

Prerequisites: Force Rating 2 +

BATTLE MEDITATION BASIC POWER

The Force user directs allies in battle, making them more effective as a coordinated unit.

The user may spend 1 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 1, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter.

COST 15

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 5

RANGE

Spend 1 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

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 10

RANGE

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

COST 10

STRENGTH

Spend 1● to add one additional automatic ✨ to affected characters checks.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude purchased.

COST 15

RANGE

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

COST 15

DURATION

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

COST 25

MAGNITUDE

Spend 1 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

MASTERY

If no ● were used to generate 1, 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 1, each affected character must make an Easy (◆) Discipline check if he wishes to resist obeying orders.

COST 25

Prerequisites: Force Rating 2 +

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 2 to generate 1, the target also suffers 1 wound per 1 spent on the check (ignoring soak).

COST 15

RANGE

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

COST 10

MAGNITUDE

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

COST 15

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 5

CONTROL

Spend 1, whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

COST 10

RANGE

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

COST 15

MAGNITUDE

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

COST 20

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 10

DURATION

Commit 3 to sustain the ongoing effects of the power on each affected target.

COST 15

CONTROL

Spend 1 to move the target one range band closer or farther away.

COST 10

MAGNITUDE

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

COST 25

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 15

RANGE

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

COST 20

MASTERY

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 2 were used to generate 1 and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any 2 were used to generate 1 and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per 1 spent on the check.

COST 25

Prerequisites: Force Rating 1 +

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.

COST 10

CONTROL

Enhance can be used with the Coordination skill.

COST 5

CONTROL

Enhance can be used with the Resilience skill.

COST 5

CONTROL

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

COST 10

CONTROL

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

COST 5

CONTROL

Enhance can be used with the Brawl skill.

COST 5

CONTROL

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

COST 10

CONTROL

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

COST 5

CONTROL

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

COST 10

RANGE

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

COST 10

CONTROL

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

COST 10

CONTROL

The user can perform a Force Leap as a maneuver instead of an action.

COST 10

Prerequisites: Force Rating 1 +

FARSIGHT BASIC POWER

The Force user expands normal visual senses through a connection to the Force.

The user may spend 1 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.

COST 5

CONTROL

Spend 1 to see microscopic details of a single object within engaged range.

COST 5

CONTROL

Spend 1 to see through a single object at medium range as though it were transparent.

COST 5

CONTROL

Spend 1 to make out fine details on a single object within medium range.

COST 5

DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by one range band for each Range upgrade purchased.

COST 10

DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

CONTROL

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend 1 to gain ★ or ☹ on the check.

COST 10

RANGE

Spend 1 to increase power's range by one range band for each Range upgrade purchased.

COST 10

CONTROL

This power gains the ongoing effect: Commit ☹ after successfully activating the Farsight power to increase ranks in Perception by 1.

COST 15

CONTROL

Spend 1 1 to see in every direction simultaneously, noticing and observing things in a full 360-degree arc.

COST 10

MASTERY

Spend 1 1. The User now can see as though from a spot within close range (planetary scale) of the users' body.

COST 20

Prerequisites: Force Rating 1 +

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.

COST 10

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.

COST 10

STRENGTH

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

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

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

COST 5

CONTROL

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

COST 10

DURATION

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

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

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

COST 5

RANGE

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

COST 5

STRENGTH

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

COST 5

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.

COST 15

DURATION

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

COST 5

Prerequisites: Force Rating 1 +

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 1 to heal a number of wound equal to Intellect from an engaged living creature (including user).

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

COST 15

RANGE

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

COST 15

MAGNITUDE

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

Heal: if no 1 generated, target heals strain equal to wounds healed.
Harm: if any 1 were used to generate 1, user heals strain equal to wounds inflicted.

COST 20

RANGE

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

COST 20

MAGNITUDE

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

COST 10

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

COST 15

CONTROL

Heal: spend 1 to remove one status effect from target.
Harm: The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

COST 20

CONTROL

Heal: Heal additional wounds equal to ranks in Medicine.
Harm: Inflict additional wounds equal to ranks in Medicine.

COST 20

CONTROL

Heal: May make a Heal power check combined with a Hard (4) Medicine check. If check succeeds, one target who heals wounds also heals one Critical Injury.
Harm: May make a Harm power check combined with an opposed Medicine vs. Resilience check. If check succeeds, one target who suffers wounds also suffers one Critical Injury (adding +10 to the roll per 1).

COST 20

MASTERY

Heal: Once per session, spend 1 1 1 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.

COST 20

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

COST 15

Prerequisites: Force Rating 1 +

INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

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

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

COST 10

RANGE

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

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 5

CONTROL

The Force user may make an opposed Discipline vs. Discipline check combined with an Influence Power check. If the user sends ○ 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.

COST 10

CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ○ to gain ☆ or ☹ (user's choice) on the check.

COST 15

STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 5

DURATION

Spend ○ to increase duration by a number of rounds (or minutes) equal to duration upgrades purchased.

COST 5

DURATION

Spend ○ to increase duration by a number of rounds (or minutes) equal to duration upgrades purchased.

COST 5

RANGE

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

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10

DURATION

Spend ○ to increase duration by a number of rounds (or minutes) equal to duration upgrades purchased.

COST 5

DURATION

Spend ○ to increase duration by a number of rounds (or minutes) equal to duration upgrades purchased.

COST 5

Prerequisites: Force Rating 1 +

MANIPULATE BASIC POWER

The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems. The Force user may spend 1 to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.

COST 10

CONTROL

Ongoing effect: Commit 1. One damaged weapon or item counts as being undamaged.

COST 5

STRENGTH

When using this power, spend 1 to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased.

COST 5

CONTROL

Ongoing effect: Commit 1. Increase the system strain threshold of vehicle or starship at engaged range by 3 per 1 committed.

COST 10

CONTROL

When making a Mechanics skill check, the user may roll a Manipulate power check as part of the pool and may spend 1 to gain 1 or 2 (user's choice) on the check.

COST 10

RANGE

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

COST 10

CONTROL

The user may spend 1 to heal a number of wounds equal to his Intellect in an engaged droid.

COST 10

CONTROL

When performing a combat check against a droid, ship, vehicle, or other mechanical construct within engaged range, the user may spend 1 to inflict 1 additional strain or system strain on the target.

COST 10

CONTROL

Ongoing effect: Commit 1. Increase the hull trauma threshold of 1 vehicle or starship at engaged range by 3 per 1 committed.

COST 15

RANGE

Spend 1 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 1 to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased.

COST 10

CONTROL

Ongoing effect: Commit 1. Upgrade the ability of Computers and Mechanics checks once.

COST 15

RANGE

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

COST 15

MASTERY

When performing a Manipulate power check as part of a Mechanics skill check, the user may spend 1 1 to gain 2 on the check.

COST 20

Prerequisites: Force Rating 1 +

MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him.

The user may spend 1 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.

COST 15

RANGE

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

COST 5

DURATION

Commit 2 to sustain this power while the beguiled target remains in range.

COST 5

STRENGTH

Spend 1 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 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

STRENGTH

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

COST 10

CONTROL

Commit one or more 2. Add 2 per 2 to all combat checks targeting Force user.

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

MASTERY

Spend 1 to obscure additional objects or create illusions equal to Cunning plus Deception

COST 20

RANGE

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

COST 15

STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

Prerequisites: Force Rating 1 +

MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend ○ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 5

STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 10

RANGE

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

COST 5

RANGE

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

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 5

STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 10

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.

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10

STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 15

CONTROL

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

COST 5

RANGE

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

COST 15

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10

STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 20

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.

COST 15

Prerequisites: Force Rating 3 +

PROTECT / UNLEASH BASIC POWER

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 (◆◆) Discipline check as part of the pool. Spend 1 to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per ✱. Dark side Force users may only protect themselves.

Unleash: The user makes an Unleash power check as ranged attack and rolls an Average (◆◆) Discipline check for difficulty. If check succeeds and spends 1, 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.

COST 20

RANGE

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

COST 5

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 5

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 10

CONTROL

Protect: Spend 1 to gain defense equal to 1 spent.
Unleash: Spend 1 to inflict 1 strain on target.

COST 10

RANGE

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

COST 10

MAGNITUDE

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

COST 10

RANGE

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

COST 10

CONTROL

Protect: Spend 1 to allow power to protect against all types of attack.
Unleash: Spend 1 to give the attack Ensnare 2.

COST 15

MAGNITUDE

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

COST 20

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 15

STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 20

DURATION

Protect: If no 1 generated, the power reduces damage of all attacks hitting the target.
Unleash: Spend 1 to give the attack Burn 2.

COST 15

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.

COST 25

MASTERY

Protect: Light side Force users may spend 1 to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.
Unleash: Dark side Force users may spend 1 to reduce critical rating of attacks to 1.

COST 25

Prerequisites: Force Rating 1 +

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 1 1 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 1 and succeed at an Average (♦♦) Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

COST 10

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

CONTROL

Ongoing effect: Commit 1. Upgrade the ability of Vigilance and Perception checks once.

COST 10

STRENGTH

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

COST 10

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

CONTROL

Spend 1 to track one additional target.

COST 15

STRENGTH

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

COST 15

MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 15

DURATION

Commit 1 to continue tracking target even when it moves.

COST 20

CONTROL

Ongoing effect: Commit 111. The user's attacks gain Pierce with rating equal to Cunning plus ranks in Perception.

COST 15

MASTERY

Make Seek power check and spend 111 to add 1 to combat checks against one target for remainder of encounter.

COST 20

Prerequisites: Force Rating 1 +

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.

COST 10

CONTROL

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

COST 10

CONTROL

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

COST 10

CONTROL

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

COST 10

CONTROL

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

COST 10

CONTROL

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

COST 10

RANGE

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

COST 5

RANGE

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

COST 10

RANGE

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

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 5

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10

MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10

Prerequisites: Force Rating 1 +

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 1 to Force power checks made against him or any ally within short range until the end of his next turn.

COST 10

STRENGTH

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

COST 5

DURATION

Ongoing effect: commit 1 to sustain ongoing effects of the power on each affected target while within range.

COST 5

RANGE

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

COST 5

CONTROL

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

COST 10

RANGE

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

COST 5

STRENGTH

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

COST 10

CONTROL

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

COST 10

RANGE

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

COST 5

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 1 1 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

COST 20

CONTROL

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 to generate 1 on the check, he suffers strain equal to the user's ranks in Discipline.

COST 15