**BATTLE MEDITATION BASIC POWER**

The Force user directs allies in battle, making them more effective as a coordinated unit. The user may spend 15 to add one automatic ⚎ to all checks made by a number of engaged friendly targets up to his Presence before the end of his next turn. If the user used an  to generate ⚎, reduce each target’s Willpower by 1 (to a minimum of 1) until the end of the encounter.

---

**MAGNITUDE**

Spend 5 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

**COST 5**

**RANGE**

Spend 5 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**COST 5**

**CONTROL**

When making a Battle Meditation power check, the user may make an Easy (Leadership check as part of the pool. If the user is able to activate the power and succeeds on the check, he may send simple orders as part of the power.

**COST 10**

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**MAGNITUDE**

Spend 10 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

**COST 10**

**RANGE**

Spend 10 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**COST 10**

---

**MAGNITUDE**

Spend 15 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

**COST 15**

**RANGE**

Spend 15 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**COST 15**

---

**MAGNITUDE**

Spend 20 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

**COST 20**

**CONTROL**

May suffer 4 strain to change the range of power and range upgrades to planetary scale.

**COST 20**

---

**DURATION**

Commit ⚎ to sustain the ongoing effects of the power on each affected target while it remains in range.

**COST 25**

---

**MASTERY**

If no  were used to generate ⚎, choose one skill. While affected by the power, each affected character counts as having the same number of ranks in the chosen skill as the affected character with the most ranks in the skill. If the user used any  to generate ⚎, each affected character must make an Easy (Discipline check if he wishes to resist obeying orders.

**COST 25**

---

**FORCE ABILITY**
**BIND BASIC POWER**

The Force user restrains an enemy, preventing the target from acting. The user may spend 1 to immobilize a target within short range until the end of the user’s next turn. If the user used any Willpower to generate Control, the target also suffers 1 wound per Willpower spent on the check (ignoring soak).

- **Range**
  - Cost: 10
  - Spend 1 to increase power’s range by a number of range bands equal to Range upgrades purchased.

- **Magnitude**
  - Cost: 15
  - Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

- **Strength**
  - Cost: 5
  - Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

- **Control**
  - Cost: 10
  - Spend 1, whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

**RANGE**

- Cost: 10
  - Spend 1 to increase power’s range by a number of range bands equal to Range upgrades purchased.

- **Magnitude**
  - Cost: 15
  - Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

- **Strength**
  - Cost: 10
  - Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

- **Duration**
  - Cost: 15
  - Commit 1 to sustain the ongoing effects of the power on each affected target.

- **Control**
  - Cost: 10
  - Spend 1 to move the target one range band closer or farther away.

- **Mastery**
  - Cost: 25
  - When the user is making a Bind power check, if the check was not already opposed, the user may roll an opposed Discipline vs. Discipline check against one target of the power. If no Willpower were used to generate Control and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any Willpower were used to generate Control and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per Willpower spent on the check.

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**FORCE POWER TREE**

**Prerequisites:** Force Rating 2 +

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**FORCE ABILITY**
**ENHANCE BASIC POWER**

When making an Athletics check, the Force user may roll an Enhance power check as part of the pool.
The user may spend ☐ to gain ☐ or ☐ (user’s choice) on the check.

**CONTROL**

Enhance can be used with the Coordination skill.

**CONTROL**

Enhance can be used with the Resilience skill.

**CONTROL**

Take a Force Leap action: make a Enhance power check. The user may spend ☐ to jump horizontally to any location in short range.

**CONTROL**

Enhance can be used with the Piloting (Planetary) skill.

**CONTROL**

Enhance can be used with the Brawl skill.

**CONTROL**

When performing a Force Leap, the user can jump vertically in addition to jumping horizontally.

**CONTROL**

Enhance can be used with the Piloting (Space) skill.

**CONTROL**

Ongoing effect: Commit ☐. The user increases his Brawn characteristic by 1 (to a maximum of 6).

**RANGE**

Spend ☐ to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Ongoing effect: Commit ☐. The user increases his Agility characteristic by 1 (to a maximum of 6).

**CONTROL**

The user can perform a Force Leap as a maneuver instead of an action.
The Force user expands normal visual senses through a connection to the Force. The user may spend \( \text{\textdagger} \) to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everything most sentients could normally be able to see on a well-lit day.

**CONTROL**

- **RANGE**: Spend \( \text{\textdagger} \) to increase power’s range by one range band for each Range upgrade purchased. **COST 10**
- **DURATION**: Spend \( \text{\textdagger} \) to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased. **COST 5**
- **CONTROL**: Spend \( \text{\textdagger} \) to see through a single object at medium range as though it were transparent. **COST 5**
- **CONTROL**: Spend \( \text{\textdagger} \) to make out fine details on a single object within medium range. **COST 5**

**DURATION**

- Spend \( \text{\textdagger} \) to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased. **COST 5**

**RANGE**

- Spend \( \text{\textdagger} \) to increase power’s range by one range band for each Range upgrade purchased. **COST 10**

**CONTROL**

- This power gains the ongoing effect: Commit \( \text{\textdagger} \) after successfully activating the Farsight power to increase ranks in Perception by 1. **COST 15**
- Spend \( \text{\textdagger} \) to see in every direction simultaneously, noticing and observing things in a full 360-degree arc. **COST 10**

**MASTERY**

- Spend \( \text{\textdagger} \). The User now can see as though from a spot within close range (planetary scale) of the users’ body. **COST 20**
**FORCE POWER TREE**

**FORESEE**

Prerequisites: Force Rating 1+

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**FORESEE BASIC POWER**

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend to gain vague hints of events to come, up to a day into his future.

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**CONTROL**

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend to gain per point on the check.

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**STRENGTH**

Spend to pick out specific details equal to Strength upgrades purchased.

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**MAGNITUDE**

Spend to increase targets affected equal to Magnitude upgrades purchased.

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**RANGE**

Spend to increase power's range by a number of range bands equal to Range upgrades purchased.

---

**CONTROL**

Affected targets increase their ranged and melee defense by 2 for the first round of combat.

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**DURATION**

Spend to increase the days into the future the user can see equal to Duration upgrades purchased.

---

**MAGNITUDE**

Spend to increase targets affected equal to Magnitude upgrades purchased.

---

**RANGE**

Spend to increase power's range by a number of range bands equal to Range upgrades purchased.

---

**RANGE**

Spend to increase power's range by a number of range bands equal to Range upgrades purchased.

---

**STRENGTH**

Spend to pick out specific details equal to Strength upgrades purchased.

---

**CONTROL**

When performing a Foresee power check as part of an initiative check, the Force user may spend to allow all affected targets to take one free maneuver before the first round of combat begins.

---

**DURATION**

Spend to increase the days into the future the user can see equal to Duration upgrades purchased.
HEAL / HARM BASIC POWER

The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.

Heal (Light side Force user only): Spend \(\) to heal a number of wound equal to Intellect from an engaged living creature (including user).

Harm: Spend \(\) to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged living target. The user gains 1 Conflict.

---

RANGE

Spend \(\) to increase power’s range by a number of range bands equal to Range upgrades purchased.

MAGNITUDE

Spend \(\) to affect 1 additional target within range per rank of Magnitude purchased.

STRENGTH

Heal: Spend \(\) to increase wounds healed by 1 per rank of Strength upgrades purchased.

Harm: Spend \(\) to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

CONTROL

Heal: if no \(\) generated \(\), target heals strain equal to wounds healed.

Harm: if any \(\) were used to generate \(\), user heals strain equal to wounds inflicted.

MASTERY

Heal: Once per session, spend \(\) \(\) \(\) \(\) to restore 1 target, who died after end of user’s last turn to life.

Harm: Once per session, when this power kills a target, may restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

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FORCE POWER TREE

Heal / Harm

Prerequisites: Force Rating 1+
The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (\(\bigcirc/\bullet\) use): When guiding and shaping thoughts, only \(\bullet\) may be used to generate negative emotions such as rage, fear, and hatred. Only \(\bigcirc\) may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either \(\bigcirc\) or \(\bullet\).

The character may spend \(\bigcirc\) to stress the mind of one living target he is engaged with, inflicting 1 strain.

**Range**

Spend \(\bigcirc\) to increase power’s range by a number of range bands equal to range upgrades purchased.

**Magnitude**

Spend \(\bigcirc\) to increase targets affected equal to magnitude upgrades purchased.

**Control**

The Force user may make an opposed Discipline vs. Discipline check combined with an Influence Power check. If the user sends \(\bigcirc\) and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

**Strength**

When stressing the mind of a target, the character inflicts 2 strain.
The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems. The Force user may spend \( \circ \) to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.

**CONTROL**
- Ongoing effect: Commit \( \circ \). One damaged weapon or item counts as being undamaged. Cost: 5

**STRENGTH**
- When using this power, spend \( \circ \) to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased. Cost: 5

**CONTROL**
- When making a Mechanics skill check, the user may roll a Manipulate power check as part of the pool and may spend \( \circ \) to gain \( \circ \) or \( \circ \) (user’s choice) on the check. Cost: 10

**CONTROL**
- Ongoing effect: Commit \( \circ \). Increase the hull trauma threshold of 1 vehicle or starship at engaged range by 3 per \( \circ \) committed. Cost: 10

**CONTROL**
- When performing a combat check against a droid, ship, vehicle, or other mechanical construct within engaged range, the user may spend \( \circ \) to inflict 1 additional strain or system strain on the target. Cost: 10

**CONTROL**
- Ongoing effect: Commit \( \circ \). Upgrade the ability of Computers and Mechanics checks once. Cost: 15

**RANGE**
- Spend \( \circ \) to increase the power’s range by a number of range bands equal to Range upgrades purchased. Cost: 10

**RANGE**
- Spend \( \circ \) to increase the power’s range by a number of range bands equal to Range upgrades purchased. Cost: 10

**STRENGTH**
- When using this power, spend \( \circ \) to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased. Cost: 10

**RANGE**
- Spend \( \circ \) to increase the power’s range by a number of range bands equal to Range upgrades purchased. Cost: 10

**MASTERY**
- When performing a Manipulate power check as part of a Mechanics skill check, the user may spend \( \circ \) \( \circ \) to gain \( \circ \) on the check. Cost: 20
MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him. The user may spend \( \text{\textbullet} \) to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user’s next turn, the target cannot see or sense the hidden person or object.

- **RANGE**: Spend \( \text{\textbullet} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.
  - **COST 5**
- **DURATION**: Commit \( \text{\textbullet} \text{\textbullet} \) to sustain this power while the beguiled target remains in range.
  - **COST 5**
- **STRENGTH**: Spend \( \text{\textbullet} \text{\textbullet} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
  - **COST 5**
- **CONTROL**: The user may alter the perceived appearance of the chosen person or object instead of hiding it.
  - **COST 10**
- **MAGNITUDE**: Spend \( \text{\textbullet} \) to affect additional targets equal to Presence per rank of Magnitude purchased.
  - **COST 10**
- **STRENGTH**: Spend \( \text{\textbullet} \text{\textbullet} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
  - **COST 10**
- **CONTROL**: May use this power to force the target to perceive a single illusory person or object.
  - **COST 15**
- **RANGE**: Spend \( \text{\textbullet} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.
  - **COST 10**
- **CONTROL**: Commit one or more \( \text{\textbullet} \). Add \( \text{\textbullet} \) per \( \text{\textbullet} \) to all combat checks targeting Force user.
  - **COST 15**
- **STRENGTH**: Spend \( \text{\textbullet} \text{\textbullet} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
  - **COST 15**
- **MASTERY**: Spend \( \text{\textbullet} \text{\textbullet} \) to obscure additional objects or create illusions equal to Cunning plus Deception
  - **COST 20**
- **RANGE**: Spend \( \text{\textbullet} \) to increase power’s range by a number of range bands equal to Range upgrades purchased.
  - **COST 15**
- **STRENGTH**: Spend \( \text{\textbullet} \text{\textbullet} \) to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
  - **COST 15**

Prerequisites: Force Rating 1 +
**The Force user can move small objects via the power of the Force.**
The user may spend 10 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

**MAGNITUDE**
Spend 5 to increase targets affected equal to magnitude upgrades purchased.

**STRENGTH**
Spend 10 to increase silhouette able to be targeted equal to strength upgrades purchased.

**RANGE**
Spend 5 to increase power’s range by a number of range bands equal to range upgrades purchased.

**Control**
The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move power check, dealing damage equal to 10 times silhouette.

**RANGE**
Spend 5 to increase power’s range by a number of range bands equal to range upgrades purchased.

**MAGNITUDE**
Spend 5 to increase targets affected equal to magnitude upgrades purchased.

**STRENGTH**
Spend 10 to increase silhouette able to be targeted equal to strength upgrades purchased.

**Control**
The Force user can pull objects out of secure mountings, or out of an opponent’s grasp.

**RANGE**
Spend 15 to increase power’s range by a number of range bands equal to range upgrades purchased.

**MAGNITUDE**
Spend 10 to increase targets affected equal to magnitude upgrades purchased.

**STRENGTH**
Spend 10 to increase silhouette able to be targeted equal to strength upgrades purchased.

**Control**
The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power’s range.

**RANGE**
Spend 15 to increase power’s range by a number of range bands equal to range upgrades purchased.

**MAGNITUDE**
Spend 10 to increase targets affected equal to magnitude upgrades purchased.
The Force user guides the flow of energy, protecting himself and others or unleashing blast of power upon his foes.

**Protect**: The user makes a Protect power check and rolls an Average (鲀 ��) Discipline check as part of the pool. Spend (ично) to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per (ично). Dark side Force users may only protect themselves.

**Unleash**: The user makes an Unleash power check as ranged attack and rolls an Average (鲀 ��) Discipline check for difficulty. If check succeeds and spends (ично), the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.

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**RANGE**

Spend (ично) to increase power's range by a number of range bands equal to Range upgrades purchased.

**STRENGTH**

Spend (ично) to decrease damage or add damage equal to ranks of Strength purchased.

**STRENGTH**

Spend (ично) to decrease damage or add damage equal to ranks of Strength purchased.

**CONTROL**

Protect: Spend (ично) to gain defense equal to (ично) spent.

Unleash: Spend (ично) to inflict 1 strain on target.

---

**RANGE**

Spend (ично) to increase power's range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend (ично) to affect 1 additional target within range per rank of Magnitude purchased.

**RANGE**

Spend (ично) to increase power's range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Protect: Spend (ично) to allow power to protect against all types of attack.

Unleash: Spend (ично) to give the attack Ensnare 2.

---

**MAGNITUDE**

Spend (ично) to affect 1 additional target within range per rank of Magnitude purchased.

**STRENGTH**

Spend (ично) to decrease damage or add damage equal to ranks of Strength purchased.

**STRENGTH**

Spend (ично) to decrease damage or add damage equal to ranks of Strength purchased.

**DURATION**

Protect: If no (ично) generated, the power reduces damage of all attacks hitting the target.

Unleash: Spend (ично) to give the attack Burn 2.

---

**CONTROL**

Protect: Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session.

Unleash: Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.

**MASTERY**

Protect: Light side Force users may spend (ично) to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.

Unleash: Dark side Force users may spend (ично) to reduce critical rating of attacks to 1.

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**FORCE POWER TREE**

**PROTECT / UNLEASH**

Prerequisites: Force Rating 3 +
SEEK BASIC POWER

The Force user allows the will of the Force to lead the way to something lost or forgotten.
The user may spend ⚖️ to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance.
The user may spend ⚖️ and succeed at an Average (★★) Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

MAGNITUDE

Spend ⚖️ to gain one additional detail per Magnitude upgrade purchased.

CONTROL

Ongoing effect: Commit ⚖️. Upgrade the ability of Vigilance and Perception checks once.

STRENGTH

Spend ⚖️ to eliminate 1 Force-based illusion per Strength upgrade purchased.

MAGNITUDE

Spend ⚖️ to gain one additional detail per Magnitude upgrade purchased.

MAGNITUDE

Spend ⚖️ to gain one additional detail per Magnitude upgrade purchased.

CONTROL

Spend ⚖️ to track one additional target.

MAGNITUDE

Spend ⚖️ to gain one additional detail per Magnitude upgrade purchased.

MAGNITUDE

Spend ⚖️ to gain one additional detail per Magnitude upgrade purchased.

DURATION

Commit ⚖️ to continue tracking target even when it moves.

CONTROL

Ongoing effect: Commit ⚖️. The user’s attacks gain Pierce with rating equal to Cunning plus ranks in Perception.

MASTERY

Make Seek power check and spend ⚖️ to add ⚖️ to combat checks against one target for remainder of encounter.
SENSE BASIC POWER

The Force user can sense the Force interacting with the world around him. The user may spend to sense all living things within short range (including sentient and non-sentient beings). The user may spend to sense the current emotional state of one living target with whom he is engaged.

CONTROL

Ongoing effect: Commit . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Effect: Spend . The Force user senses the current thoughts of one living target with whom he is engaged.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Sense’s ongoing effects may be triggered one additional time per round.

RANGE

Spend to increase targets affected equal to magnitude upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

When using Sense’s ongoing effects, upgrade the pool twice, instead of once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Ongoing effect: Commit . Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Ongoing effect: Commit . Once per round, when the attack targets the Force user, he upgrades the difficulty of the pool once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Effect: Spend . The Force user senses the current thoughts of one living target with whom he is engaged.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

When using Sense’s ongoing effects, upgrade the pool twice, instead of once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Ongoing effect: Commit . Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Effect: Spend . The Force user senses the current thoughts of one living target with whom he is engaged.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

When using Sense’s ongoing effects, upgrade the pool twice, instead of once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Ongoing effect: Commit . Once per round, when the attack targets the Force user, he upgrades the difficulty of the pool once.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.

MAGNITUDE

Spend to increase targets affected equal to magnitude upgrades purchased.

CONTROL

Effect: Spend . The Force user senses the current thoughts of one living target with whom he is engaged.

RANGE

Spend to increase power’s range by a number of range bands equal to range upgrades purchased.
**SUPPRESS BASIC POWER**

The Force user can dampen the effect of incoming Force powers, dramatically diminishing their effects on himself and his allies.

The user may spend 1 to add automatic ¥ to Force power checks made against him or any ally within short range until the end of his next turn.

**STRENGTH**

Spend 1 to add additional automatic ¥ equal to Strength upgrades purchased to hostile Force power checks.

**DURATION**

Ongoing effect: commit ¥ to sustain ongoing effects of the power on each affected target while within range.

**RANGE**

Spend 1 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Commit one or more ¥. When an opponent targets the user with a Force power, after the opponent generates ¥, reduce the total ¥ generated by 1 per ¥ committed, to a minimum of 0.

**MASTERY**

The user may make a Suppress power check along with an opposed Discipline vs. Discipline check targeting another Force user within short range. If the user spends ¥ ¥ and succeeds on the check, the target Force user immediately uncommits all ¥ and ends all ongoing effects of Force powers and Force talents that required committed ¥.

**STRENGTH**

Spend 1 to add additional automatic ¥ equal to Strength upgrades purchased to hostile Force power checks.

**CONTROL**

Spend 1 Destiny Point to use Suppress as an out of turn incidental once per session.

**RANGE**

Spend 1 to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used ¥ to generate ¥ on the check, he suffers strain equal to the user’s ranks in Discipline.