Deryni home world, there are special schools for the training of healers, some are steeped within a religious framework and others are secular. All Healers take oaths not to harm any living thing. The following Force powers are restricted to Deryni Healers:

- Accelerate Healing (C)
- Control Disease (C)
- Detoxify Poison (C)
- Reduce Injury (C)
- Accelerate Another's Healing (C+A)
- Control Another's Disease (C+A)
- Detoxify Another's Poison (C+A)

In order for a Deryni to gain healing powers, they must spend 20 Character Points after character creation to become a Healer. Or at character creation, the cost is 1 Attribute die in addition to the Attribute dice spent on being Force sensitive.

Some Deryni Healers have a devastating power at their command. And it is sometimes needed in order to call a deranged mind gone wild so they can be healed. That is the ability to Block the Force from any Force sensitive being.

Blocking (S+A) [Control Another's Pain, Life Detection, Life Sense, Projective Telepathy, Sense Force, Sense Force Potential, Transfer Life-Force]

Sense Difficulty: Difficult

Alter Difficulty: Heroic

Time to Use: 2 rounds

Effect: When this power is successfully activated and turned against an individual target, it has devastating results that can permanently scar the being. If the character using the power makes all of the required skill checks to activate the power, he must sacrifice 4 Force Points to complete the power's use. If he does so, the target of the power loses all dice in Control, Sense, and Alter, and is no longer considered Force sensitive. From this point on, he may not advance those skills, and may not use any Force powers. Additionally, if he has more than 5 Force Points, his total is reduced to 5.

This power can also be used to restore a blocked character. It does not need to be the same Deryni who placed the block.

Just like being a Deryni Healer, a Blocking Healer must spend an additional 20 Character Points after character creation. Or spend 1 additional Attribute die for the Blocking ability. This is in addition to the dice or Character points already spent to be a Healer and to start their Force skills.

Rapport

The Deryni have a Force technique they call Rapport. This is used as a private and sometimes intimate communication between two or more Deryni. It does not have to be an equal sharing. Any participant can be forced out of the mental link by the others or drop out themselves.

Rapport is established when two or more Deryni use the Force powers of Receptive Telepathy and Projective Telepathy on one another. Both powers must be active on each of the participants for Rapport to become established. Once successful it can be kept up until any of the participants drops from or is forced from the link. Each Deryni can easily communicate thoughts, sights, sounds, and even smells to the others while in Rapport.

A Deryni may use Perfect Telepathy instead of the lesser powers listed above to establish Rapport.

Maintaining Rapport is an action but no further skill rolls are required to maintain it. All other actions suffer a -1D or more penalty for multiple actions in a round. The first time a Deryni attempts Rapport with another, physical touch is required.

Shiral Crystals

In a Force category essentially by themselves are the smooth, honey-colored stones known as shiral crystals – which are not really crystals at all, but a Deryni-analog of amber, usually found rough-polished in streambeds and on the seashore. Like amber, which is fossilized resin, shiral can be worked and polished. And where amber holds a static electrical charge, shiral holds a Force charge, perhaps better than any other substance. Its peculiar property, so far as Deryni are concerned, is that the stone glows when held by a Deryni working in a deep meditative or trance state. Because of this characteristic, it often is used as a focal fixation while working inner Powers and it increasingly has been used to test for Force potential.

Shiral has been known for a very long time in Deryni history, for drilled nuggets of shiral were found knotted at the intersections of a silk stasis net protecting the body of the great Orin, who lived many centuries before their discovery by the Jedi. Their apparent purpose was to help prolong a preservation power woven into the net, like tiny Force storage batteries.

Shiral crystal itself contains neither good nor evil, though it does have power. But one must approach it with respect and awareness of what one is doing. Shiral crystals can be an aid to concentration. Although anything can be used as a focal point, shiral is better than most, because it shows you, by glowing, when you've reached the minimum level of concentration. Anything bright will do: a ring, a fleck of sunlight on glass. For that matter, you don't really need anything physical, though it does help, especially in the beginning.

In all cases, the crystals function as focal points, as testing devices, and as Force amplifiers.

Sword Spells

This is an ancient name for a Force technique developed by the Deryni in their ancient history. Centuries before their discovery by the Jedi and centuries before any of them ever left their home world or even knew of other worlds.

A Deryni, who is in a life or death fight, may attempt to best his assailant by channeling all of his Force powers into a devastating attack. Although this would be an act of Dark side-like power, it is usually done as a self-sacrifice for one's friends. To preserve life of those who will be able to escape as one Deryni unleashes his full power on an enemy.

In many ways this is similar to the Force Scream power used by those corrupted by the Dark Side of the Force. Except that this is a controlled burst and directed at only one target. Generally being guided by the point of a sword, where the technique gets its name.

Here the Deryni makes a Difficult Control roll to unleash the full force of his power. The target must be within 50 yards and is struck by the total of the Deryni's dice in all 3 Force skills in damage. He may resist such attack by his own Alter skill or standard damage roll if the target is not Force sensitive.

The Deryni who launches such of an attack must make a Heroic Willpower roll in order to survive. If he survives he loses all current Force and Character Points. The sword, if one was used to guide the attack, is usually found as a charred and twisted piece of junk metal, unusable for any future purpose.

Transfer Portals

The Deryni have a limited form of Force Teleportation known as Transfer Portals. These only operate on a planetary scale. No Deryni who has attempted to teleport between a Portal on one world to another has ever reappeared. Using a Transfer Portal takes a Control roll at Moderate Difficulty between two known portals.

This is a common means of getting places for the Deryni on their home world and colonies. A transfer portal is constructed by means similar to creating a Force talisman, the power being placed on an ordinary paving stone or even a patch of ground. Such a portal is invisible and can be covered by a thin layer of wood or fabric (but not metal) and still function. It will teleport (without error) up to 3 individuals from this one to another portal. The individual using the portal need only stand over the prescribed spot and expend 1 Character Point (per person), and he and everything he is carrying will be whisked instantaneously to another portal. However, he must have seen at least a mental image of the destination portal in order to go there.

Placing a ward over a portal effectively negates that portal; an individual cannot teleport to that portal, and cannot teleport away from it until and unless the ward is broken. Transfer portals are not personal Force items like talismans, and their destruction will entail no ill effects for their original maker, unless some unusual feature has been built into them. They will last until destroyed by a Force sensitive person or cataclysmic event. They are focal points for the Force and can be sensed by any Force-sensitive character or creature. Usually when they step on the portal, they can feel it tingle beneath their feet. It costs 5 Force points to destroy a portal.

Wards Major Matrix

These are a collection of small cubes the size of dice, generally without spots or decorations but sometimes with as well, 4 white and 4 black. When arranged in the proper pattern and used with the Power of Wards, they form an unbreakable ward, a shimmering sphere of protection. The white and black cubes are merged to form 4 grey oblong blocks which are placed around the area to be protected before the ward is finished. Thereafter, they define the circumference of the protected area. As mentioned under the description of the wards discipline above, this area can be extended with the help of other Force users.

Activating a Wards Major costs 4 Character Points.



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