



FORCE POWER (Red = can keep up) Difficulty

CONTROL

Absorb/Dissipate Energy	Special
Accelerate Healing	Special
Concentration	Special
Contort/Escape	Special
Control Disease	Special
Control Pain	Special
Detoxify Poison	Special
Emptiness	Moderate
Enhance Attribute	Moderate
Force of Will	Easy
Hibernation Trance	Difficult
Instinctive Astrogation (Control)	Very Difficult
Rage	Difficult
Reduce Injury	Special
Remain Conscious	Special
Remove Fatigue	Moderate
Resist Stun	Moderate
Short-Term Memory Enhancement	Difficult

SENSE

Beast Languages	Special
Combat Sense	Moderate
Danger Sense	Moderate
Instinctive Astrogation (Sense)	Moderate
Life Detection	Special
Life Sense	Very Easy
Life Web	Special
Magnify Senses	Very Easy
Postcognition	Special
Predict Natural Disaster	Special
Receptive Telepathy	Very Easy
Sense Force	Special
Sense Force Potential	Moderate
Sense Path	Moderate
Shift Sense	Special
Translation	Special
Weather Sense	Special

ALTER

Injure/Kill	Target's control or Perception
Telekinesis	Special

CONTROL + SENSE

Farseeing	VE/VE
Life Bond	Mod/Special
Lightsaber Combat	Mod/Easy
Projective Telepathy	VE/VE

FORCE POWER (Red = can keep up) Difficulty

CONTROL + ALTER

Accelerate Another's Healing	VE/VE
Control Another's Disease	VE/Special
Control Another's Pain	VE/Special
Control Breathing	Mod/VD
Detoxify Poison in Another	VE/Special
Feed on Dark Side	Mod/Mod
Force Lightning	D/Target's CTRL-PER
Inflict Pain	VE/Target's CTRL-PER
Place Another in Hibernation Trance	VE/VE
Remove Another's Fatigue	E/Mod
Return Another to Consciousness	E/Special
Transfer Force	E/Mod

SENSE + ALTER

Dim Others' Senses	VE/Target's CTRL-PER
Lesser Force Shield	E/Mod

CONTROL + SENSE + ALTER

Affect Mind	Special/Target's CTRL-PER
Battle Meditation	Special/Special/Special
Control Mind	Mod/Target's CTRL-PER/Special
Create Force Storms	Heroic/Heroic/Heroic
Doppelganger	VD/VD/Heroic
Drain Life Essence	VD/Special/Special
Enhanced Coordination	Mod/D/Special
Force Harmony	D/D/Mod
Projected Fighting	D/D/Mod
Telekinetic Kill	E/E/Target's CTRL-PER
Transfer Life	Heroic/Heroic/Special

RELATIONSHIP

RELATIONSHIP

Close relatives	-
Close friends	+2
Friends	+5
Acquaintances	+7
Slight acquaintances	+10
Met once	+12
Never met, know by reputation	+15
Complete strangers	+20
Complete strangers other species	+30

PROXIMITY

Touch	-
LOS, no touch	+2
Not LOS, 1-100m	+5
101m-10km	+7
11km-1000km	+10
More than 1000km, same planet	+15
Same star system, diff planet	+20
Different star system	+30

MELEE WEAPONS	Cost	Dam
Bayonet	75	STR+1D
Club	15	STR+1D
Force pike	500	STR+2D
Gaderfii	50	STR+1D
Sword	125	STR+2D
Hatchet	35	STR+2
Knife	Knife	STR+1 to +1D
Spear	60	STR+1D+1
Vibro-ax	500	STR+2D to +3D+1
Vibroblade	250	STR+1D+2 to +3D
Ryyk blade	500	STR+2D
Lightsaber	-	5D
Lightsaber Shoto	-	4D (+5 parry)
Lightsaber Pike	-	5D (-2 parry)

RANGED WEAPONS	Cost	Dam
Slugthrower	275	3D
Slug Pistol	450	4D
Submachinegun	600	4D
Hold-out blaster	275	3D
Sporting blaster	350	3D+1
Blaster pistol	500	4D
Heavy blaster pistol	750	5D
Hunting blaster	500	4D
Blaster carbine	900	5D
Blaster rifle	1000	5D
Sporting blaster rifle	900	4D+1
Light repeating blaster	2000	6D
Med repeating blaster	3000	7D
Heavy repeating blaster	5000	8D
E-Web	5000	8D
Wookiee bowcaster	900	4D
Stun pistol	200	3D
Riot gun	750	8D

GEAR	Cost
Ammo bandolier	100
Aquata breather	350
Bacta tank	3000
Blaster power pack	25
Breath mask	50
Comlink, C1	200
Comlink, Hush 98	4000
Comlink, Secure-A3	900
Chronometer	100
Datapad	100
Flares	5
Glow rod	10
Holocomlink	800
Jet pack, Z-6 (20 ch)	1800
Macrobinoculars	800
Medkit	1200
Medpac	100
Medpac, Fastflesh	500
Personal transponder	100-500
Pressure tent (3-man)	100
Rations	200
Recording Rod	30
Rocket pack, DSP-5 (12 ch)	400
Security tool kit	750
Sensor pack	650
Shelter (1-man)	120
Sleeping bag	15
Spacer's chest (6D str)	200
Syntherope (50m)	5
Water purifier	100



ARMOR (COST)	Phys	Energy	Modifier
Blast Helmet (300)	+1D	+1	-
Blast vest (300)	+1D	+1	-
Bounty hunter armor (2500)	+2D	+1D	-1D Dex
Clone trooper armor	+2D	+1D	-1D Dex, +1D Per
Stormtrooper armor	+2D	+1D	-1D Dex, +2D Per
Scout Trooper armor	+2	+2	+2D Per
Snowtrooper armor	+1D	+1D	-1D Dex, +2D Per
Sandtrooper armor	+1D	+1D	-1D Dex, +2D Per
Storm Commando armor	+1D	+1D	+3D Per, +1D H/S
Imperial Gunner armor	+1D	+2	+2D Cap Ship Guns
Imperial Field armor	+1D	+1D	-
Royal Guard armor	+2D	+1D	-1D Dex, +3D Per

EXPLOSIVES	Cost	Dam
Concussion stick	200	5/4/2D
Detonite pack	500	1D/cube
Energy ball	20	3D
Droid popper	500	6/5/4D
Grenade, C22 Frag	300	5/4/3/2D
Grenade, Anti-vehicle	750	7D (spdr)
Grenade, Glop	275	6/5/3D
Grenade, Cryoban	800	3D+2
Grenade, Smoke	25	-
Grenade, Spore/B Stun	300	4/3/2D
Grenade, C14A Stun	450	6/5/3/2D
Grenade, Proton	750	5/4/3/2D
Thermal detonator	2000	10/8/5/2D