

Force Users Quick Reference Manual

by Christian Conkle

Difficulties

Very Easy	1-5
Easy	5-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-25
Heroic	26-30+

Modifiers

Relationship:

User and Target Are	Add to Difficulty
Close Relatives (married, siblings, parents)	+0
Close Friends	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met Once	+12
Never Met, but Know by Reputation	+15
Complete Strangers	+20
Complete Strangers and Not of Same Species	+30

Proximity:

User and Target Are	Add to Difficulty
Touching	+0
In Line of Sight, but Not Touching	+2
Line of Sight, 11-100m Away	+5
101m-10km away	+7
11-1,000km away	+10
Same Planet, More than 1,000km away	+15
Same Star System, Different Planet	+20
Different Star System	+30

Notes

The difficulties assigned to these Force powers are varied from the standard multiples of 5 to provide variety. For more standardized difficulties, round the number to the next highest multiple of 5. Many of the numbers are adapted from the Force Powers list at <http://www.stwing.upenn.edu/~jruspini/starwars/rpg/forcelist.txt>. Other difficulties have been provided in multiples of 3.5 to allow easy conversion to equivalent die-codes.

CONTROL POWERS	DIFFICULTY	PREREQUISITES
Absorb/Dissipate Energy		
Control:	Sunburn	4 none
	Intense Sun	8
	Solar Wind	14
	Radiation Storm	18
	Blaster Bolt/Force Lightning	12+damage roll
Accelerate Healing		
Control:	Stunned	2 none
	Wounded	9
	Incapacitated	13
	Mortally Wounded	19
Concentration		
Control:	Jedi Relaxed/At Peace	8 none
	Jedi Filled with Emotion	17
	Jedi Acting on Emotion	25
Contort/Escape		
Control:	Loose Bonds	3 none
	Hand Binders	7
	Serious Restraints	14
	Maximum Security	21
	Houdini	27
Control Disease		
Control:	Mild Infection (cold)	4 none
	High Fever (flu)	7
	Serious Sickness (gangrene)	12
	Life-Threatening Disease (TB)	17
	Massive Disease (cancer)	27
Control Pain		
Control:	Stunned/Wounded	3 none
	Incapacitated	7
	Mortally Wounded	12
Detoxify Poison		
Control:	Alcohol	3 none
	Mild Poison	8
	Virulent Poison	13
	Neurotoxin	23
	Time:	5 minutes
Enhance Attribute		
Control:	+1D for 3 rounds	14-27 none
	+2D for 2 rounds	28-39
	+3D for 1 round	40+
Emptiness		
Control:	To Enter	11 Hibernation Trance
	To Exit	18
Force of Will		
Control:	To Enter	4 none
	To Bypass	number rolled
Hibernation Trance		
Control:	To Enter	17
Instinctive Astrogation Control		
Control:	Very Easy Astrogation	20 none
	Easy Astrogation	25
	Moderate Astrogation	30
	Difficult Astrogation	35
	Very Difficult Astrogation	40
	Heroic Astrogation	50

Rage	Control: To Enter	19	Hibernation Trance
	To Exit	26	
	+1 Darkside Point		
Reduce Injury	Control: Incapacitated	14	Control Pain
	Mortally Wounded	19	
	Dead/Killed	28	
	-1 Force Point		
Remain Conscious	Control: Stunned	7	Control Pain
	Incapacitated	13	
	Mortally Wounded	19	
Resist Stun	Control: Stunned	10	
Short-Term Memory Enhancement	Control: Current Episode	22-30	Hibernation Trance
	Last Episode	31-42	
	Last Two Episodes	43+	

<u>SENSE POWERS</u>	<u>DIFFICULTY</u>	<u>PREREQUISITES</u>	
Beast Languages	Sense: Domesticated/Friendly	8	Receptive Telepathy,
	Wild, Non-Predatory	16	Projective Telepathy,
	Ferocious, Predatory	24	Translation
Combat Sense	Sense: 1 Opponent	13	Danger Sense,
	+1 Opponent	+3	Life Detection
Danger Sense	Sense: 1 round warning	13	Life Detection
	Other Jedi	CON	
Instinctive Astrogation	Sense: Very Easy to Moderate Journey	12	Magnify Senses
	Difficult Journey	17	
	Very Difficult Journey	21	
	Heroic Journey	26	
Life Detection	Sense: Force-Sensitive	2	
	Not Force-Sensitive	10	
	Relationship		
Life Sense	Sense: Specific Being	2	Life Detection
	Proximity and Relationship		
Life Web	Sense: Billions	6	Life Detection,
	Hundreds of Millions	12	Life Sense,
	Tens of Millions	18	Sense Force
	Millions	24	
	Hundreds of Thousands	30	
	Proximity		
Magnify Senses	Sense: Senses Above Normal	4	none
	Time:	3 rounds	
Receptive Telepathy	Sense: Friendly	3	none
	Resistance	CON/PER	
	Proximity and Relationship		

Sense Force	Sense: Single Object	6	
	Area	11	
	Proximity		
Sense Path	Sense: Lightside or Darkside	14	Emptiness, Hibernation Trance
Shift Sense	Sense: Simple Phenomena	16	Magnify Senses
	Uncommon Phenomena	18	
	Complex	22	
	May be kept Up		
Translation	Sense: Humans/Aliens	13	Receptive Telepathy, Projective Telepathy
	Droids	18	
	Written	2	
	Purposely Cryptic	+5	
	May be kept Up		
Weather Sense	Sense: Lived in Area for Over a Year	8	Magnify Senses
	6 to 12 months	12	
	1 to 6 Months	16	
	Less than 1 Month	20	
	Proximity and Local Conditions		
	May be kept Up		

ALTER POWERS	DIFFICULTY	PREREQUISITES
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Injure/Kill

Alter: Roll=Damage	PER/CON	Life Sense
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Telekinesis

Alter: 1 Kg or Less (1D)	4	
1-10 Kg (2D)	8	
11-100 Kg (4D)	13	
101 Kg - 1 Ton (3D Speeder)	20	
1 - 10 Tons (3D Starfighter)	28	
10 - 100 Tons (5D Starfighter)	36	
+10 m/round	+5	
Gentle Turns	+3	
Easy Maneuvers	+8	
Complex Maneuvers	+18	
Proximity		

CONTROL

+ SENSE POWERS

DIFFICULTY

PREREQUISITES

Farseeing

Control: Past10-25	Life Sense	none
Future15-35		
Sense: Friendly	4	
Resists	CON/PER	
Time:at least 1 minute		
Relationship		

Life Bond

Control: Permanent Link	13	Life Detect,
Sense: General Location	8	Life Sense,
Senses	13	Magnify Senses,
Read Thoughts	18	Receptive
Send Thoughts	23	Telepathy
May be kept Up		

Lightsaber Combat

Control:	Add Control to Damage	13	none
Sense:	Add Sense to Skill	7	

Projective Telepathy

Control:	Verbalize Thoughts	3	Receptive
	Cannot Verbalize Thoughts	11	Telepathy
	Proximity		
Sense:	Friendly Target	4	
	Resists	CON/PER	
	Relationship		

SENSE**+ ALTER POWERS****DIFFICULTY****PREREQUISITES****Dim Other's Senses**

Sense:	To Prepare	7	none
	+1 Target	+3	
Alter:	-1 pip	CON/PER	
	-2 pips	CON/PER+6	
	-1D	CON/PER+11	
	-2D	CON/PER+16	
	-3D	CON/PER+21	

Lesser Force Shield

Sense:	To Prepare	7	Absorb/Dissipate Energy,
Alter:	STR+1D Armor	13	Concentration,
			Magnify Senses,
			Telekinesis

CONTROL + SENSE**+ ALTER POWERS****DIFFICULTY****PREREQUISITES****Affect Mind**

Control:	Perceptions	2	none
	Memories	9	
	Conclusions	15	
	Proximity		
Sense:	Target	CON/PER	
Alter:	Slight Misconceptions	4	
	Minor Changes to Memories	5	
	Has No Interest	3	
	Brief Visible Phenomena	8	
	Memories Less than a Year Old	8	
	Has Minor Emotion	8	
	Short Hallucinations	14	
	Memories Less than a Day Old	11	
	Has Strict Orders	12	
	Slight Disguises	19	
	2 Sense Hallucinations	17	
	Fresh Memories	16	
	Has Strong Interest	18	
	5 Sense Hallucinations	24	
	Major Memory Change	25	
	Illogical Conclusion	22	

Battle Meditation

Control:	1-2 Targets	4	none
	3-20 Targets	7	
	21-100 Targets	13	
	101-1,000 Targets	18	
	1,000-10,000 Targets	24	
	10,000+ Targets	30	
Sense:	1-2 Targets	4	
	3-20 Targets	7	
	21-100 Targets	13	
	101-1,000 Targets	18	
	1,000-10,000 Targets	24	
	10,000+ Targets	30	
Alter:	1-2 Targets	4	
	3-20 Targets	7	
	21-100 Targets	13	
	101-1,000 Targets	18	
	1,000-10,000 Targets	24	
	10,000+ Targets	30	
	May Be Kept Up		
	Time:5 Minutes		

Control Mind

Control:	To Prepare	12	Receptive Telepathy,
Sense:	Target (each round)	CON/PER	Telekinesis,
	Relationship		Affect Mind
Alter:	1 Target	12	
	2 Targets	18	
	3 Targets	22	
	4-5 Targets	30	
	6-8 Targets	32	
	9-15 Targets	35	
	Dark Jedi	+5	
	May Be Kept Up		

Create Force Storm

Control:	To Prepare	42	Hibernation Trance,
Sense:	To Prepare	34	Life Detection,
Alter:	To Begin, 1D (Capital)	37	Life Sense,
	Proximity		Magnify Senses,
	100m or less	+5	Receptive Telepathy,
	100m-1km	+10	Sense Force,
	+1 km+15	Telekinesis,	
	+1D (Capital)	+5	Projective Telepathy,
	1 Dark Side Point		Rage

Doppelganger

Control:	To Prepare	27	Control Pain, Emptiness,
Sense:	To Prepare	25	Life Detection, Life Sense,
Alter:	To Create a Doppelganger	38	Magnify Senses,
	Time:5 minutes		Receptive Telepathy,
	Re-roll Every 5 Minutes		Sense Force, Telekinesis,
	1 Dark Side Point		Projective Telepathy,
			Control Another's Pain,
			Transfer Force, Affect Mind

Drain Life Essence

Control:	To Prepare Inverse Relationship	23	Control Pain, Hibernation Trance,
Sense:	1-5 Victims	4	Life Detection,
	6-50 Victims	7	Life Sense,
	51-1,000 Victims	13	Magnify Senses,
	1,000-50,000 Victims	18	Receptive Telepathy,
	50,000-1 Million Victims	24	Sense Force,
	1 Million-10 Million Victims	30	Telekinesis,
	1 Dark Side Point		Farseeing, Projective Telepathy, Control Another's Pain, Transfer Force,

Enhanced Coordination

Control:	To Prepare	13	Life Sense,
Sense:	To Prepare	18	Affect Mind,
Alter:	1-10 Targets	4	
	11-100 Targets	7	
	101-500 Targets	13	
	501-5,000 Targets	18	
	5,001-50,000 Targets	24	
	51,000-500,000 Targets	30	
	May be Kept Up		

Force Harmony

Control:	To Prepare Proximity	18	Life Detection, Life Sense,
Sense:	To Prepare Relationship	18	Projective Telepathy, Receptive Telepathy
Alter:	+5D to Resist Dark Side Powers	12	

Projected Fighting

Control:	To Prepare	18	Concentration,
Sense:	To Prepare	18	Telekinesis
Alter:	Brawling at Range Proximity	13	

Telekinetic Kill

Control:	To Prepare Proximity	7	Control Pain, Inflict Pain,
Sense:	To Prepare Proximity	7	Injure/Kill, Life Sense
Alter:	Kill Target	CON/PER	

Transfer Life

Control:	Willing Host	45	Absorb/Dissipate Energy,
	Unwilling Host	60	Accelerate Healing,
	Relationship		Control Pain,
Sense:	Willing Host	47	Emptiness,
	Unwilling Host	62	Hibernation Trance,
	Proximity		Reduce Injury,
Alter:	Prepared Clone Host	3	Remain Conscious,
	Recently Dead Host	14	Resist Stun,
	Live Willing Host	22	Life Detection,
	Live Unwilling Host	41	Life Sense,
	Force Sensitive	ALT/Willpower	Magnify Senses,
			Receptive Telepathy,
			Sense Force,
			Injure/Kill,
			Telekinesis,
			Projective Telepathy,
			Accelerate Another's Healing,
			Control Another's Pain,
			Transfer Force,
			Return Another to Consciousness,
			Affect Mind

SPECIAL FORCE POWER DIFFICULTY PREREQUISITES

Force Scream

Willpower:	-2D due to rage for 1 hour	18	none
	ALT damage, 50m range	ALT/STR	