



FORCE REFERENCE SHEET

Force skills

Skill	Key ability	L/D	Feat	Use untrained	Action type	Vitality cost	Take 10 Take 20	Effect
Affect mind	Cha		Alter	Yes	Full-round	2/4	10	Plant false stimulus or suggestion
Battlemind	Con		Control	No	Move	2x bonus	10	Gain attack bonus
Drain energy	Con	D	Alter	Yes	Full-round	2-12	10	Deplete power source
Empathy	Wis		Force	Yes	Attack	2	10	Gain bonus to interaction skills
Enhance ability	Con		Force	Yes	Attack	3 (60)	20	Gain bonus to Str or Dex
Enhance senses	Wis		Sense	Yes	Attack	3 (60)	20	Gain bonus to perception skills
Farseeing	Wis		Sense	No	**	3/6/9	10	See present, past or possible future
Fear	Wis	D	Sense	Yes	Attack	2	10	Give enemy attack/skill penalty
Force defense	Cha		Control	Yes	Full-round	3	10	Gain bonus to saves vs force
Force grip	Int	D	Alter	Yes	Attack	4	10	Injure one opponent
Force lightning	Int	D	Alter	Yes	Attack	6	10	Injure one opponent
Force stealth	Cha		Control	Yes	Full-round	2	10	Mask your force presence
Force strike	Int		Alter	Yes	Attack	2	10	Injure one opponent
Friendship	Cha		Force	No	Full-round	2	10	Improve attitude of one individual
Heal another	Wis	L	Alter	Yes	Full-round	1/2/4/6	10	Heal damage on another being
Heal self	Cha		Control	Yes	Full-round	0/1/2/4	10	Heal damage on self
Illusion	Cha		Alter	No	Attack	3/5/8/10	10	Creates an illusion for a short time
Move object	Int		Alter	Yes	Move	1/2/4/8 etc	-	Moves or hurls an object or being
See force	Wis		Sense	Yes	Full-round	3	10	See force auras
Telepathy	Wis		Sense	Yes	Move	3	20	Send simple message/emotion to another individual

Affect mind / Battlemind / Empathy / Illusion

Affect mind				Illusion
Skill check	Will save DC	Attack bonus	Skill bonus	Will save DC
-4	5	+1	+1	10
5-14	10	+2	+2	15
15-24	15	+3	+3	20
25-34	20	+4	+4	25
35+	25	+5	+5	30

Drain energy

Skill check	Will save DC	Power source	VP cost
-14	10	Simple (Datapad)	2
15-24	15	Power pack (Blaster)	4
25+	20	Energy cell (Lightsaber)	8
		Portable generator (Droid)	12

Enhance ability

Skill check	Bonus
15-19	+2
20-24	+4
25-29	+6
30+	+8

Enhance senses

Skill check	Bonus
10-14	+2
15-19	+4
20-24	+6
25+	+8

Fear

Skill check	Penalty
10-14	-2
15-19	-4
20-24	-6
25-29	-8
30+	-10

Force defense

Skill check	Bonus
10-14	+2
15-19	+4
20-24	+6
25-29	+8
30+	+10

Force grip / Force strike

Skill check	Saving throw DC
-9	10
10-19	15
20+	20

Force lightning

Skill check	Will save DC
-9	10
10-14	15
15-19	20
20+	25

Friendship

New attitude	Current Attitude	
	Hostile	Unfriendly
Unfriendly	15	-
Indifferent	20	10
Friendly	25	15
Helpful	35	25

Heal another

Skill check	Amount of healing	VP cost
10-14	Stabilize	1
15-19	1d4+1 VP	1
20-24	1d6+2 VP / 1d4+1 WP / 1d2 AP	2
25-29	1d8+4 VP / 1d6+2 WP / 1d4+1 AP	4
30+	2d6+6 VP / 1d8+4 WP / 1d6+2 AP	6

Heal self

Skill check	Amount of healing	VP cost
10-14	1d4+1 VP	0
15-19	1d6+2 VP / 1d4+1 WP / 1d2 AP	0 / 1
20-24	1d8+4 VP / 1d6+2 WP / 1d4+1 AP	0 / 2
25+	2d6+6 VP / 1d8+4 WP / 1d6+2 AP	0 / 4

Move object

Max weight	Skill check	VP cost
5 kg	10	1
50 kg	15	2
500 kg	20	4
5 ton	25	8
50 tons	30	16
etc	etc	etc

Force Feats

Feat	VP Cost
Force mastery	x2
Force whirlwind	6
High Force mastery	x2

Force Flight feat

Skill check	Distance	VP Cost
-19	10m per move	4
20-24	15m per move	4
25-	20m per move	4

Mind Force feats

Feat	Bonus	VP Cost
Force mind	+2	4+1/target
Improved force mind	+4	8+1/target
Knight mind	+6	12+1/target
Master mind	+8	16+1/target

Speed Force feats

Feat	Speed	Jump	VP Cost
Burst of speed	x10	x5	5
Force/Knight speed	x20	x10	8
Master speed	x30	x15	12