

THE PREEMINENT ROLEPLAY GROUP OF THE EMPEROR'S HAMMER

# SECRET ORDER



# PATH SYSTEM



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# PREFACE

Welcome to the Emperor's Hammer: Secret Order, a sub-group of roleplaying adventure, intrigue, and endless possibilities!

After nearly two years of dedication, creativity, and passion, I am thrilled to present this first phase of a roleplaying system that invites you to explore the rich tapestry of Star Wars lore and that of the Emperor's Hammer in a way that is uniquely your own.

In the pages that follow, you will find a comprehensive guide akin to the Class section of a Player's Handbook, designed to immerse you in the diverse pathways available to you. Whether you are a seasoned Agent or new to the Emperor's Hammer Secret Order, this document aims to provide you with the tools and inspiration needed to embark on your own art and fiction projects for your character.

This Path System is not just a guide; it is a labour of love that reflects my deep appreciation for the stories, characters, and worlds that have captivated us all. Each Path is crafted to encourage creativity, collaboration, and, most importantly, fun, when building and developing your Agent. I hope that as you delve into this system, you will feel the same excitement that inspired me throughout this journey

Prepare to forge your Agent of The Secret Order in a galaxy far, far away... May the Force serve you well!

- Grand Inquisitor Honsou  
Commander of the Guard.



# CREDITS

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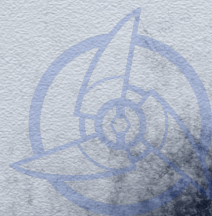
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Star Wars Saga Edition, Tabletop roleplaying Game.  
By: Wizards of the Coast (May 2007)



# INTRODUCTION

Welcome to the Secret Order Path System, a way of tracking and developing your character within the Secret Order subgroup of the Emperor's Hammer. For those familiar with tabletop roleplaying games, this will operate in a similar fashion to a character class system. Like those roleplaying games, this is also to act as a support to your fiction, both in writing and in art.

As you gain ranks within the Secret Order, you will gain access to the advancing Tiers of the four paths, of which each path has five Tiers. There are also two general ability tables that any character can purchase abilities from, with accumulated experience points.

## PATH SYSTEM EXPLAINED

To utilise this path system there are three basic principles.

**Progression is Tied to your Rank.** Within the SO we work on a rank by rank basis, one in which all Agents with time and merit can advance. As such the path system is linked to this, meaning as you progress your character will also, representing their rise in knowledge and power as you yourself cement your place in the Secret Order. Gaining access to higher and more advanced Tiers.

**Gaining Abilities.** With the path system also comes the usage of experience points. These points are your only way to be able to purchase new abilities. With this there is a prerequisite, in any section of the path system to be able to purchase a higher tier of power you will be required to have at least purchased two abilities of the previous tier, demonstrating a reasonable and believable path of growth for your character.

**Earn through Participation.** The Secret Order has many gaming platforms that it supports. These supported platforms are one of the ways in which you will be able to gain experience points, simply through playing and submitting matches. Another way is through the creation of pieces of art and fiction. Participation and placement in competitions will also aid in the gaining of experience points. All

of these will be tracked and documented, leading to you gaining your experience points at the end of every month. Your experience points total will replace current activity point rewards.

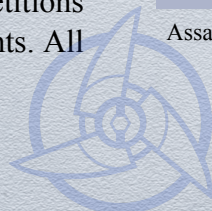
These principles will hold true in all things regarding the path system even as things are added or new content is introduced.

## RANKS AND TIERS

Along with the introduction of the path system, there will be quite a large adjustment to the current rank system. This is being done to bring a more focused view of how the Secret Order operates and functions, basing ourselves upon more knightly orders, as seen with the shift to Houses and the soon to be introduced Sith robes. With this however, some of the current rank names will now be appearing as the names of path Tiers. These "titles" will be available for Agents to select as part of their *Character Sheet* once full website integration is achieved.

### Secret Order Ranks

Old Rank Name	New Rank Name	Abbreviation
Initiate	Initiate	INI
<b>Aspirant Ranks</b>		
Apprentice	Novitiate	NOV
Novice	Neophyte	NEO
<b>Adept Ranks</b>		
Acolyte	Acolyte	ACO
Marauder	Armsman	ARM
<b>Apprentice</b>		
Juggernaut	Chosen	CHSN
Stalker	Squire	SQUR
<b>Sith Ranks</b>		
Knight	Knight	KNT
Warrior	Warden	WDN
<b>Ascendant</b>		
Sorcerer	Preceptor	PTR
Assassin	Marshal	MSHL



Transcendent Ranks		
Inquisitor	Inquisitor	INQ
Adept	Grand Inquisitor	GINQ
Master	Baron	BRN
Lord	Lord	LORD
Darth	Regent	RGNT

## Secret Order Path Titles

Rank Min.	Secret Order	Orbalisk	Krath	Collective
Acolyte (Tier 1)	First Circle	Apprentice	Disciple	Stalker
Chosen (Tier 2)	Second Circle	Marauder	Seer	Hunter
Knight (Tier 3)	Third Circle	Warrior	Sorcerer	Assassin
Preceptor (Tier 4)	Fourth Circle	Warlord	Maester	Operative
Inquisitor (Tier 5)	Inner Circle	Conqueror	Archmaester	Arbiter

## SPECIAL TITLES

Separately to the Path titles that can be attained through rank or tier progression, there are also special titles that may be awarded by the Dark Council or Emperor's Hammer leadership.

The title of "Darth" is now earned or awarded as a special title, by the DC/XO/FC for exemplary contributions to the Secret Order, beyond those worthy of the title "Master." One may replace their Rank on their Agent Portfolio with this Title if they wish to do so.

The title of "Master" is now earned or awarded as a special title, by the DC/XO/FC for exemplary contributions to the Secret Order. One may replace their Rank on their Agent Portfolio with this Title if they wish to do so.

The title of "Blademaster" is now earned or awarded as a special title, by the DC/XO/FC for exemplary contributions to the CoG's Office. One may replace their Rank on their Agent Portfolio with this Title if they wish to do so.

The title of "Tetan Alchemist" is now earned or awarded as a special title, by the DC/XO/FC for exemplary contributions to the MAA's Office. One

may replace their Rank on their Agent Portfolio with this Title if they wish to do so.

The title of "Naur'alor" is now earned or awarded as a special title, by the DC/XO/FC for exemplary contributions to the HRLD's Office. One may replace their Rank on their Agent Portfolio with this Title if they wish to do so.

## THE FOUR PATHS

The new path system as shown is made up of four different paths. They are as follows,

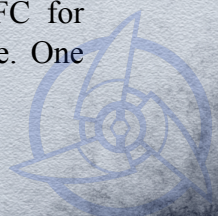
**Secret Order.** The Secret Order pathway is one containing general skills and abilities all Sith may need to survive in the wider galaxy. Everything from your lineage to your leadership skills and how lucky your character is, can be found in this path.

**Orbalisk.** The Orbalisk Path is the melee combatants pathway. Covering everything from unarmed combat to melee weapon mastery and how well you wear your armour.

**Krath.** The Krath Path is the study of the Force. Covering control, sense, alteration and the Dark Side, even Sith alchemy.

**Collective.** The main path for the non Force sensitive Agents of the Secret Order. Covering stealth, subterfuge, firearms and cunning above all else.

While all separate paths, the Secret Order allows all Agents to learn from each of the paths as they advance, though you may choose to dedicate more to one over another this is not necessary.



## USING THIS BOOK

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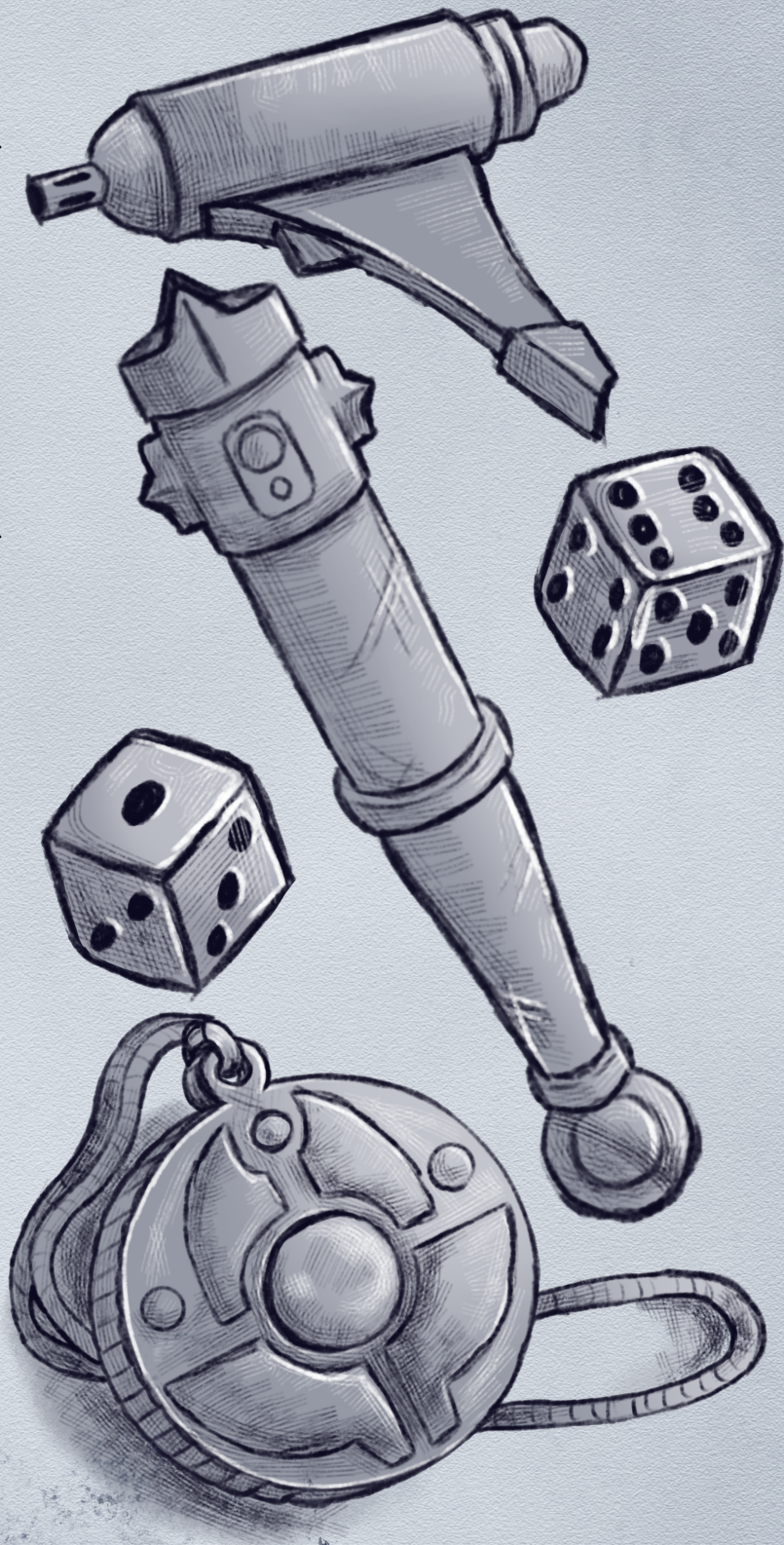
The *Secret Order Path Systems* is divided into four parts.

**Part 1** is focused on each of the individual path systems. It contains a more in depth description of what each path is, as well as the tables and descriptions of the abilities they provide.

**Part 2** is focused on the more general abilities available to Agents. This includes both Lightsaber combat training as well as Force powers. Within this section you will also find the tables and descriptions of each associated ability.

**Part 3** is focused on explaining in more depth how the experience system works and how to gain it. are tables displaying the different methods of gaining experience points and how much can be expected from different activity.

**Part 4** is focused on the ways in which evaluation will work, including what the Dark Council and House Leadership will do to keep a track of and update you on your advancement.



PART 1



THE PATHS



## SECRET ORDER

*“Your predecessor once made the mistake of questioning my orders, Admiral, surely you're not so foolish as him to commit the same mistake...”*

- Darth Malak

A hooded figure settles themselves on the bridge of a starship, their eyes closed in deep meditation. The hum of battle surrounds them as they effortlessly guide the battle and crew with focus.

A well dressed politician takes a seat within a busy public lobby, able to take in the details of conversations of others passing them by.

Stranded on backwater world, a rugged looking woman welds an after market piece to her ship, the last part needed to get back it in the air.

These followers of the Secret Order path, different as they might be, are defined by their ability to blend seamlessly into their surroundings, politicians, fringers, and military tacticians, their strengths lie in general survival and the leadership of others. More than mere politicians and generals, their strength of personality and will can ignite fervour and submission in those under their command.

For some, their skills come from intense training and education, their wealth giving them purchasing power. Others rely on hard learnt life skills, earned in deadly dogfights in deep space. For every practitioner of the Secret Order path, power is a tool to be used and wielded over others, bending them to their will and using them to achieve their goals.

## CONTROLLERS OF FATE

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People across the galaxy often let themselves be at the whims of luck and misfortune, as if their future being predetermined is natural. To a practitioner of the Secret Order path though, this is a weakness, these practitioners are naturally uncomfortable when not in control. They thrive when put in the command of others, turning battles around from the brink of defeat or simply causing the misfortune of their enemies.

## A LIFE OF POWER

Those following the Secret Order path play an important role in funding the missions those they command partake in. Often born from wealthy families, they have spent their lives gathering connections, both in education and general aristocracy. These connections mean a member of this path can travel further and more freely in the galaxy. A life born of power, one they frequently wield with conviction.

Their ability to keep cool in the face of danger makes these practitioners perfectly suited to their positions of power. Sat within political halls, or on the field of battle ahead of a squad of soldiers, is where they commonly find themselves. Some miss the peaceful moments of quiet meditation alone, but eventually come to love the lives of adventure and danger they incessantly find themselves embroiled within.

Tier Requirement	Ability	EXP Cost
<b>Awareness</b>		
Tier 1	Acute Senses	250
Tier 2	Keen Shot	500
	Expert Tracker	500
Tier 3	Improved Initiative	1000
Tier 4	Uncanny Dodge	2000
<b>Expert Pilot</b>		
Tier 1	Relentless Pursuit	250
Tier 2	Full Throttle	500
	Vehicular Evasion	500
Tier 3	Keep it Together	1000
Tier 4	Elusive Dogfighter	2000
Tier 5	Juke	5000
<b>Fortune</b>		
Tier 1	Fool's Luck	250
Tier 2	Fortune's Favour	500
Tier 3	Gambler	1000
Tier 4	Knack	2000

Tier 5	Luck Shot	5000
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### Fringer

Tier 1	Barter	250
Tier 2	Jury-Rigger	500
Tier 3	Long Strider	1000
Tier 4	Fringe Savant	2000

### Gunner

Tier 1	Expert Gunner	250
Tier 2	Quick Trigger	500
Tier 3	Dogfight Gunner	1000
Tier 4	System Hit	2000

### Inspiration

Tier 1	Bolster Ally	250
Tier 2	Inspire Confidence	500
Tier 3	Inspire Haste	1000
Tier 4	Ignite Fervor	2000
Tier 5	Inspire Zeal	5000

### Leadership

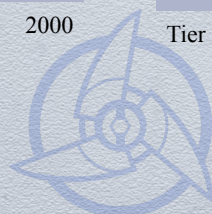
Tier 1	Born Leader	250
Tier 2	Coordinate	500
Tier 3	Distant Command	1000
	Fearless Leader	1000
Tier 4	Trust	2000
Tier 5	Rally	5000

### Lineage

Tier 1	Connections	250
Tier 2	Educated	500
Tier 3	Wealth	1000
Tier 4	Spontaneous Skill	2000

### Military Tactics

Tier 1	Assault Tactics	250
Tier 2	Deployment Tactics	500



	Tactical Edge	500
Tier 3	Field Tactics	1000
Tier 4	One for the Team	2000
Tier 5	Outmanoeuvre	5000
<b>Misfortune</b>		
Tier 1	Dastardly Strike	250
Tier 2	Disruptive	500
Tier 3	Skirmisher	1000
Tier 4	Sneak Attack	2000
Tier 5	Walk the Line	5000
<b>Spacer</b>		
Tier 1	Hyperdriven	250
Tier 2	Spacehound	500
Tier 3	Starship Raider	1000
Tier 4	Stellar Warrior	2000
<b>Survivor</b>		
Tier 1	Sprint	250
Tier 2	Surefooted	500
Tier 3	Evasion	1000
Tier 4	Extreme Effort	2000

## PATH ABILITIES

### AWARENESS

*“You are exceptionally good at noticing things and avoiding perilous situations”*

#### ACUTE SENSES

An increased ability to accurately perceive your surroundings.

#### EXPERT TRACKER

An increased ability to follow tracks while moving at pace.

#### IMPROVED INITIATIVE

An increased ability to react to danger and be ready for battle.

### KEEN SHOT

An increased ability to hit a partially obstructed target.

### UNCANNY DODGE

An increased ability to recover from hidden attackers and avoid being out flanked.

### EXPERT PILOT

*“The Ace Pilot relies on finely honed instincts and years of pilot training to outmanoeuvre and destroy enemy Starships”*

### ELUSIVE DOGFIGHTER

An increased ability to avoid enemy fire in a Dogfight.

### FULL THROTTLE

An increased ability to push a ship beyond its normal speed limits.

### JUKE

An increased ability to avoid incoming damage.

### KEEP IT TOGETHER

The ability to prevent your ship systems from taking damage.

### RELENTLESS PURSUIT

An increased ability to engage in a Dogfight.

### VEHICULAR EVASION

The ability to keep your ship out of danger and avoid damage.

### FORTUNE

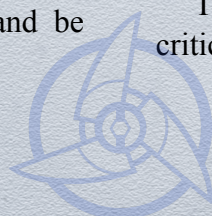
*“Many scoundrels like to gamble with destiny, putting everything on the line and trusting fate (or The Force) to bring them fortune, fame, and success”*

#### FOOL'S LUCK

The passive ability to use the Force to improve your luck.

#### FORTUNE'S FAVOUR

The ability to push the advantage on an attack to a critical area.



## GAMBLER

An increased ability to Gamble.

## KNACK

You are particularly well trained in a certain skill. (purchased once per skill).

## LUCKY SHOT

You are lucky enough to hit when you should probably miss.

## FRINGER

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*"You're especially skilled at "getting by" on backwater worlds"*

## BARTER

An increased ability to haggle.

## FRINGE SAVANT

An increased ability to "get by" on backwater worlds.

## JURY-RIGGER

You have an increased talent to fix things without the right components.

## LONG STRIDE

The ability to move faster when in light / no armour.

## GUNNER

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*"Many Starship Gunners are skilled both in and out of the cockpit and are deadly with ranged weapons of any kind"*

## DOGFIGHT GUNNER

An increase accuracy when engaged in a dogfight.

## EXPERT GUNNER

An increased accuracy with vehicular weapons.

## QUICK TRIGGER

An increased accuracy when targeting fleeing vehicles.

## SYSTEM HIT

An increased ability to hit vital systems.

## INSPIRATION

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*"You can often get results out of their friends, allies, and followers that other leaders cannot"*

## BOLSTER ALLY

The ability to improve the morale of your allies.

## IGNITE FERVOR

The ability to improve an ally's attacks.

## INSPIRE CONFIDENCE

The ability to make allies more confident.

## INSPIRE HASTE

The ability to help allies act faster.

## INSPIRE ZEAL

The ability to help allies damage an enemies morale.

## LEADERSHIP

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*"A born leader, you know how to change and lead your companions and followers to success"*

## BORN LEADER

The ability to take charge or a group.

## COORDINATE

The ability to get allies to work together.

## DISTANT COMMAND

The ability to lead even when not in sight.

## FEARLESS LEADER

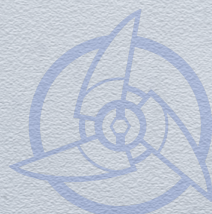
The ability to prevent fear amongst allies.

## RALLY

The ability to bring back victory from the edge of defeat.

## TRUST

The ability to push an ally beyond their limits.



## LINEAGE

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*“You lead a privileged life and reap the benefit of an upbringing beyond most citizens of the galaxy”*

## CONNECTIONS

You can use your connections to acquire equipment without due process.

## EDUCATED

You had a well rounded education.

## SPONTANEOUS SKILL

The passive Force ability to have a mysterious competency in an untrained skill.

## WEALTH

You were born into a wealthy family.

## MILITARY TACTICS

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*“You are an expert at leading troops into battle and using the battlefield to your advantage”*

## ASSAULT TACTICS

The ability to direct a military assault.

## DEPLOYMENT TACTICS

The ability to direct the deployment of a military force.

## FIELD TACTICS

The ability to direct proper usage of cover.

## ONE FOR THE TEAM

The ability to put yourself in harms way for the benefit of your allies.

## OUTMANOEUVRE

The ability to counter an enemies planned assault.

## TACTICAL EDGE

Your tactical acumen is increased.

## MISFORTUNE

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*“Your mother always said you were trouble. Now your enemies know it, too”*

## DASTARDLY STRIKE

The ability to make a crippling targeted attack against a downed opponent.

## DISRUPTIVE

The ability to sow chaos and discord amongst enemies.

## SKIRMISHER

The ability to engage in skirmish tactics.

## SNEAK ATTACK

The ability to attack an unsuspecting target.

## WALK THE LINE

The ability to catch your enemies off guard.

## SPACER

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*“You pron the space lanes seeking wealth, fame, adventure, or something more. You're also pretty good with vehicles in general”*

## HYPERDRIVEN

You are more at home and accustomed to the insides of a starship than anywhere planet side.

## SPACEHOUND

You are accustomed fighting in low gravity environments.

## STARSHIP RAIDER

You have an increased accuracy when aboard a starship.

## STELLAR WARRIOR

An increased ability to "get by" on starships.



## SURVIVOR

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*“As an explorer of dangerous places, you are trained to react to danger swiftly and adroitly, as well as navigate difficult terrain and reduce damage”*

## EVASION

The ability to avoid the full damage from an AoE attack.

## EXTREME EFFORT

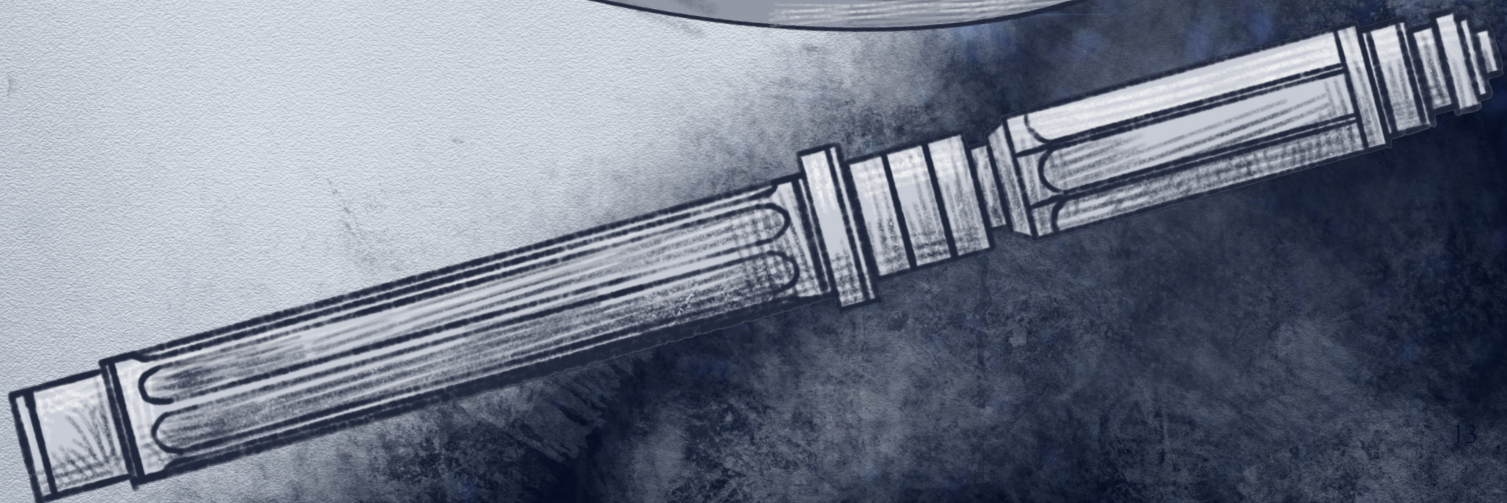
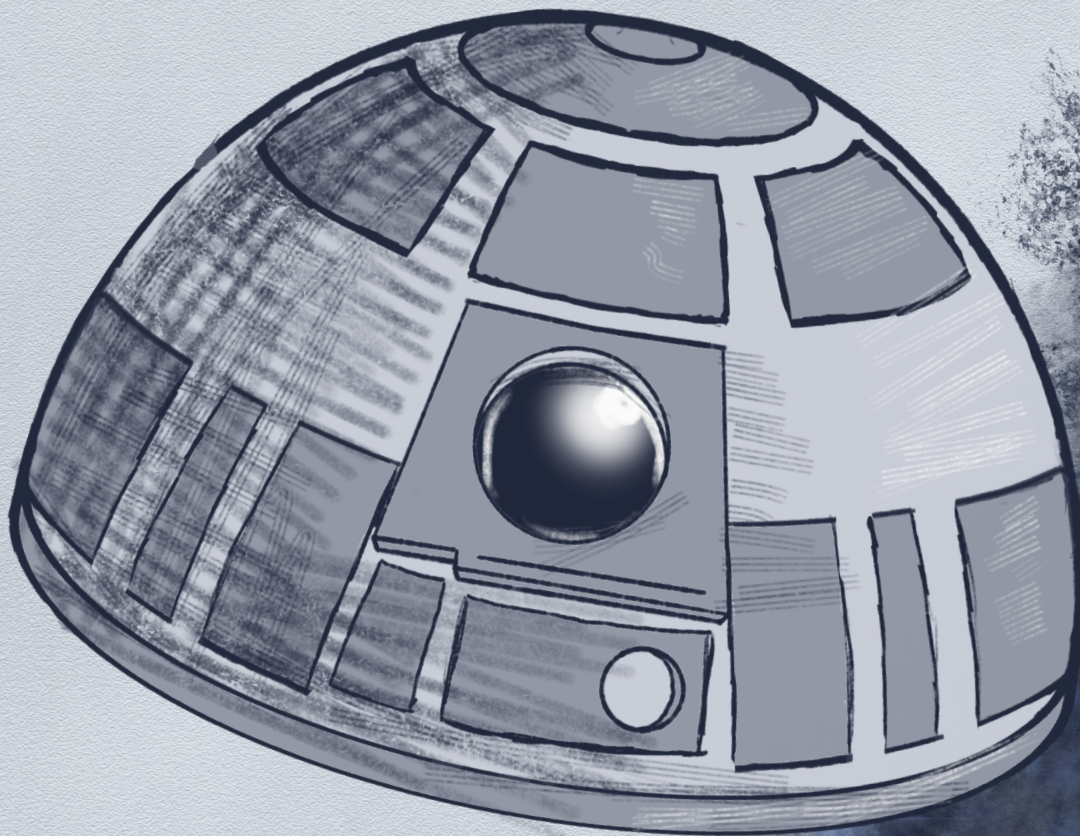
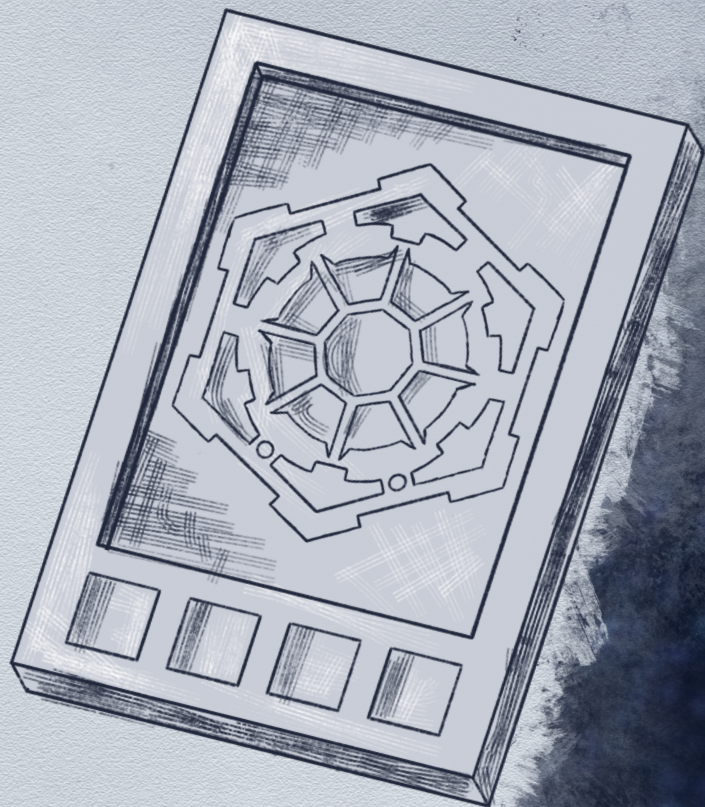
The ability to push past your normal strength limitations.

## SPRINT

The ability to run faster for longer.

## SUREFOOTED

The ability to traverse difficult terrain.





## ORBALISK

*“Do you feel it? Do you feel the power of the Dark Side? The only real power! The only thing worth living for! Do you feel invincible? Invulnerable? Immortal? Are you ready to kill a world?”*

- Darth Bane

The crimson blade of a Lightsaber whirls around a cloaked figure as the blaster bolts of their opponents are effortlessly returned to sender, killing each of them.

A veteran of a dozen battlefields welds a damaged armour plate from their trusty suit of battle armour, as they make repairs before the next engagement.

A prize fighter punches the air in time to the chanting roar of the crowd, cheering their name over and over, having defeated their most recent arena opponent in unarmed combat.

The Path of the Orbalisk, like the near-invincible parasites native to Dxun, that it is named after, call to the individuals that excel in the intricacies of melee combat and surviving the experience time and again. Whether by their unrivalled trust in their suit of armour and how to best utilise its strengths and diminish its weaknesses. By their skill at wielding a weapon as a defensive shield, or by their connection to the Force and ability to amplify their own formidable constitution. Those that tread this path know that each battle could be their last, and welcome that challenge.

The Agents that follow the Orbalisk path are varied, indeed. Some are trained martial artists, some are armoured soldiers of fortune, others are powerful Sith warriors, and this is by no means an exhaustive list. The ways in which one could engage in melee combat are beyond number and these Agents will stop at nothing to prove that theirs is superior.

## BASTION OF THE SECRET ORDER

Wandering life in the common robes of the layman and worker has never fit the followers of the Orbalisk path, much safer behind the protective shell of Durasteel or Beskar these living tanks march through battle, a smile hidden beneath the emotionless visage of their helmets.

Though sometimes called cowards by the less informed, anyone who has found themselves in the warpath of one of these practitioners knows this not to be the case, their end often swift and deliberate.

## ARMoured ACROBATICS

Those following the Orbalisk path, though sometimes seen as lumbering masses of armour and weaponry, have more than shown an incredible affinity for speed and agility. Channeling the Force these Juggernauts show incredible acrobatic acumen, recovering from seemingly helpless situations or dodging their way through fields of blaster fire, with hardly a scratch to their paint.

These indomitable bulwarks are always found where the fighting is thickest, and their refusal to be consumed by the fires of war acts as a rallying point for their allies. Some may reminisce the easier times of their youth, and training under their assorted mentors. However, when battle calls they are the first in and last out.

Tier Requirement	Ability	EXP Cost
<b>Armour Specialist</b>		
Tier 1	Armoured Defense	250
Tier 2	Improved Armoured Defense	500
Tier 3	Juggernaut	1000
Tier 4	Second Skin	2000
Tier 5	Armour Mastery	5000
<b>Brawler</b>		
Tier 1	Unbalance Opponent	250
Tier 2	Gun Club	500
Tier 3	Melee Smash	1000
Tier 4	Stunning Strike	2000
Tier 5	Expert Grappler	5000
<b>Duelist</b>		
Tier 1	Force Fortification	250
Tier 2	Greater Weapon Focus (Lightsabers) Attack	500

Tier 3	Greater Weapon Specialisation (Lightsabers) Damage	1000
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Tier 4	Multiattack Proficiency (Lightsabers)	2000
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Tier 5	Severing Strike	5000
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### Guardian

Tier 1	Acrobatic Recovery	250
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Tier 2	Resilience	500
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Tier 3	Elusive Target	1000
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Tier 4	Force Intuition	2000
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Tier 5	Battle Meditation	5000
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### Lightsaber Combat

Tier 1	Lightsaber Throw	250
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Tier 2	Weapon Focus (Lightsabers)	500
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Tier 3	Weapon Specialisation (Lightsabers)	1000
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Tier 4	Redirect Shot	2000
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Tier 5	Impenetrable Lightsaber Defence (Almost)	5000
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### Sentinel

Tier 1	Clear Mind	250
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Tier 2	Sense the Dark Side	500
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Tier 3	Force Haze	1000
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Tier 4	Scourge	2000
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Tier 5	Resist Dark Side Spirits	5000
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### Weapon Specialist

Tier 1	Disarming Attack	250
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Tier 2	Penetrating Attack	500
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Tier 3	Devastating Attack	1000
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Tier 4	Crushing Assault	2000
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Tier 5	Impaling Assault	5000
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## Weapon Master

Tier 1	Two-For-One Throw	250
Tier 2	Exotic Weapon Mastery	500
Tier 3	Ferocious Assault	1000

# PATH ABILITIES

## ARMOUR SPECIALIST

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*“You can maximise the benefits of wearing Armour while reducing or eliminating some of its drawbacks”*

### ARMOUR MASTERY

You are a master of your chosen suit of armour. Upgrades and repairs cost half as much.

### ARMoured DEFENCE

Competency with light and medium armours.

### IMPROVED ARMoured DEFENCE

Competency with battle and heavy armours.

### JUGGERNAUT

You are not staggered by hits to your armour.

### SECOND SKIN

You move unhindered in armour, as if you were not wearing any.

## BRAWLER

---

*“You like to get ‘up close and personal’ with your enemies and engage them in melee combat”*

### EXPERT GRAPPLER

A mastery of grappling martial arts.

### GUN CLUB

You are adept at using your firearms as melee weapons.

### MELEE SMASH

Your melee attacks do increased damage.

### STUNNING STRIKE

You can use your melee attacks to non-lethally subdue your opponents.

## UNBALANCE OPPONENT

You are able to keep a single melee opponent unbalanced, so that they cannot bring their full strength to bear.

## DUELIST

---

*“Through rigorous training and experience, you become one of the greatest sword-fighters in the galaxy”*

### FORCE FORTIFICATION

The ability to react through the Force to avoid/evade crippling strikes.

### GREATER WEAPON FOCUS (LIGHTSABERS) ATTACK

Your Greater Focus in Lightsaber training increases your ability to attack and defend with this elegant weapon.

### GREATER WEAPON SPECIALISATION (LIGHTSABERS) DAMAGE

Your Greater Specialisation in Lightsaber training increases your ability to deal damage with this elegant weapon.

### MULTIATTACK PROFICIENCY (LIGHTSABERS)

The ability to attack multiple times in quick succession.

### SEVERING STRIKE

The ability to end a duel by severing a limb at the first or second major joint. (beheading is just not cricket Mr. Windu)

## GUARDIAN

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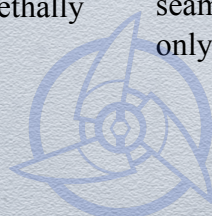
*“Those that follow the path of the guardian are more combat-oriented than others, honing their skills to become deadly combatants”*

### ACROBATIC RECOVERY

You are able to quickly leap back to your feet if you're knocked prone.

### BATTLE MEDITATION

Allows you and your allies to work together seamlessly and with a level of precision that can only come from the Force.



## ELUSIVE TARGET

When fighting an opponent in melee, other opponents are unable to target you with ranged attacks.

## FORCE INTUITION

You trust the Force to guide your reactions.

## RESILIENCE

You are resilient to debilitating effects in combat.

## LIGHTSABER COMBAT

---

*“The Lightsaber is the chosen weapon of the Sith. Not as clumsy or random as a blaster, the Lightsaber is an elegant weapon for a more civilised combatant”*

## IMPENETRABLE LIGHTSABER DEFENCE (ALMOST)

You are capable of switching to an almost impenetrable defensive stance for a short time. This stance is broken if you attack in any way.

## LIGHTSABER THROW

The ability to make a ranged attack with your Lightsaber, and call it back to your hand.

## REDIRECT SHOT

When you Deflect a blaster bolt, you may "return to sender" or other specified target within range.

## WEAPON FOCUS (LIGHTSABERS)

Your Focus in Lightsaber training increases your ability to attack and defend with this elegant weapon.

## WEAPON SPECIALISATION (LIGHTSABERS)

Your Specialisation in Lightsaber training increases your ability to deal damage with this elegant weapon.

## SENTINEL

---

*“Those that follow the path of the sentinel are the true hunters of the Dark Side, hunting down other Force users wherever they go”*

## CLEAR MIND

You are adept at disguising your Force "signature," appearing as non-Force sensitive or far weaker with the Force than you are.

## FORCE HAZE

You can create a "Haze" that hides you and your allies from the perception of others.

## RESIST DARK SIDE SPIRITS

You are better able to resist the Force abilities and possession attempts of Dark Side Spirits.

## SCOURGE

You deal increased damage against other Dark Side Force users.

## SENSE THE DARK SIDE

You are adept at sensing the presence and location of Dark Side Force users in your vicinity.

## WEAPON SPECIALIST

---

*“You are highly trained at using specific weapons”*

## CRUSHING ASSAULT

The ability to utilise bludgeoning weapons to open up greater attack opportunities.

## DEVASTATING ATTACK

The ability to deal more damage with a weapon. (Choose One Weapon Type)

## DISARMING ATTACK

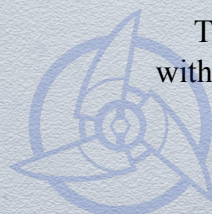
The ability to use a weapon to disarm an enemy. (Choose One Weapon Type)

## IMPALING ASSAULT

The ability to utilise piercing weapons to slow advancing enemies.

## PENETRATING ATTACK

The ability to better penetrate an enemy's armour with a weapon. (Choose One Weapon Type)



## WEAPON MASTER

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*“You are skilled at wielding a variety of weapons and can wield choice Weapons with deadly precision and Force”*

### EXOTIC WEAPON MASTERY

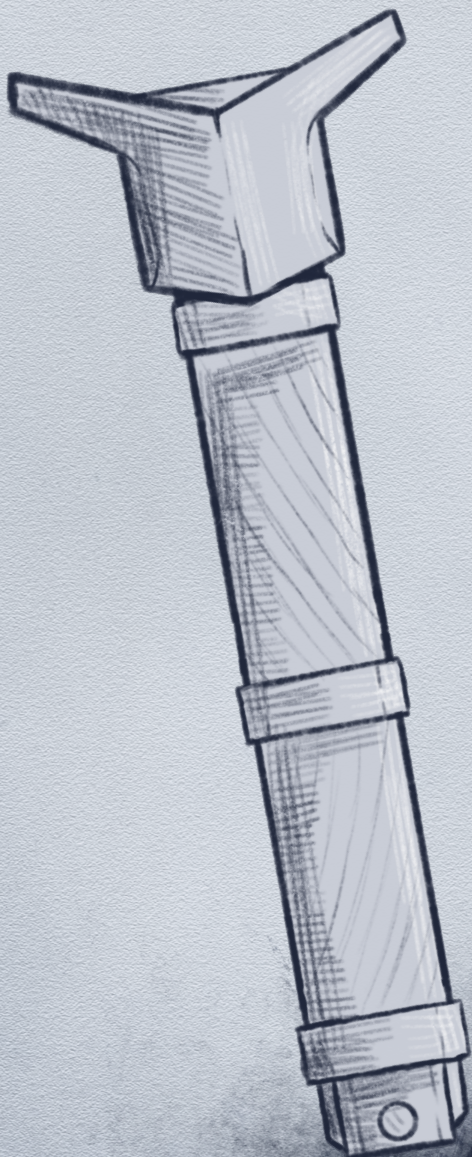
The ability to use exotic weapons (Choose One Weapon Type)

### FEROCIOUS ASSAULT

The ability to attack a wider area with auto-fire weapons.

### TWO-FOR-ONE THROW

You can throw two weapons simultaneously. Both weapons target the same enemy or target.



## KRATH

*“The Force tries to resist the callings of ravenous spirits; therefore it must be broken and made a beast of burden. It must be made to answer to one’s will”*

- *Darth Plagueis*

A robed Iktotchi male intently studies the pages of a dusty tome recovered from an ancient lost temple, on a long forgotten world.

A hooded human female draws power from her followers to complete a complex ritual in the catacombs of a Sith Tomb on Korriban.

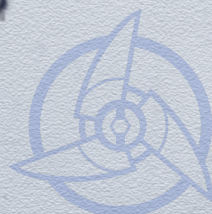
A Dathomiri Witch observes potential futures as she is surveilling the threads of fate.

Arching tendrils of Force Lightning erupt from the fingertips of a Dark Side Devotee, wracking his enemy with terrible pain before their inevitable demise.

The Path of the Krath is the pathway to *power that some might consider unnatural*. It is the Path of the Force practitioner, from those barely beginning to discover their power, to the fully capable warrior with the Force as his ally. The tribal Shaman or Witch of a backwater world, to the world changing power of a Sith Lord specialising in Sith Alchemy. The Force is a truly potent ally or means to an end for those that wield its formidable power. Named after the ancient Dark Side cult that coveted and were empowered by Sith artefacts. The Agents of the Krath Path seek mastery of the secrets of the Force in their pursuit of ultimate power.

## UNITED IN DIFFERENCE

When the uninitiated looks upon those that follow the Path of Krath, many see only those that wish to bend and manipulate the Force to their will, a group solely devoted to the same cause using the same methods to achieve this goal. However if given a chance, though unlikely, to speak to one or many of these practitioners they would find that all have developed their own independent methods of using the Force to achieve their goals.



Despite the same eventual want of immortality, many skirmishes have been fought between these followers over whose method would be the most successful, though some refuse the conflict travelling to far off worlds to partake in their research in solitude, only the Force to keep them company.

## MASTERS OF MATTER AND MIND

Those following the Krath Path, though often weak in stature compared to their fellow Secret Order brethren, are unmatched when it comes to their dominance over the Force. Though rarely seen on the battlefield, due to their proclivity towards the studying and progression of the Force, with a healthy dose of self preservation, when placed in the domain of war they have the capabilities to bend reality to their will. Calling forth lightning storms from the sky, sending forward a gout of flame, or freezing their quarry in place, the elements are made manifest in their dance across the battlefield. However their strength in the Force is not limited to large and showy displays of power, many prefer the more subtle techniques of mental manipulation, convincing their enemies to surrender in an instant, or trapping them in a living nightmare.

The possibilities are endless, with some followers of this Path choosing to focus on one or more of the three core lines of study, Control, Sense, and Alter. Others will devote themselves utterly to the raw emotional power of the Dark Side. Whatever their long-term ambitions, you can be sure that those following the Krath Path will stop at nothing to achieve them.

Tier Requirement	Ability	EXP Cost
<b>Alter</b>		
Tier 1	Disciplined Strike	250
Tier 2	Telekinetic Power	500
Tier 3	Telekinetic Savant	1000
<b>Consular</b>		
Tier 1	Adept Negotiator	250
Tier 2	Skilled Advisor	500
Tier 3	Force Persuasion	1000

Tier 4	Master Negotiator	2000
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### Control

Tier 1	Damage Reduction	250
Tier 2	Equilibrium	500
Tier 3	Force Focus	1000
Tier 4	Force Recovery	2000

### Dark Side

Tier 1	Power of the Dark Side	250
Tier 2	Swift Power	500
Tier 3	Dark Presence	1000
Tier 4	Revenge	2000

### Dark Side Devotee

Tier 1	Channel Aggression	250
Tier 2	Crippling Strike	500
Tier 3	Channel Angre	1000
Tier 4	Embrace the Dark Side	2000

### Force Adept

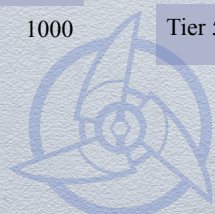
Tier 1	Force Power Adept	250
Tier 2	Force Treatment	500
Tier 5	Fortified Body	5000

### Force Item

Tier 1	Attune Weapon	250
Tier 2	Empower Weapon	500
Tier 3	Force Talisman	1000
Tier 4	Greater Force Talisman	2000

### Sense

Tier 1	Force Perception	250
Tier 2	Force Pilot	500
Tier 3	Foresight	1000
Tier 4	Gauge Force Potential	2000
Tier 5	Visions	5000



## Sith

Tier 1	Dark Scourge	250
	Dark Healing	250
	Force Deception	250
Tier 2	Wicked Strike	500
Tier 3	Dark Side Adept	1000
	Sith Alchemy	1000
Tier 4	Improved Dark Healing	2000
Tier 5	Dark Side Master	5000

# PATH ABILITIES

## ALTER

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*“The Force grants you considerable power over your environment as well as others around you”*

### DISCIPLINED STRIKE

You have the ability to avoid hitting allies when utilising an AoE Force power.

### TELEKINETIC POWER

You can use your telekinesis on more than one target.

### TELEKINETIC SAVANT

Your ability to use telekinesis has become like second nature, requiring no concentration.

## CONSULAR

---

*“Those that follow the path of the consular are skilled negotiators and talented ambassadors.”*

### ADEPT NEGOTIATOR

You have the ability to weaken the resolve of one person you are negotiating with.

### FORCE PERSUASION

You can passively use the Force to improve your persuasive capabilities.

### MASTER NEGOTIATOR

When using the Adept Negotiator ability you can also weaken the morale of that opponent.

## SKILLED ADVISOR

You have the ability to improve the abilities of your allies.

## CONTROL

---

*“You have learned how to regulate your own body systems, control your emotions, and channel the Force”*

## DAMAGE REDUCTION

You can use the Force to reduce incoming damage.

## EQUILIBRIUM

You can use the Force to remove debilitation conditions affecting you.

## FORCE FOCUS

You can spend some time meditating to rejuvenate your Force powers.

## FORCE RECOVERY

You can use the Force to heal yourself giving you a second wind.

## DARK SIDE

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*“The path to the Dark Side of the Force is the quick and easy path, granting amazing power but forever dominating the destinies of those in its grasp”*

## DARK PRESENCE

You can use your hatred and anger to improve your and your ally's defence.

## POWER OF THE DARK SIDE

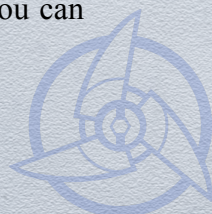
You can use your hatred and anger to empower your Force abilities, however this pushes you further towards the Dark Side of the Force.

## REVENGE

You can use the death of an ally to improve your Force abilities.

## SWIFT POWER

You can use your hatred and anger to use your Force powers faster.



## DARK SIDE DEVOTEES

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*“Your powerful negative emotions allow the Dark Side to flow through you, giving you great power”*

### CHANNEL AGGRESSION

You can use the Force to improve damage on an outnumbered and downed opponent.

### CHANNEL ANGER

You can use the Force to enter a rage like state.

### CRIPPLING STRIKE

You can use the Force to reduce an enemies speed after critically damaging it.

### EMBRACE THE DARK SIDE

You have an increased ability in using dark side Force powers, but you can no longer use light side Force powers.

## FORCE ADEPT

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*“Force Adepts use The Force to survive on fringe worlds, and they often have signature Force Powers that they use particularly well”*

### FORCE POWER ADEPT

You are particularly trained in utilising one Force power.

### FORCE TREATMENT

You can use the Force to check others or yourself for injury, and to heal that injury.

### FORTIFIED BODY

The Force has made you immune to Disease, Poison and Radiation.

## FORCE ITEM

---

*“You can imbue Weapons and objects with the power of The Force”*

### ATTUNE WEAPON

You can use the Force to attune to one weapon, giving you a greater ability with it.

### EMPOWER WEAPON

You can use the Force to empower a weapon, increasing its damage.

## FORCE TALISMAN

You can use the Force to turn a weapon or other object into a talisman, increasing your defences. This talisman last for 24 hours.

### GREATER FORCE TALISMAN

You can use the Force to permanently turn a weapon or other object into a talisman, increasing your defences.

## SENSE

---

*“Your attunement to The Force grants you uncanny powers of perception”*

### FORCE PERCEPTION

You can use the Force to have a greater understanding of your surroundings.

### FORCE PILOT

You can rely on the Force when piloting a starship.

### FORESIGHT

You can use the Force to be better prepared for battle, and avoid being surprised.

### GAUGE FORCE POTENTIAL

You can sense how connected another individual is to the Force.

## VISIONS

You can use the Force to see into a potential future.

## SITH

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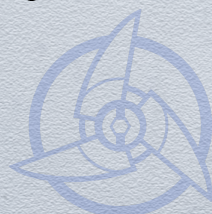
*“The Sith believes in order through tyranny, conspiring to annihilate The Jedi and everything they stand for”*

### DARK HEALING

You heal wounds by drawing life energy from another creature within 30ft of you. They are equally drained of their life Force.

### DARK SCOURGE

You have dedicated your life to wiping out the Jedi, and your hatred of them knows no bounds.



## DARK SIDE ADEPT

Force Powers that are strongly tied to the Dark Side flow through you more easily. You may double one aspect of the ability (range, damage, effect, number of targets, etc.).

## DARK SIDE MASTER

Force Powers that are strongly tied to the Dark Side flow through you more easily. You may double two aspects of the ability (range, damage, effect, number of targets, etc.).

## FORCE DECEPTION

You use the Force to cloak your vile conspiracy and/or treachery.

## IMPROVED DARK HEALING

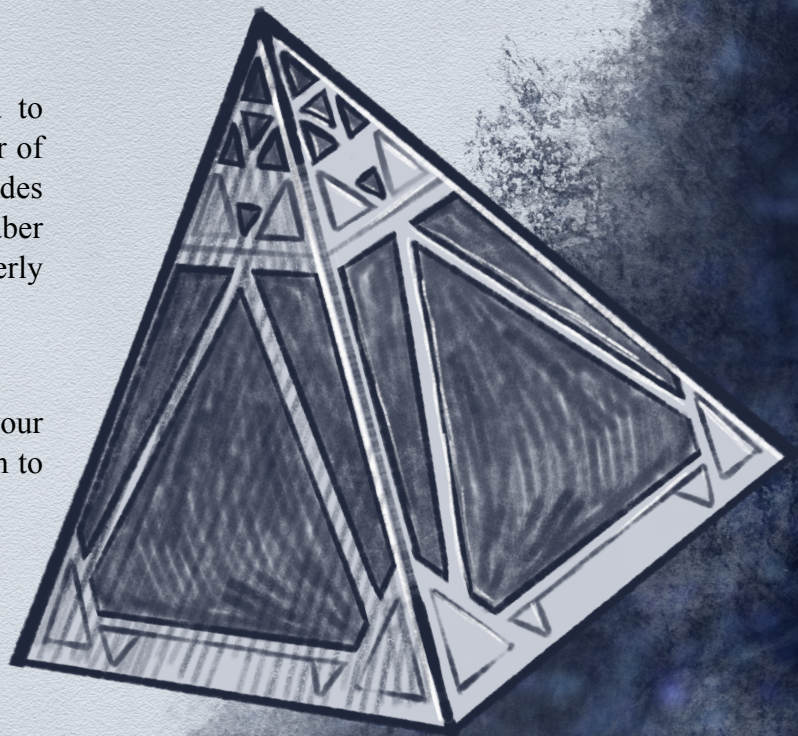
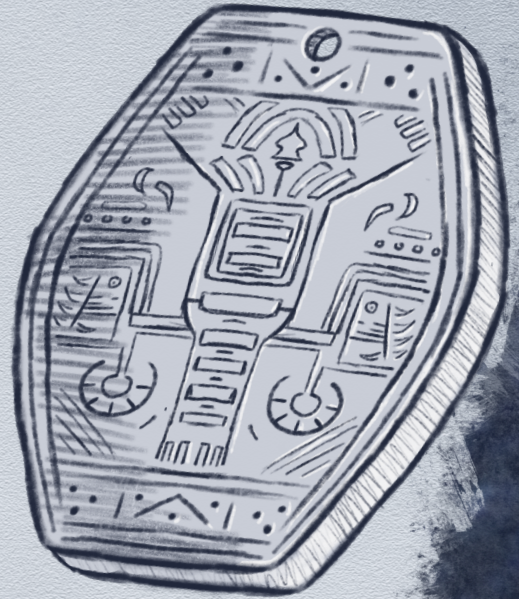
You heal wounds by drawing life energy from another creature within 60ft of you. They are drained by only half of the life Force you consume.

## SITH ALCHEMY

Your knowledge of Sith sorcery allows you to imbue talismans and other objects with the power of the Dark Side. - Sith Talisman that provides offensive strength to a Force Power or Lightsaber attack. - You can alchemically treat a properly prepared weapon to become a Sith Weapon.

## WICKED STRIKE

You know where and how to strike with your Lightsaber to cause the most pain and humiliation to your opponent..



## COLLECTIVE

*"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."*

- Han Solo

A well spoken bounty hunter wearing a suit of Mandalorian Beskar collects his earnings from an arrogant Guild representative in a seedy cantina backroom in the outer-rim.

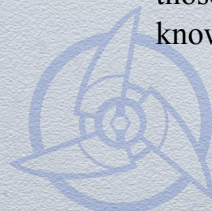
A female Zabrak Commando moves silently and unseen as they approach an enemy encampment. As they set themselves to give covering fire from a camouflaged overwatch position.

An expert Clawdite slicer, masterfully works their way through the multiple layers of security barring the entrance to an old Imperial bank vault. Whilst his partner, an infamous Duros gunslinger, almost casually picks off the site security detail as they emerge onto the gantry above.

The Path of the Collective, is most commonly walked by those Agents of the Secret Order that are not Force sensitive. Though it is by no means exclusively so. Agents of the Collective path tend to value their wits, guile and a reliable blaster over the more ancient traditions of practitioners on other Paths. Generally operating from the shadows appearing to other members of the criminal underworld as spies, informants, smugglers and guns for hire. Their ne'er-do-well appearance is a disguise all of its own that shrouds the skilled Agent beneath and allows them to move freely in these dangerous circles.

## CRIME DOES PAY

Unlike their counterparts in the Path of the Secret Order who's wealth is often from that of birthright, those who follow the Collective path still manage to be among the wealthier of the four paths. This wealth almost entirely comes from their less than clean work, acting as smugglers and bounty hunters for those with a somewhat checkered past. While some still present themselves with the clean appearance of diplomats or simple mercenaries, it can always be known that when it comes to credits, those on the path of the Collective have a vast knowledge of how it can be acquired.



## INFLUENCING THE INFAMOUS

Those following the path of the Collective, can often be found on holo-call with any number of intriguing characters. Be it a Diplomat looking to smuggle illegal goods planetside or a Mob Boss needing some muscle for a heist, it can be said these practitioners are nothing but connected. Many through continual skilled service and feigned loyalty at the behest of the Dark Council, gain the trust and favour of the hidden underbelly of the galaxy.

Whether they are frequenting the lesser known hyperspace lanes, gathering information from the "courts" of infamous crime lords and gangsters, or hunting their next carefully chosen quarry. There is always a means to an end. Be it a direct order from their House Leadership or the Dark Council, or otherwise pursuing their own agenda. These Agents of the Secret Order carry out the essential task of moving credits around away from the prying eyes of New Republic bureaucracy.

Tier Requirement	Ability	EXP Cost
<b>Bounty Hunter</b>		
Tier 1	Hunter's Mark	250
Tier 2	Nowhere to Hide	500
Tier 3	Hunter's Target	1000
Tier 4	Ruthless Negotiator	2000
Tier 5	Relentless	5000
<b>Camouflage</b>		
Tier 1	Improved Stealth	250
Tier 2	Hidden Movement	500
Tier 3	Total Concealment	1000
<b>Commando</b>		
Tier 1	Demolitionist	250
	Draw Fire	250
	Harm's Way	250
Tier 2	Battle Analysis	500
Tier 3	Tough as Nails	1000
Tier 4	Indomitable	2000

Tier 5 Cover Fire 5000

### Gunslinger

Tier 1 Improved Quick Draw 250

Tier 2 Trigger Work 500

Tier 3 Knockdown Shot 1000

Debilitating Shot 1000

Deceptive Shot 1000

Tier 4 Ranged Disarm 2000

Tier 5 Multiattack Proficiency (Pistols) 5000

### Infamy

Tier 1 Inspire Fear I 250

Tier 2 Inspire Fear II 500

Tier 3 Inspire Fear III 1000

Tier 4 Notorious 2000

Tier 5 Shared Notoriety 5000

### Influence

Tier 1 Presence 250

Tier 2 Demand Surrender 500

Tier 3 Weaken Resolve 1000

Tier 4 Improved Weaken Resolve 2000

### Mastermind

Tier 1 Attract Minion 250

Tier 2 Impel Ally I 500

Tier 3 Impel Ally II 1000

### Slicer

Tier 1 Gimmick 250

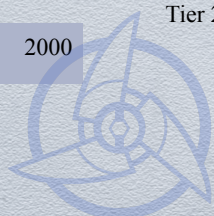
Tier 2 Trace 500

Tier 3 Master Slice 1000

### Weapon Specialist

Tier 1 Disarming Attack 250

Tier 2 Penetrating Attack 500



Tier 3	Devastating Attack	1000
Tier 4	Auto-fire Assault	2000
Tier 5	Crushing Assault	5000

#### Weapon Master

Tier 1	Controlled Burst	250
Tier 2	Exotic Weapon Mastery	500
Tier 3	Ferocious Assault	1000

## PATH ABILITIES

### BOUNTY HUNTER

---

*“You are among the finest Bounty Hunters in the galaxy, relying on the element of surprise and your hunter's instincts to catch your prey”*

#### HUNTER'S MARK

You are particularly adept at wearing down your desired quarry.

#### HUNTER'S TARGET

You are particularly adept at damaging your desired quarry.

#### NOWHERE TO HIDE

You are particularly adept at finding your desired quarry.

#### RELENTLESS

The ability to continually pursue your quarry, without harm.

#### RUTHLESS NEGOTIATOR

The ability to better haggle the reward for a bounty.

### CAMOUFLAGE

---

*“You learn quickly how to blend in with your environment”*

#### IMPROVED STEALTH

An increased ability to enter and maintain stealth.

#### HIDDEN MOVEMENT

The ability to stay in stealth even when moving.

### TOTAL CONCEALMENT

The ability to fully hide yourself, even if the conditions are not optimal.

### COMMANDO

---

*“You use advanced combat tactics to take down enemies quickly, shield your comrades, and endure whatever challenges are thrown your way”*

### BATTLE ANALYSIS

An increase ability to understand a battlefield.

### COVER FIRE

The ability to increase an allies defence by applying offensive pressure..

### DEMOLITIONIST

An increased ability to use and disarm an explosive.

### DRAW FIRE

The ability to goad an enemy into attacking you.

### HARM'S WAY

The ability to put yourself in harms way for the benefit of your allies.

### INDOMITABLE

The ability to keep going despite life threatening injury.

### TOUGH AS NAILS

The ability to briefly push yourself past previous limits.

### GUNSLINGER

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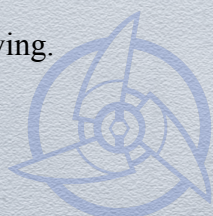
*“You never travel anywhere without a blaster (or two), and you know how to handle yourself in a gunfight”*

### DEBILITATING SHOT

The ability to hit vital areas with ranged weapons.

### DECEPTIVE SHOT

The ability to conceal attacks with ranged weapons.



## IMPROVED QUICK DRAW

An increased ability to prepare pistol weapons for combat even when surprised.

## KNOCKDOWN SHOT

The ability to knock a target prone with ranged weapons.

## MULTIATTACK PROFICIENCY (PISTOLS)

The ability to attack multiple times in quick succession.

## RANGED DISARM

The ability to disarm a target with ranged weapons.

## TRIGGER WORK

The ability to fire quickly without a loss in accuracy,

## INFAMY

---

*“You are wanted in multiple systems for criminal acts; and your manner of doing business has earned you an unsavoury reputation in the criminal underworld”*

## INSPIRE FEAR I

The ability to inspire fear in an enemy.

## INSPIRE FEAR II

The ability to inspire fear in multiple enemies.

## INSPIRE FEAR III

You have the passive ability to inspire fear in those around you.

## NOTORIOUS

You can use your reputation to persuade or intimidate others.

## SHARED NOTORIETY

Your allies can utilise your reputation to persuade or intimidate others.

## INFLUENCE

---

*“One of your greatest strengths is your ability to exert influence over your opponents”*

## DEMAND SURRENDER

The ability to Force a wounded enemy or crew of a damaged vehicle to surrender.

## IMPROVED WEAKEN RESOLVE

As per Weaken resolve, but the enemy will continue to flee if damaged.

## PRESENCE

An increased ability to persuade or intimidate others.

## WEAKEN RESOLVE

The ability to injure an enemy in such a way that they flee. This effect will end if they take further damage.

## MASTERMIND

---

*“You have the ability to attract loyal minions and are skilled at redirecting allies on the battlefield”*

## ATTRACT MINION

You can recruit a loyal minion.

## IMPEL ALLY I

The ability to bolster an allies movement.

## IMPEL ALLY II

The ability to bolster an allies actions.

## SLICER

---

*“You move like a ghost through The HoloNet and can hack into enemy mainframes and computer systems with astonishing grace”*

## GIMMICK

The ability to utilise a computer faster.

## MASTER SLICER

The increased ability to slice into encrypted systems to gain greater access in a computer.

## TRACE

The ability to utilise a computer to gather information.



## WEAPON SPECIALIST

---

*"You are highly trained at using specific weapons"*

### AUTO-FIRE ASSAULT

The ability to better utilise and brace auto-fire weapons, that aren't auto fire only.

### CRUSHING ASSAULT

The ability to utilise bludgeoning weapons to open up greater attack opportunities.

### DEVASTATING ATTACK

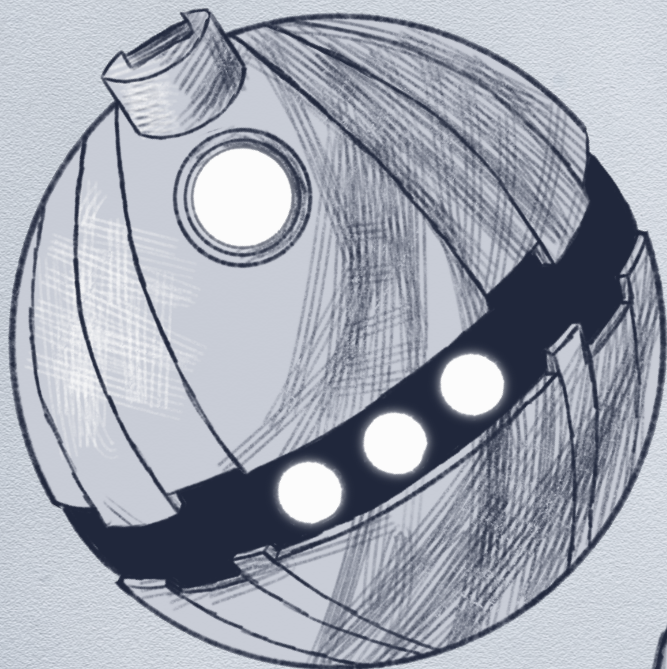
The ability to deal more damage with a weapon. (Choose One Weapon Type)

### DISARMING ATTACK

The ability to use a weapon to disarm an enemy. (Choose One Weapon Type)

### PENETRATING ATTACK

The ability to better penetrate an enemy's armour with a weapon. (Choose One Weapon Type)



## WEAPON MASTER

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*"You are skilled at wielding a variety of weapons and can wield choice weapons with deadly precision and force"*

### CONTROLLED BURST

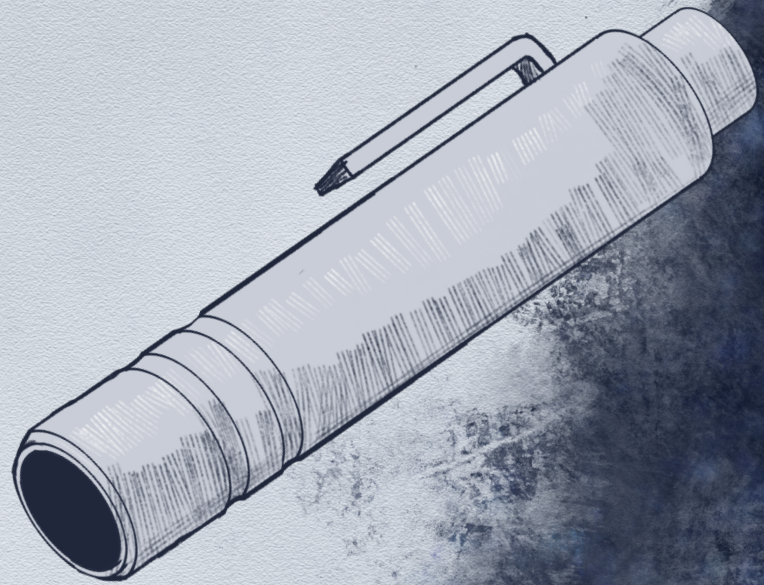
The ability to better utilise and brace auto-fire weapons, that are auto-fire only.

### EXOTIC WEAPON MASTERY

The ability to use exotic weapons (Choose One Weapon Type)

### FEROCIOUS ASSAULT

The ability to attack a wider area with auto-fire weapons.



PART 2



GENERAL ABILITIES

# FORCE POWERS

*“No Force power is inherently good or evil, it's how you use them”*

- Kyle Katarn

The Force is an energy field generated by all living things. It surrounds and penetrates everything, binding the galaxy together. There are two sides to The Force. Peace, serenity, and knowledge form The Light Side, while The Dark Side consists of aggression, anger, and fear. The universe is a place of balance: life and death, creation and destruction, love and hate. As such, both sides of The Force are part of the natural order.

Some beings are more attuned to The Force than others. Whether they understand it or not, they can feel The Force flowing through them. Of those that are sensitive to The Force, beings that study its ways can learn to manipulate its energy.

Force Power	Power Tier	EXP Cost
Battle Strike	Tier 1	250
Dark Rage	Tier 1	250
Inspire	Tier 1	250
Force Disarm	Tier 1	250
Ballistakinesis	Tier 1	250
Combustion	Tier 1	250
Force Slam	Tier 1	250
Corruption	Tier 1	250
Force Thrust	Tier 1	250
Drain Energy	Tier 1	250
Move Object	Tier 1	250
Blind	Tier 1	250
Slow	Tier 1	250
Malacia	Tier 1	250
Surge	Tier 1	250
Repulse	Tier 2	500
Energy Resistance	Tier 2	500

Fear	Tier 2	500
Obscure	Tier 2	500
Stagger	Tier 2	500
Cryokinesis	Tier 2	500
Force Lightning	Tier 2	500
Resist Force	Tier 2	500
Force Stun	Tier 2	500
Force Grip	Tier 2	500
Mind Trick	Tier 2	500
Inertia	Tier 2	500
Force Blast	Tier 2	500
Force Shield	Tier 2	500
Dark Transfer	Tier 2	500
Lightning Burst	Tier 3	1000
Ionize	Tier 3	1000
Force Scream	Tier 3	1000
Farseeing	Tier 3	1000
Morichro	Tier 3	1000
Vital Transfer	Tier 3	1000
Rebuke	Tier 3	1000
Plant Surge	Tier 3	1000
Negate Energy	Tier 3	1000
Intercept	Tier 3	1000
Force Track	Tier 3	1000
Convection	Tier 3	1000
Prescience	Tier 3	1000
Enlighten	Tier 3	1000
Technometry	Tier 4	2000
Shatterpoint	Tier 4	2000
Rend	Tier 4	2000
Cloak	Tier 4	2000
Levitate	Tier 4	2000



Wound	Tier 4	2000
Crucitorn	Tier 4	2000
Valor	Tier 4	2000
Memory Walk	Tier 4	2000
Force Whirlwind	Tier 4	2000
Sever Force	Tier 4	2000
Force Storm	Tier 4	2000
Mind Shard	Tier 4	2000
Hatred	Tier 4	2000
Detonate	Tier 5	5000
Kinetic Combat	Tier 5	5000
Rage Storm	Tier 5	5000
Fold Space	Tier 5	5000
Force Light	Tier 5	5000
Phase	Tier 5	5000
Thought Bomb	Tier 5	5000

## BALLISTAKINESIS

*(Telekinetic)*

You use the Force to spray an area with dangerous debris.

## BATTLE STRIKE

*(N/A)*

Increases accuracy and damage of your next attack.

## BLIND

*(Telekinetic)*

You hurl dirt, dust, and debris at your foe, affecting its sight.

## CLOAK

*(N/A)*

You bend light around your body, rendering yourself invisible to anyone looking in your direction.

## COMBUSTION

*(N/A)*

You use the Force to agitate particles in the air to create a pyrokinetic spray of sparks.

## CONVECTION

*(N/A)*

You alter your body chemistry, causing your skin to burn with incredible heat.

## CORRUPTION

*(Dark Side)*

You use the Force to send a bolt of pure dark side vileness into an enemy, literally planting a seed of corruption within.

## CRUCITORN

*(N/A)*

You ignore the debilitating effects of physical pain, and focus despite great physical trauma.

## CRYOKINESIS

*(N/A)*

You can use the Force to draw heat away from a target, causing its temperature to drop rapidly.

## DARK RAGE

*(Dark Side)*

You allow your hate to flow through you, and use your aggressive feelings. Gain offensive prowess, in exchange for defensive ability.

## DARK TRANSFER

*(Dark Side)*

You use the dark side of the Force to restore vitality to a living being, by siphoning it from another.

## DETONATE

*(Telekinetic)*

You can perceive points of weakness within an object and use the Force to telekinetically press on one of those points, shattering the object.

## DRAIN ENERGY

*(N/A)*

You can draw the energy out of a powered object, such as a blaster's power pack or a portable power generator.



## ENERGY RESISTANCE

*(N/A)*

You use the Force to protect you from harm caused by elemental sources.

## ENLIGHTEN

*(Light Side / Mind-Affecting)*

You reach out to an ally telepathically, sharing visions of the near future to give the ally an edge or to protect the ally from harm.

## FARSEEING

*(N/A)*

You use the Force to detect an individual over a long distance.

## FEAR

*(Dark Side / Mind-Affecting)*

You summon the dark side of the Force to instil fear in your enemies.

## FOLD SPACE

*(N/A)*

You can use the Force to bend space, transporting an object almost instantaneously from one place to another.

## FORCE BLAST

*(N/A)*

You use the Force to create a ball of compressed air and debris that you can hurl at enemy targets.

## FORCE DISARM

*(Telekinetic)*

You disarm an opponent using the Force.

## FORCE GRIP

*(Telekinetic)*

You call upon your anger to choke or crush a target, you may hold the target in place for the duration of your grip.

## FORCE LIGHT

*(Light Side)*

You can draw the Force into yourself, turning you into a beacon of light that purges the taint of the dark side. Whilst this would almost certainly remove any dark side energy within the radius, it is just as dangerous to any dark side Force-User.

## FORCE LIGHTNING

*(Dark Side)*

You project all the malice of the dark side as a torrent of lightning that electrocutes the target, dealing electrical burning damage and causing horrific pain. Often employed as a torture method.

## FORCE SCREAM

*(Dark Side)*

You create an intense sonic scream, amplified by the Force.

## FORCE SHIELD

*(Telekinetic)*

You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm.

## FORCE SLAM

*(Telekinetic)*

A burst of kinetic Force energy impacts multiple opponents, and may knock them prone.

## FORCE STORM

*(Dark Side)*

You can create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area.

## FORCE STUN

*(N/A)*

You use the Force to stun an opponent, rendering them near helpless, temporarily.

## FORCE THRUST

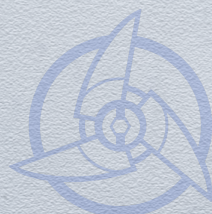
*(Telekinetic)*

You use the Force to push a target back several meters, potentially into a static obstruction or over a ledge.

## FORCE TRACK

*(N/A)*

You peer into the Force for guidance, picking up the trail of your quarry.



## FORCE WHIRLWIND

*(Telekinetic)*

You call upon the Force to surround an enemy in a swirling vortex of Force energy. The whirlwind lifts them about half a meter off the ground, spinning them in the air and buffeting them with Force energy.

## HATRED

*(Dark Side)*

You give yourself over to the dark side, letting your hate radiate out from your body in palpable waves, demoralising foes and filling them with dread.

## INERTIA

*(N/A)*

You can use the Force to shift your body's inertia, allowing you to perform impossible stunts.

## INSPIRE

*(Light Side)*

You fill your allies with hope and courage, allowing them to face even the most daunting of odds.

## INTERCEPT

*(Telekinetic)*

You use the Force to telekinetically hurl an object in the path of an incoming projectile, preventing it from striking you.

## IONIZE

*(N/A)*

You call upon the Force to overload electrical systems and droids, damaging or even destroying the unit.

## KINETIC COMBAT

*(Telekinetic)*

You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp.

## LEVITATE

*(Telekinetic)*

You can float up or down without anything or anyone to assist you.

## LIGHTNING BURST

*(Dark Side)*

You call upon the dark side to cause Force Lightning to arc out from your body, striking nearby enemies.

## MALACIA

*(Light Side)*

You create dizziness and nausea by disrupting your target's equilibrium.

## MEMORY WALK

*(Dark Side / Mind-Affecting)*

You torment an enemy by causing them to relive their most horrible memories.

## MIND SHARD

*(Dark Side / Mind-Affecting)*

You use the Force to splinter the mind of a target, wracking it with pain. Another favoured torture method that will swiftly break the targets sanity if not allowed to recover after each use.

## MIND TRICK

*(Mind-Affecting)*

You influence the mind of a target by dominating their will.

## MORICHRO

*(N/A)*

You slow the vital functions of a target, causing them to slip into a deep sleep or even die.

## MOVE OBJECT

*(Telekinetic)*

You use the Force to hold, move, or crush one target.

## NEGATE ENERGY

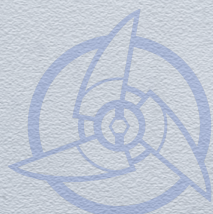
*(N/A)*

You dissipate an energy attack harmlessly into your weapon.

## OBSCURE

*(Mind-Affecting)*

You use the Force to cloud an enemy's mind, making it harder for the enemy to see its target.



## PHASE

*(N/A)*

You can pass through solid objects, such as walls and doors.

## PLANT SURGE

*(N/A)*

You reach out with the Force to entreat the aid of the local flora, causing them to lash out at your opponents.

## PRESCIENCE

*(N/A)*

The Force grants you a flash of insight into your enemy's greatest weakness.

## RAGE STORM

*(Dark Side / Telekinetic)*

You use the Force to create a swirling whirlwind of dark energy in an area around yourself, all but impenetrable yet exhausting to maintain.

## REBUKE

*(N/A)*

You deflect or reflect a Force Power used against you.

## REND

*(Dark Side)*

You can move a single target, whether it is a creature or object, in two different directions simultaneously.

## REPULSE

*(Telekinetic)*

You use the Force to blast outwards clearing an area around yourself.

## RESIST FORCE

*(N/A)*

You use the Force to protect yourself from an opponent's Force Powers.

## SEVER FORCE

*(Light Side)*

You temporarily block a Force-User's access to the Force.

## SHATTERPOINT

*(N/A)*

You can see the critical point of something, whether it is a person or object, that would shatter if struck at the right time.

## SLOW

*(Telekinetic)*

The Force enables you to slow your targets as if they are encumbered by an extremely heavy load, making it difficult for them to move.

## STAGGER

*(Telekinetic)*

You use the Force to lash out at a nearby enemy, causing it to stumble.

## SURGE

*(N/A)*

You use the Force to assist in a supernatural leap.

## TECHNOMETRY

*(N/A)*

You can tap into and read technological devices and, in some cases, control them.

## THOUGHT BOMB

*(Dark Side / Mind-Affecting)*

You use the Force to radiate out harmful waves of telepathy, damaging the minds of nearby foes. (This power is nowhere near the same level as the great ritual utilised by Darth Bane a millennia ago.)

## VALOR

*(Light Side)*

You call upon the strength of the Force, reaching out to your ally and sharing your strength with them.

## VITAL TRANSFER

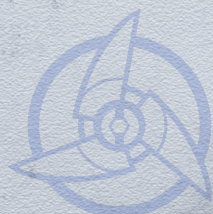
*(Light Side)*

You heal another through the Force, using your own life-Force and vitality.

## WOUND

*(Dark Side)*

You cause spasms in the internal organs of your target, painfully injuring them.



# LIGHTSABER COMBAT

"A Lightsaber, any weapon, only achieves worth in how it is wielded—in the effort, the struggle of one who holds it"

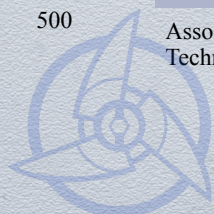
- Darth Traya (Kreia)

Lightsaber combat, refers to several schools of martial arts specialised in, though not limited to, fighting with a Lightsaber. Such fighting forms were required to compensate for or take advantage of the unique attributes of Lightsabers, notably the odd balance of the weapon, all of the weight being in the hilt, and the omni-directional cutting edge. The most prominent Lightsaber-oriented combat styles were the seven forms of the Jedi Order, though other organisations were known to have developed their own styles and methods, an example being the Sith-developed Dun Möch technique.

The various combat forms owed their unique focuses and methods to the eras in which they were created, as they were oftentimes developed to answer a new generation of weapons technology. For example, the duelling-centric Makashi form was created during a time when Dark Jedi and Force-sensitives ran rampant through the galaxy, and Lightsaber duels became a common occurrence, whereas Soresu was developed when such confrontations were rare, and Lightsaber wielders were more likely to confront blaster-wielding opponents and gunslingers rather than other Lightsaber duelists.

Training Ability	Regime / Form / Technique	EXP Cost
<b>Lightsaber Tier 1</b>		
Training Regimen	Dulon	250
Associated Form/s	<i>none</i>	0
Associated Technique/s	Attack	250
	Block	250
	Deflect	250
<b>Lightsaber Tier 2 - The Warrior</b>		
Training Regimen	Velocities	500

Associated Form/s	Shii - Cho (Form I)	500
	Makashi (Form II)	500
	Soresu (Form III)	500
	Ataru (Form IV)	500
	Djem So (Form V)	500
	Niman (Form VI)	500
	Juyo (Form VII)	500
Associated Technique/s -	<i>none</i>	0
<b>Lightsaber Tier 3 - The Warlord</b>		
Training Regimen	Twin Suns	1000
Associated Advanced Form/s	Shien	1000
	Trispzest	1000
	Sokan	1000
Associated Advanced Technique/s	Disarming Slash	1000
	Makashi Riposte	1000
	Circle of Shelter	1000
	Saber Swarm	1000
	Falling Avalanche	1000
	Pushing Slash	1000
	Assured Strike	1000
	Barrier of Blades	1000
	Spinning Attack	1000
	High Ground Defence	1000
<b>Lightsaber Tier 4 - The Conqueror</b>		
Training Regimen	Faalo's Cadences	2000
Associated Mastery Form/s	Vaapad	2000
	Träkata	2000
	Jar'Kai	2000
	Saberstaff Combat	2000
Associated Mastery Technique/s	Sarlacc Sweep	2000



Contentious Opportunity	2000
Deflecting Slash	2000
Hawk - Bat Swoop	2000
Fluid Riposte	2000
Draw Closer	2000
Swift Flank	2000
Shien Deflection	2000
Soaring Sai Cha	2000
Unhindered Charge	2000

#### Lightsaber Tier 5 - The Inner Circle

Training Regimen	Faalo's Final Cadence	5000
Elite Mastery Technique/s - Vaapad	Vornskr's Ferocity	5000
	Tempered Aggression	5000
Elite Mastery Technique/s - Trakata	Pass the Blade	5000
	Unbalancing Block	5000
Elite Mastery Technique/s - Jar'Kai	Twin Strike	5000
	Rising Whirlwind	5000

## LIGHTSABER TIER 1

### TRAINING REGIMEN

**DULON** - A solo Lightsaber training exercise in which a trainee practiced sequences of moves against imaginary opponents.

### ASSOCIATED TECHNIQUE/S

**ATTACK** - Attack with a Lightsaber in a fashion that does not put oneself at risk.

**BLOCK** - Block an incoming melee attack with your Lightsaber.

**DEFLECT** - Deflect an incoming ranged attack with your Lightsaber.

## LIGHTSABER TIER 2 - THE WARRIOR

### TRAINING REGIMEN

**VELOCITIES** - Two students practicing sequences of attacks and parries against each other, repeating the same patterns over and over, while constantly increasing the speed of the movements until one opponent got hit, or decided to yield.

### ASSOCIATED FORM/S

**SHII-CHO (FORM I)** - Shii-Cho was specialised towards engaging multiple opponents, the wide, sweeping motions being ideally suited towards attacking numerous adversaries.

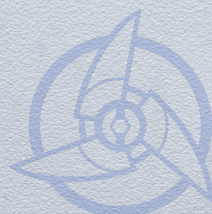
**MAKASHI (FORM II)** - Makashi relied on precision swordplay to counter the sweeping movements demonstrated by Shii-Cho, and a heavy focus on protecting one's weapon to avoid being disarmed, the primary goal of Form I.

**SORESU (FORM III)** - Soresu utilised tight moves, subtle dodges and short sweeps designed to provide maximum defensive coverage, leaving the duelist less exposed to ranged fire.

**ATARU (FORM IV)** - Ataru was an aggressive combat form relying on a combination of strength, speed and agility.

**DJEM SO (FORM V)** - Created by Form III masters who desired a more offensive style, since the defensive nature of Form III could lead to prolonged combat, sometimes dangerously so. It evolved into an accepted style by combining the defensive maneuvers of Form III with the more aggressive philosophy and tactics of Form II.

**NIMAN (FORM VI)** - Form VI was a combination of older forms and all of them in moderation. In the blending, much of the individuality was lost, but the strengths were spread evenly, and there was little weakness in it.



**JUYO (FORM VII)** - Juyo was described as the most vicious form of Lightsaber combat and was said to be filled with both fury and "malignant grace." The form was both chaotic and erratic, with a heavy focus on offence.

## LIGHTSABER TIER 3 - THE WARLORD

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### TRAINING REGIMEN

**TWIN SUNS** - In this form of practice, two practitioners would use the Force to rise and land like two suns crossing the sky. It required a great mastery in Lightsaber combat, high attunement with the Force and precise timing.

### ASSOCIATED ADVANCED FORM/S

**SHIEN** - Shien practitioners were known to favour, or at least regularly utilise, reversed grips. Known as the "Perseverance Form", Shien was designed to protect against enemy blaster fire and strikes without compromising one's ability to launch powerful counterattacks. (Requires training in Form V, Djem So)

**TRISPZEST** - A combination of elements of Form VII and traditional S'kytri aerial duelling, Trispzest was a type of aerial Lightsaber combat originally developed by the airborne Force-sensitive Majestrix of Skye, Kharys. (Requires training in Form VII, Juyo)

**SOKAN** - Sokan was a principle of Lightsaber combat, rather than a true form. Sokan teaching revolved around using the environment itself to gain a tactical advantage in combat. (Requires training in Form IV, Ataru)

### ASSOCIATED ADVANCED TECHNIQUE/S

**DISARMING SLASH** - A strike directed at the opponent's weapon to rip it out of their grasp or destroy it. (Prerequisite: Form I, Shii-Cho)

**MAKASHI RIPOSTE** - A defensive technique where the duelist slightly alters the angle of an opponent's attack before quickly retaliating with a counter strike. (Prerequisite: Form II, Makashi)

**CIRCLE OF SHELTER** - A technique where the duelist creates a protected area around themselves and their allies, making it difficult for enemies to penetrate. (Prerequisite: Form III, Soresu)

**SABER SWARM** - Numerous short strikes aimed at the adversary to wear down their defences quickly. (Prerequisite: Form IV, Ataru)

**FALLING AVALANCHE** - You raise your Lightsaber above your head and then bring it crashing down on your opponent with incredible Force. (Prerequisite: Form V, Djem So)

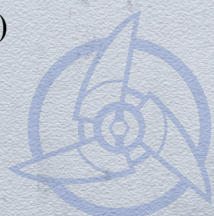
**PUSHING SLASH** - The duelist would slash an opponent before blasting him aside with a Force push. (Prerequisite: Form VI, Niman / Requires training in at least two telekinetic Force powers.)

**ASSURED STRIKE** - Trading sheer power for a near-certainty of landing a hit. (Prerequisite: Form VII, Juyo)

**BARRIER OF BLADES** - This complex flourish defended the user from blaster-fire and redirected some of the incoming blasts. (Prerequisite: Form V, Djem So > Form, Shien)

**SPINNING ATTACK** - The flying duelist would hover in one spot and spin wildly, lashing out at multiple opponents. (Prerequisite: Form VII, Juyo > Form, Trispzest)

**HIGH GROUND DEFENCE** - Usually involves environment, combatants made use of large amounts of terrain, trying to manoeuvre their opponents into vulnerable areas during battles that involved Sokan techniques. (Prerequisite: Form IV, Ataru > Form, Sokan / Requires training at least two acrobatic Force powers.)



## LIGHTSABER TIER 4 - THE CONQUEROR

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### TRAINING REGIMEN

**FAALO'S CADENCES** - In each of Vo'ren Faalo's cadences, the primary practice is to stand in a circle of candles with ball bearings atop them and attempt to strike the ball bearings without hitting the candles. As the duelist proceeds through each of the cadences, the number of candles would be incrementally increased.

### ASSOCIATED MASTERY FORM/S

**VAAPAD** - A state of mind that led through the penumbra of the dark side, requiring the user to enjoy the fight, and relish the satisfaction of winning. (Requires training in Form VII; Juyo, one other Lightsaber Form and both associated Adv/Mastery Techniques of each)

**TRĀKATA** - The Trākata style was based around the unique ability of Lightsabers to turn on and off, activating and deactivating the blade in the heat of combat to slip past enemy defences. (Requires training in any two Lightsaber Forms and both associated Adv/Mastery Techniques of each)

**JAR'KAI** - "Jar'Kai tactic", which was to simply employ two blades in combat, regardless of whether one had received training in any dual-blade fighting style. (Requires training in any two Lightsaber Forms and both associated Adv/Mastery Techniques of each)

**SABERSTAFF COMBAT** - (Style name unknown). The primary purpose of the double-bladed Lightsaber was to allow for a faster rate of attack, unleashing a rapid assault with only a minimum of movement. (Requires training in any two Lightsaber Forms and both associated Adv/Mastery Techniques of each)

### ASSOCIATED MASTERY TECHNIQUE/S

**SARLACC SWEEP** - A wide sweeping attack in which the duelist strikes out against multiple enemies. (Prerequisites: Form I, Shii Cho > Adv Technique, Disarming Slash)

**CONTENTIOUS OPPORTUNITY** - A tactic based upon recognising and exploiting an opening in the opponent's defence before swiftly moving to strike the exposed enemy. (Prerequisites: Form II, Makashi > Adv Technique, Makashi Riposte)

**DEFLECTING SLASH** - A technique where the duelist redirects the momentum generated by deflecting an enemy projectile into a slashing attack at an adjacent target. (Prerequisites: Form III, Soresu > Adv Technique, Circle of Shelter)

**HAWK-BAT SWOOP** - An acrobatic engagement intended to allow a combatant to quickly strike their opponent without giving them a chance to react. (Prerequisites: Form IV, Ataru > Adv Technique, Saber Swarm / Requires training at least two acrobatic Force powers.)

**FLUID RIPOSTE** - A smooth transition from parrying an attack to a counterstrike. (Prerequisites: Form V, Djem So > Adv Technique, Falling Avalanche)

**DRAW CLOSER** - This combination technique consisted of the duelist telekinetically seizing an opponent and pulling the enemy into the path of their blade. (Prerequisites: Form VI, Niman > Adv Technique, Pushing Slash / Requires training in at least two telekinetic Force powers.)

**SWIFT FLANK** - The combatant leaps or dashes around an opponent to make a quick strike. The speed of the manoeuvre is intended to catch opponents off guard.\* (Prerequisites: Form VII, Juyo > Adv Technique, Assured Strike / Requires training at least two acrobatic Force powers.)

**SHIEN DEFLECTION** - Simultaneously deflect weapons fire and leap towards an opponent. (Prerequisites: Form V, Djem So > Form, Shien > Adv Technique, Barrier of Blades)



**SOARING SAI CHA** - The flying duelist would descend on their opponent like a bird of prey, breaking the dive to decapitate the opponent in a single swipe. (Prerequisites: Form VII, Juyo > Form, Trispzest > Adv Technique, Spinning Attack)

**UNHINDERED CHARGE** - The combatant utilises rapid movement towards the opponent, ignoring difficult terrain and obstacles.\* (Prerequisites: Form IV, Ataru > Form, Sokan > Adv Technique, High Ground Defence / Requires training at least two acrobatic Force powers.)

## LIGHTSABER TIER 5-THE INNER CIRCLE

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### TRAINING REGIMEN

**FAALO'S FINAL CADENCE** - The duelist will have achieved such a state of mastery that the candles are unnecessary, as the duelist will simply know when he has performed the sequence correctly.

### ELITE MASTERY TECHNIQUE/S - VAAPAD

**VORNSKR'S FEROCITY** - Involves "ferocious" and "relentless" attacking of an opponent.

**TEMPERED AGGRESSION** - Used to describe the ferocity of the Vaapad form, but with more control against succumbing utterly to the dark side in the heat of battle, where it might make one careless.

### ELITE MASTERY TECHNIQUE/S - TRAKATA

**PASS THE BLADE** - The duelist deactivates his blade as he attacks, bypassing the opponent's block before igniting it into the hapless foe.

**UNBALANCING BLOCK** - The duelist catches the opponent's blade with his own before momentarily deactivating it, causing the opponent to stumble and leave himself open.

### ELITE MASTERY TECHNIQUE/S - JAR'KAI

**TWIN STRIKE** - A dual-wielding strike that the character simultaneously swings both Lightsabers to act as a strong-attack. Both Lightsabers meet the target or object.

**RISING WHIRLWIND** - A duelist swings his Lightsabers about his body, creating a brilliant whirlwind.



PART 3

EARNING EXP

# EARNING EXP

In this section you find various ways of earning experience points to progress your Agent within the Secret Order.

## GAMING

Below is the chart of current supported game titles, this is always subject to change and this document will be updated once announcements are made.

### PvP GAMES

Game Title	EXP Award	Co-op Gameplay
Empire at War	7.5	11.25
Star Wars Squadrons	10	15
EA Battlefront 1	20	30
EA Battlefront 2	20	30
Elite Dangerous	15	22.5
X-Wing Alliance	10	15
TIE Fighter Total Conversion	10	15
Star Wars : The Old Republic	15	22.5
X-Wing vs. TIE Fighter	10	15
Star Wars Hunters	5	7.5
Star Conflict	7.5	11.25
Star Wars : Galaxy of Heroes	10	-
Destiny 2	8	12

### PvE GAMES

Game Title	EXP Award	Co-op Gameplay
EA Battlefront 1	10	15
EA Battlefront 2	10	15
Elite Dangerous	5	7.5
Helldivers 2	10	15
Star Wars : The Old Republic	7.5	11.25

Star Wars Squadrons	5	7.5
X-Wing Alliance	5	7.5
TIE Fighter Total Conversion	5	7.5
X-Wing vs. TIE Fighter	5	7.5
Empire at War	5	7.5
Star Conflict	4	6
Destiny 2	5	7.5

### SP GAMES

Game Title	EXP Award
TIE Fighter	5
X-Wing vs. TIE Fighter	5
X-Wing Alliance	6
TIE Fighter Total Conversion	6
X-Wing	7.5

## CREATIVE WORKS

Creative works are the main thing in which Agents of the Secret Order will be able to gain the largest amount of Experience points from. All forms of Creative Work both Art and Fiction will be rated with the following Rubric:

**Creativity:** How creative the piece Art or Fiction is.

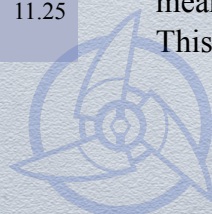
**Originality:** How original the piece of Art or Fiction is.

**Quality:** The Quality of the piece of Art or Fiction.

**Clarity:** How well the piece of Art or Fiction sticks to its theme.

**Overall Impression:** With everything taken in, what is the impression given by the piece to the one marking it.

Each of these Rubric markers are on a scale of 0-5 providing a potential maximum score of 25 at the end. Each of these points are worth 10 EXP meaning the total possible EXP gain is 250 EXP. This is sufficient enough to afford a Tier 1 ability.



## COMPETITIONS & AWARDS

### COMPETITIONS

Below is the chart showing the current ways of earning EXP in competitions and through the Imperial University.

Competiton	EXP Award
<b>Agent Led</b>	
Submit and Run	10
Participated	5
<b>SO Lore Progression (War/Vendetta/Feuds)</b>	
Participated	10
<b>Shadow Academy</b>	
Course Completion	2

### AWARDS

Below is the chart showing the current Awards and their related EXP value.

Award	EXP Value
<b>Crescents &amp; Kaiburr</b>	
Kaiburr Star	50
Diamond	25
Ruby	20
Amethyst	18
Sapphire	16
Emerald	14
Topaz	12
Quartz	10
<b>Novae</b>	
Gold	200
Silver	150

Bronze	100
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Legion of the Scholar	3
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Scroll of Indoctrination	5
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Letter of Achievement	5
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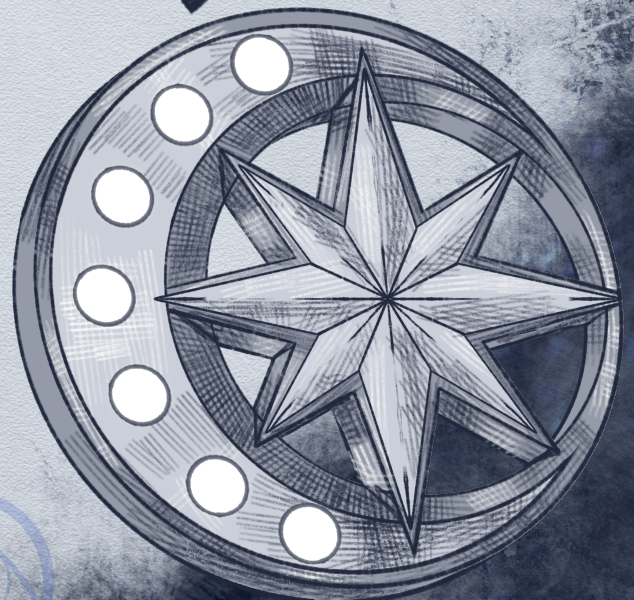
#### Monthly Merit Awards

Grand Cross	500
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Steel Cross	400
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Star of Eos	300
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Dark Cross	200
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PART 4

EVALUATION

ACO Silwar Naiilo												
Month	House	Rank	Position	Creative Work #1 Complete?	Creative Work #2 Complete?	EXP Earned	Cumulative EXP	Months since last Promotion	TIG Remaining for Promo	XP Remaining for Promo	Questor Comments	DC Comments
December 2024	Valkorion	NEO	HMB	No	No	241	241	0	2	2009		
January 2025	Valkorion	NEO	HMB	No	No	228	469	0	1	281		
February 2025	Valkorion	NEO	HMB	No	No	759	1228	0	1	0		
March 2025	Valkorion	NEO	HMB	No	No	526	1754	1	0	0		
April 2025	Valkorion	ACO	HMB	No	No	1005	2759	2	0	0		

## MONTHLY EVALUATION

In this section, we will provide an example of how monthly evaluations will look and be presented. It will also show how your Experience Points will be collated by your House Leadership, and presented to you to spend on new abilities and powers for your Agent.

As is displayed above an example of five months worth of evaluations, as shown through ACO Silwar Naiilo. In the first column you can see presented the month and year that is being reviewed, the example showing a period between December of 2024 and April of 2025.

The next three columns denote the Agent's House, Rank, and Position. In this example we can see that Silwar Naiilo is assigned to House Valkorion, with the Rank of Neophyte, then promoted to Acolyte. Finally that his position within House Valkorion is that of House Member.

After this in the following two columns, there is space to award for the completion of up to two creative works per month. We can see that in this example Silwar Naiilo has not submitted any.

The next two columns indicate the amounts of Experience points earned, the first being all experience earned from creative works, gaming and competition. The second column contains the Agent's cumulative experience earned since joining the Secret Order, Silwar Naiilo going from 241 EXP to 2759 EXP over the five month period.

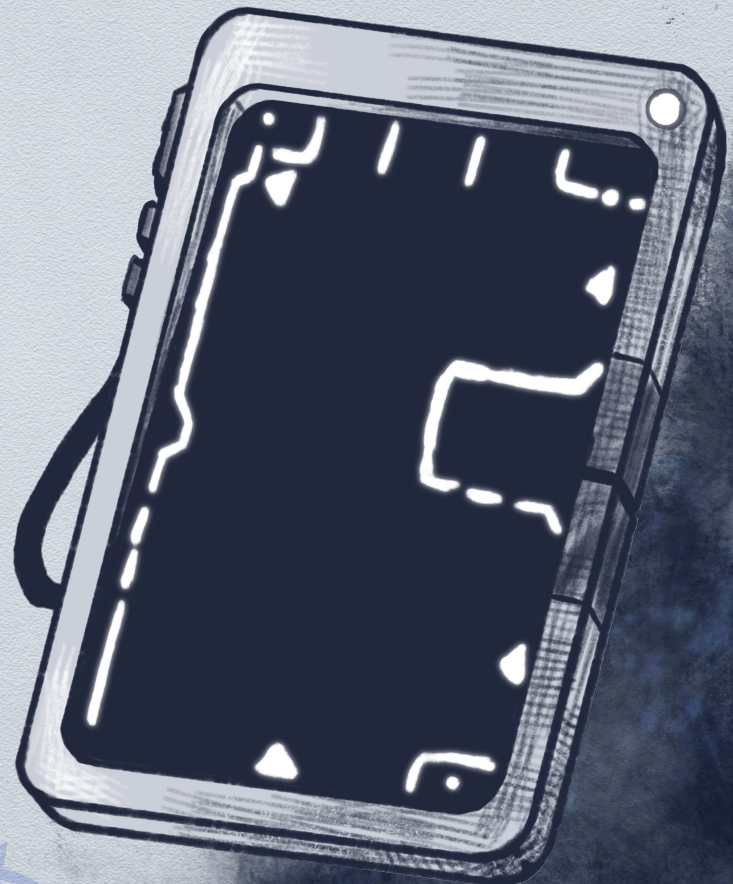
The next three columns are in relation to the Agent's Rank progression. The first column indicates the number of full months since their last promotion, this second showing the time in grade requirement remaining until their next promotion, the third being the recommended cumulative experience point total remaining before their next promotion. (Completing recommended Time in Grade and Earning the recommended total experience points, does not guarantee a rank

promotion, as there may be other factors requiring review by the House Leadership and Dark Council. This may also lead to earlier than expected promotion for exceptional activity or contribution.)

The final two columns are dedicated to any and all comments House Leaders and Dark Council members may have regarding the Agent in question.

## EARNING MERIT AWARDS

Merit Awards from the Dark Cross to the Grand Cross, will be awarded along with their experience point allocation on a quarterly basis following recommendation from the Agent's House Leadership to the Dark Council.



PART 5

TEASERS



## WHAT COMES NEXT?

Having delved into the depths of creating your Agent, it's time to consider the next steps. The fun of the Secret Order lies in both the creation of your Agent, but also in advancing that Agent, through partaking in gaming, writing fiction, or producing art. Further fleshing out who your Agent is and the stories they tell.

While this document is great place to start, in future we hope to bring you more amazing content that will be further explained in this section. So we here in the Secret Order hope you're excited for what the future holds not only for this subgroup of the Emperor's Hammer but also for your Agent.

### AWAITING THE EMPEROR'S HAMMER INTERNET OFFICE

- Complete Website Integration.
- Agent Portfolio (to replace INPR).

### IN THE MEANTIME:

- Complete overhaul of "The Guard."
- The CoG's Arena Combat System.
- Updates and Improvements to this Path System V1.1. Including: A new robe system. Updated Outstanding Achievement Awards, and Grants of Arms.
- Whilst we are awaiting the complete website integration, we have provided templates for both your Character Sheet and Equipment to be used on the Emperor's Hammer Wiki.
- During V1.0, V1.1, and whilst we await website integration, respecifications (respecs) are allowed at any time with no additional exp cost. After website integration, there will be an exp cost (tbc) for respecs. This is to allow current Agents to experiment with different builds whilst they potentially have a large pool of exp to use.

- The main weapon(s), armour and personal starship of your character, along with equipment and personal effects, are widely subjective at this stage. Therefore, if you can justify it to the CoG, then your character can have it (providing it is within the scope of the Star Wars Universe). In the future, when we have an economy and the Arms & Equipment guide, any additional items for your inventory would be purchased. However, what you already had would remain (subject to CoG review for game balancing reasons).

### LOOKING TO THE FUTURE:

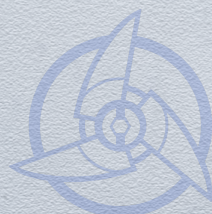
- An Emperor's Hammer club-wide payroll system and economy. Paying Agents, Pilots, Troopers, et al. Allowing us to bring you an Inventory, and "Arms & Equipment Guide."

Please Note - this is a "potential project" not yet confirmed, announcements will be made by EHCS in due course, if it is to proceed.



*"So, Lone Starr, now you see that evil will always triumph, because good is dumb"*

*- Dark Helmet*



# ARM YOURSELF AGENT

The Secret Order Path System book is the essential reference for every Secret Order member. It contains the rules for the creation of their own Agent as well as their advancement, abilities, force powers, and much more.

Use this book to create an exciting Agent from among the Secret Order's Paths.

The Secret Order immerses you in the world of Star Wars. Explore stories of daring adventure. Create art of heated battles. And gain experience and Power by taking part in the community.

The Secret Order needs Agents. Will you answer the call?



[emperorshammer.org](http://emperorshammer.org)

