

JRAK AND TUNE BALANCE OF THE FORCE 1.0

This document is intended to add onto Dice Commando's Infinite Holocron. The intent of this project is to open up more play options of older characters and create a fun Infinite environment. To this end we are currently not doing anything to affect the convergence or later blocks as that is the basis for Standard play and something we feel is in good hands with the continuity committee. **Red is new.**

Awakenings

Admiral Ackbar 9/11 Errata "After an opponent discards or plays the last card in their hand choose a character and deal 2 damage to it"

Captain Phasma 11/14

Count Dooku 11/14

Darth Vader 15/18

Finn 11/13 (Trooper, Scoundrel)

General Grievous 11/15

General Veers 10/13 (Pilot, Leader, Errata "Power action: Turn one of your support die to any side" **Han Solo 12/15 (Pilot, Scoundrel)**

Jabba the Hutt 10/13

Jango Fett 11/14

Kylo Ren 10/12

Leia Organa 11/14 Errata "Power action: reroll up to 2 of your dice."

Luke Skywalker 14/17 Errata "After you activate this character you may draw a card" **Padme 10/13**

Poe Dameron 16/20

Quigon Jinn 13/16

Spirit of Rebellion

Asajj Ventress 9/12

Aurra Sing 13/16

Baze Malbus 12/16

Chewbacca 11/15

Chirrut Imwe 11/14

Darth Vader 12/16

Death Trooper 9

Director Krennic 12/16

Fn-2199 has been removed and reverted back to printed 10/13 cost

IG-88 13/18 Errata "Special: Play a Yellow **weapon** or **equipment** from your discard pile on this character, decreasing its cost by 2 or gain 1 resource"

Jedi Acolyte 8

Jyn Erso 12/16

Luminara Unduli 11/14

Mon Mothma 9/12

Obi-wan Kenobi 14/18

Palpatine 19/26 Errata "After you resolve one of this character's character or upgrade dice deal 2 indirect damage to an opponent."

Rebel Commando 9

Temin "snap" Wexley Errata "While at least 1 die is in a dice pool opponents must spend 1 resource in order to claim the battlefield."

Unkar Plutt removed from Holocron and reverted to printed 10/13

Empire at War

Ahsoka Tano 12/15 (Leader)

Bosk 11/13

General Hux 10/12

Grand Inquisitor 14/17 Errata "Special: Deal 2 damage to a character, then you may remove one of attached character's character dice showing a blank"

K2-S0 13/18

Lando Calrissian 12/15

Mace Windu 14/19

Sabine Wren 16/21

Thrawn 12/15

Legacies

Bib Fortuna 8/11

Boba Fett 11/14

Finn 11/14

Greedo 7/10

Han Solo 9/11

Hondo Ohnaka 10/13

Jehda Partisan (Scoundrel)

Jedi Temple Guard (Jedi, Guard)

Kallus 12/15

Luke Skywalker Errata "Power action: Spend 1 resource to resolve one of this character's character or upgrade dice, not showing a resource, increasing its value by 2"

Maul 10/14

Mother Talzin (Leader)

Obi-wan 14/18

Palpatine 12/16

Tarkin 11/14

Veteran Stormtrooper 8

Wedge Antilles 10/12

Zeb Orrelios 11/14

Rivals

Ketsu Onyo 10/13

Lobot 9/12

Way of the Force

Bo-Katan 13/18

Boss Nass Errata "After you roll a **gungan** or **artillery** die into your pool deal 1 indirect if that die just rolled a blank"

Count Dooku 14/17

Fifth Brother 12/15

Firmus Piet 8/11

Force Sensitive outcast 8 (scavenger)

General Grievous 13/18

Jabba the Hutt 11/14

Jedi Sentinel 9

Rex 10/13

Sebulba 9/11

Trusted informant 8

Across the Galaxy

Bariss Offee 8/11

Commander Cody 9/12

Force Mystic 8

Kit Fisto 12/15

Leia Organa 12/15 (Bounty Hunter)

Quigon Jinn 13/17

Savage Oppress (Apprentice) Errata "You must activate this character as your first action each round, if able, unless you pay 1 resource or spot Maul"

Val 10/13