

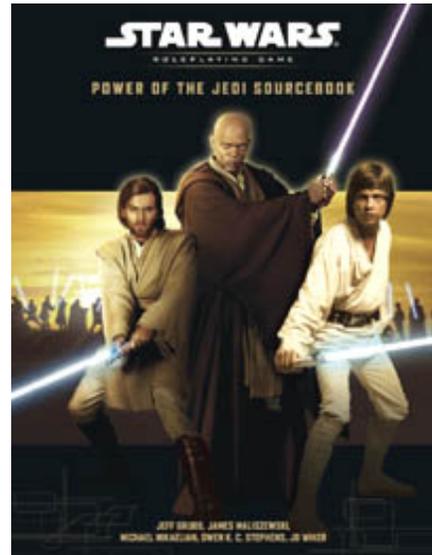


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Forbidden Knowledge

A Preview of the *Power of the Jedi Sourcebook*

This summer, the Jedi will finally get theirs. That's because in August, Wizards of the Coast will release the [Power of the Jedi Sourcebook](#). This 160-page hardcover will be the most comprehensive look at the Jedi ever published, cover all eras of play, and include material from Episode II. Difficult to see the future may be, but we've got the first in a series of sneak previews of the new book - a look at a new Force feat called Morichro!



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Morichro

You can slow the life functions of another being, placing it in a trancelike state or possibly killing it.

You can also turn the power's effects inward to extend a Force trance for months.

Prerequisites: Alter, Control, Force-Sensitive, Force-user level 9th, Wisdom 15, Heal Another 9 ranks, Heal Self 9 ranks, no more than 2 Dark Side Points.

Benefit: The target of Morichro makes a Will saving throw. The DC depends on the level of the Force-user.

Force-User's Level	Target's Save DC
9th-10th	15
11th-16th	20
17th-20th	25

If the save succeeds, the target is exhausted for the duration of the encounter. After the encounter, the target is fatigued until he rests for 8 hours. (See Chapter Eight of the [Star Wars Roleplaying Game](#) for the effects of exhaustion and fatigue.)

If the save fails, Morichro renders the target unconscious, as though the target had entered a Force trance (see the Control feat in Chapter Five of the *Star Wars Roleplaying Game*). This state of unconsciousness lasts until the target takes wound damage or is targeted by a Force skill or feat (including another use of Morichro). The power has no other time limit. The target could remain unconscious indefinitely. If left untended, the target could die of dehydration or starvation. Should the target die (for any reason) while under the effects of Morichro, the Force-user who initiated the Morichro gains 1 Dark Side Point.

If the target fails the save by 10 or more, the target perishes immediately, and the user gains 1 Dark Side Point. The target can expend 1 Force Point to automatically succeed at the save, but still suffers the exhaustion and fatigue effects mentioned above.

When used against another living being, Morichro has a range of 10 meters. Using this feat requires a full-round action and incurs an attack of opportunity. It costs 16 vitality points to initiate.

Morichro, Forbidden Jedi Technique

Morichro is a proscribed technique entrusted to few Jedi during the years leading up to the last days of the Jedi Council. Yaddle, a long-lived Jedi Master, was one of the most prominent practitioners of this dangerous technique. Morichro works in a way similar to a Force trance. It slows a being's metabolism, breathing, and heart rate (or similar biological systems). Unlike a Force trance, Morichro can be used to affect beings other than the Jedi employing the technique. Abusing this power can be fatal. For this reason, the Jedi Council forbade its use. Interestingly enough, dark side Force-users are not known to use this technique, since studying Morichro typically requires the student to master less malevolent uses of the Force.



Jedi Master Yaddle was one of the most prominent practitioners of Morichro.

Special: A Force-user can turn Morichro upon herself to enter a kind of suspended animation. This works exactly like a Force trance, except that the user can go without food, water, and even air for an extended period. It does not allow the user to survive the effects of vacuum. The user can exist in this state for one month per point of Wisdom before hunger, thirst, and lack of breathable atmosphere begin to affect her. Unlike its ability to place another being in a Force trance, this application of Morichro allows the Force-user to stipulate the duration of the trance. She may even choose a specific stimulus to rouse her from the trance. If the user takes wound damage, or if a Force power targets her, she awakens.

Because its effects can be lethal, the Jedi Council prohibits the use of Morichro during the latter part of the Old Republic era and throughout the Rise of the Empire era. Morichro was available to all who wished to learn it until about five thousand years before the Battle of Yavin. A thousand years before the Battle of Yavin, the Jedi Council forbade its teaching and entrusted the technique to a select few Jedi Masters. Learning Morichro during this period could be the basis of an entire adventure, requiring the student to either gain permission from the Jedi Council or seek out the knowledge without the Council's blessing. After the Jedi Purge, the technique is all but lost, though it might be found on extremely rare (and difficult to find) Jedi holocrons.