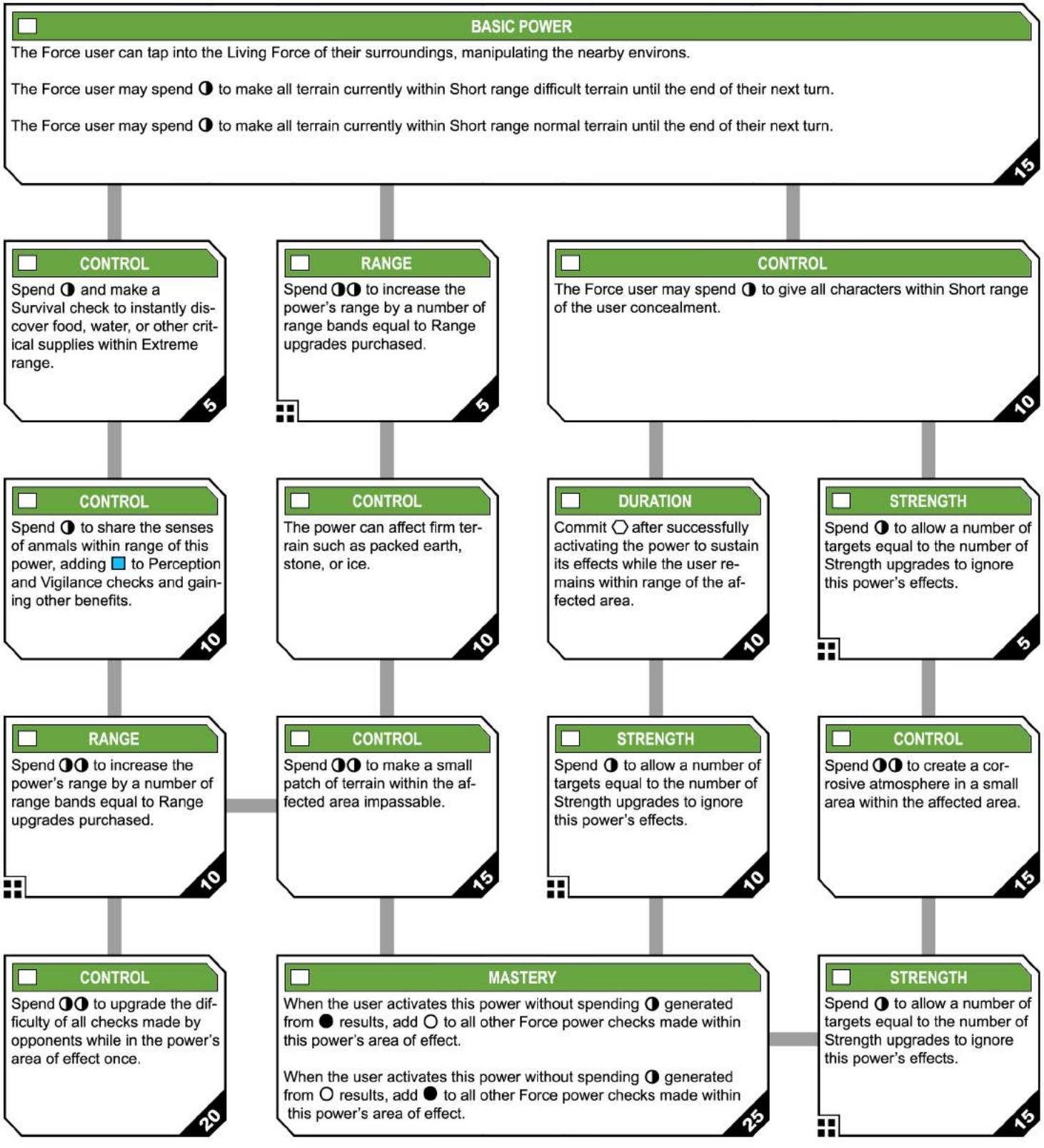
CHARACTER NAME _____

ALTER

PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

BATTLE MEDITATION

PREREQUISITE: FORCE RATING 2

BASIC POWER

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

The user may spend ◑ 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 any ● to generate ◑, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter. (May not be activated multiple times.)

15

MAGNITUDE

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

5

RANGE

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

5

CONTROL

When making a Battle Meditation power check, the user may make a ♦ 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.

10

MAGNITUDE

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

10

RANGE

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

10

STRENGTH

Spend ◑◑ to add one additional automatic ☆ to affected characters' checks.

10

MAGNITUDE

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

15

RANGE

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

15

DURATION

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

25

MAGNITUDE

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

20

CONTROL

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

20

MASTERY

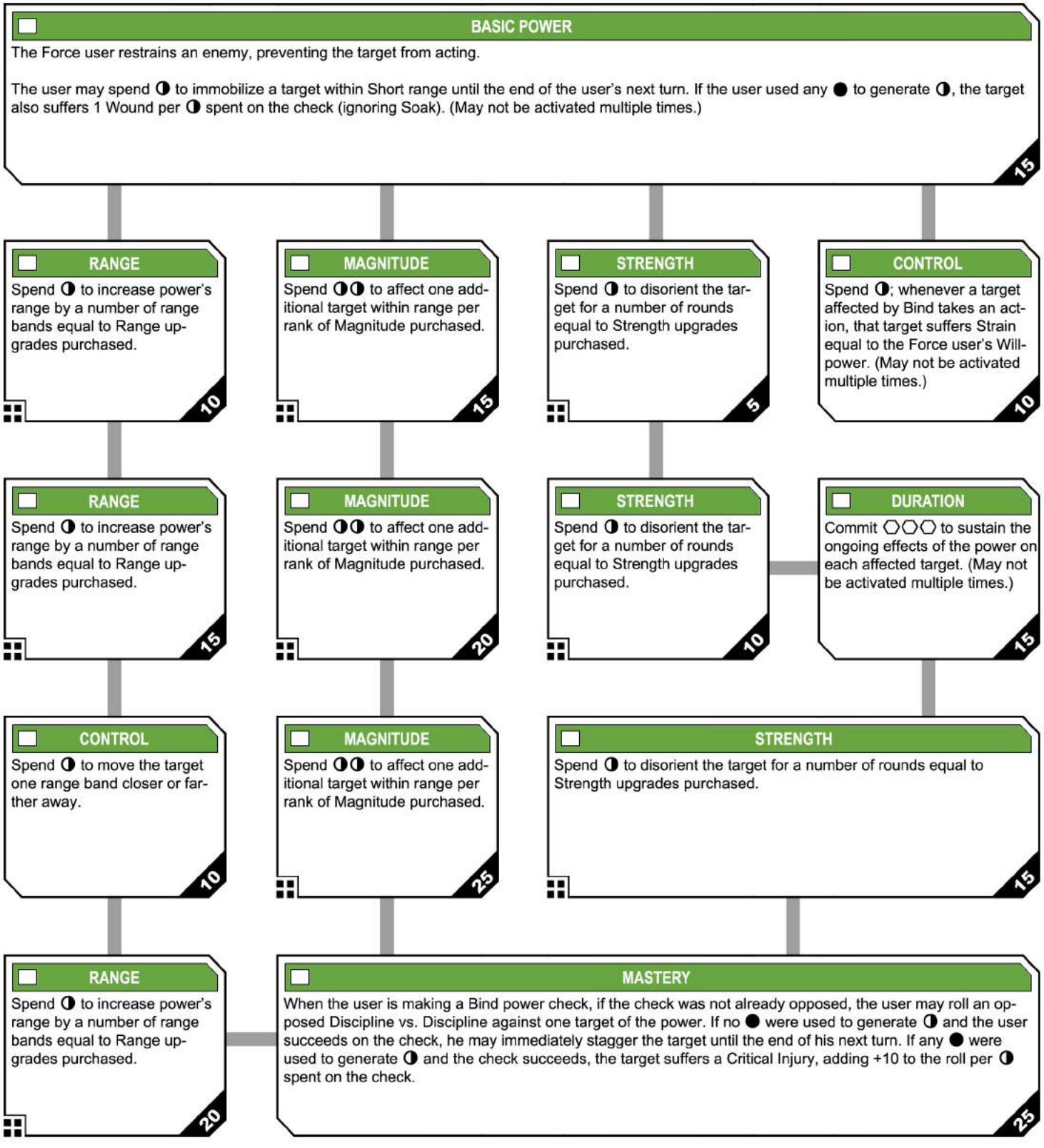
If no ● were used to generate ◑, choose one skill. While affected by the power, each affected character counts as having the same number of ranks in the chosen skill as the affected character with the most ranks in that skill. If the user used any ● to generate ◑, each affected character must make a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

25

CHARACTER NAME _____

BIND

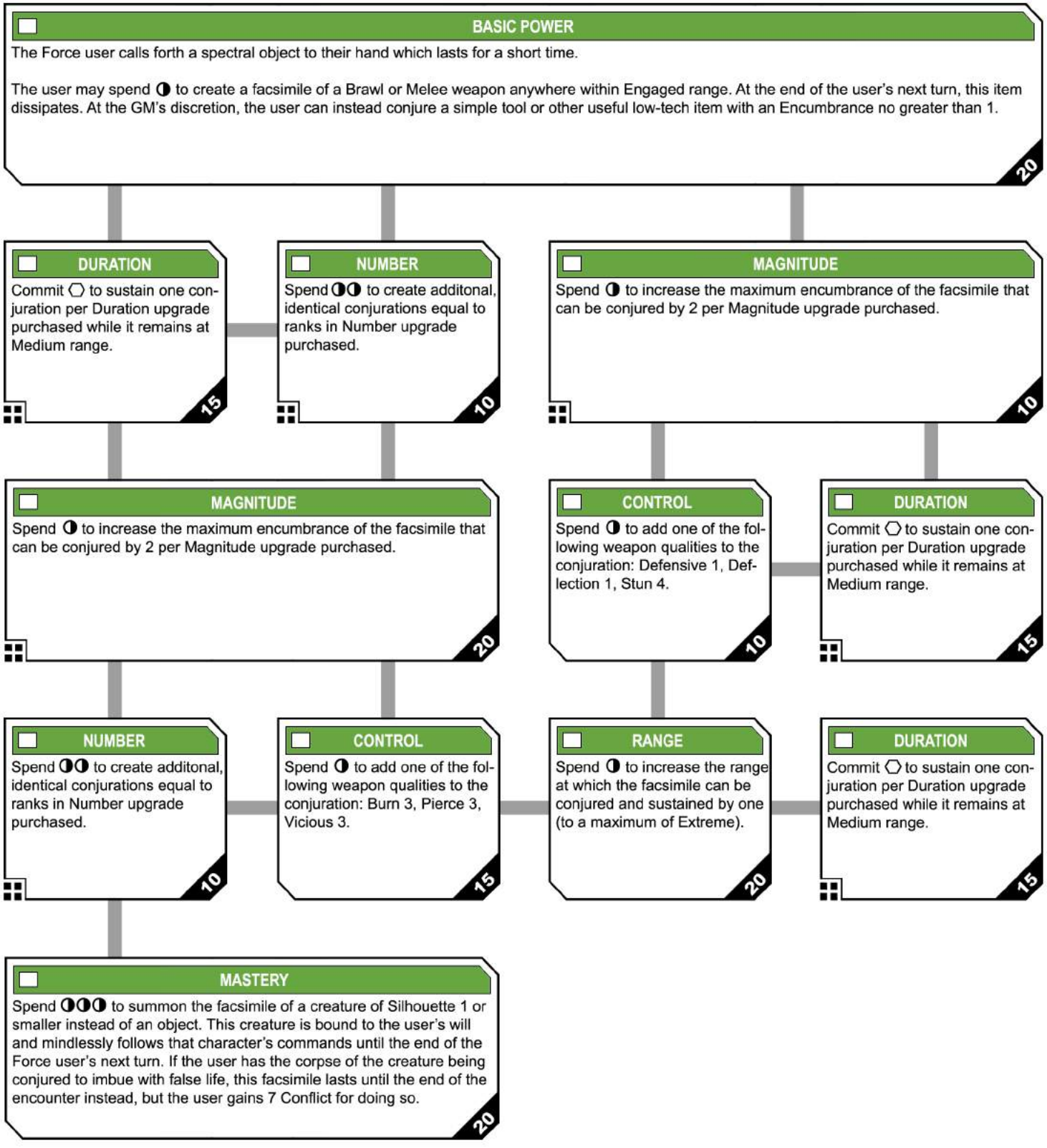
PREREQUISITE: FORCE RATING 2



CHARACTER NAME _____

CONJURE

PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

EBB/FLOW

PREREQUISITE: FORCE RATING 1

BASIC POWER

The Force user's actions sap strength from his foes, or empower himself.

Ebb: When the Force user makes a skill check, he may roll an Ebb power check as part of the roll. The user may spend ◑ to suffer 1 Strain, then inflict 1 Strain on all other Engaged characters. The Force user may not activate this multiple times.

Flow: When the Force user makes a skill check, he may roll a Flow power check as part of the roll. The user may spend ◑ to heal 1 Strain. The Force user may not activate this multiple times.

10

MAGNITUDE

Spend ◑ to exclude a number of targets equal to Magnitude upgrades purchased from being affected.

5

RANGE

Spend ◑◑ to affect all other characters at Short range.

10

STRENGTH

The Force user may spend ◑ to increase the Strain healed or inflicted by 1.

10

CONTROL

Spend ◑◑◑ once per encounter to ask the GM a single "yes" or "no" question.

10

CONTROL

Ebb: When making a combined Ebb power check, may spend ◑ to add ⚙ to any checks made by Engaged opponents until the end of the next turn.

Flow: When making a combined Flow power check, may spend ◑ to add ☂ to any checks using the same skill until the end of the next turn.

10

STRENGTH

The Force user may spend ◑ to increase the ⚙ or ☂ added by one.

10

MAGNITUDE

Spend ◑ to exclude a number of targets equal to Magnitude upgrades purchased from being affected.

5

CONTROL

Ebb: When making a combined Ebb power check, may spend ◑ to add ▼ to any checks made by Engaged opponents until the end of the next turn.

Flow: When making a combined Flow power check, may spend ◑ to add ☆ to any checks using the same skill until the end of the next turn.

10

STRENGTH

The Force user may spend ◑ to increase the ▼ or ☆ added by one.

10

CONTROL

Commit ⬡ until the end of the current encounter. For the remainder of the current encounter, add ⬡ to all skill checks. Each ○ and ● adds either ☆ or ☂ to the check (user's choice); each ● causes the user to suffer 1 Strain and gain 1 Conflict.

10

MASTERY

Ebb: Once per session, if a target suffered at least 5 Strain from this power, add ▽ to the target's next check.

Flow: Once per session, if the user healed at least 5 Strain from this power, add ⊕ to the user's next check.

20

CHARACTER NAME _____

ENDURE

PREREQUISITE: FORCE RATING 1

BASIC POWER

The Force user can ignore life-threatening wounds for a time.

When the character suffers a Critical Injury with a severity no greater than ♦, the character may activate Endure as an out-of-turn incidental and commit ⎔ to temporarily ignore the effects of that injury. The character does not apply any results from the Critical Injury or add +10 to further rolls on the Critical Injury Result table while ⎔ remains committed. When this ongoing effect ends, the character suffers all effects of the Critical Injury (unless it has been treated).

10

STRENGTH

Increase the severity of Critical Injury that can be affected by 1 per Strength upgrade purchased.

5

CONTROL

The character can commit one additional ⎔ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

5

DURATION

As an incidental, the character can activate Endure to temporarily ignore a Critical Injury the character is already suffering, and which is of a severity that Endure could affect normally.

10

CONTROL

The character can commit one additional ⎔ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

10

STRENGTH

Increase the severity of Critical Injury that can be affected by 1 per Strength upgrade purchased.

10

MAGNITUDE

The character can use Endure to affect allies within Short range. The ongoing effect ends if the distance between the characters increases beyond Short range for any reason.

10

STRENGTH

Increase the severity of Critical Injury that can be affected by 1 per Strength upgrade purchased.

15

CONTROL

The character can commit one additional ⎔ to temporarily ignore one additional Critical Injury per Control upgrade purchased.

15

STRENGTH

Increase the severity of Critical Injury that can be affected by 1 per Strength upgrade purchased.

5

RANGE

The character can use Endure to affect allies within Medium range. The ongoing effect ends if the distance between the characters increases beyond Medium range for any reason.

10

MASTERY

When activating Endure, the character may make an Endure power check, making a Discipline check with a difficulty equal to the severity of the Critical Injury and adding ⎔ up to the character's Force rating. If the character succeeds on the check and generates ◑ equal to the severity of the Critical Injury, the Critical Injury is not suffered.

20

CHARACTER NAME _____

ENHANCE

PREREQUISITE: FORCE RATING 1

BASIC POWER

The Force user can perform athletic feats beyond the original scope of their natural abilities.

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.

10

CONTROL

Enhance can be used with the Coordination skill.

5

CONTROL

Enhance can be used with the Resilience skill.

5

CONTROL

Take a Force leap action; make an Enhance power check. The user may spend ◑ to jump horizontally to any location in Short range. (May not be activated multiple times.)

10

CONTROL

Enhance can be used with the Piloting - Planetary skill.

5

CONTROL

Enhance can be used with the Brawl skill.

5

CONTROL

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

10

CONTROL

Enhance can be used with the Piloting - Space skill.

5

CONTROL

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

10

RANGE

Spend ◑ to increase power's range by one range band.

10

CONTROL

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

10

CONTROL

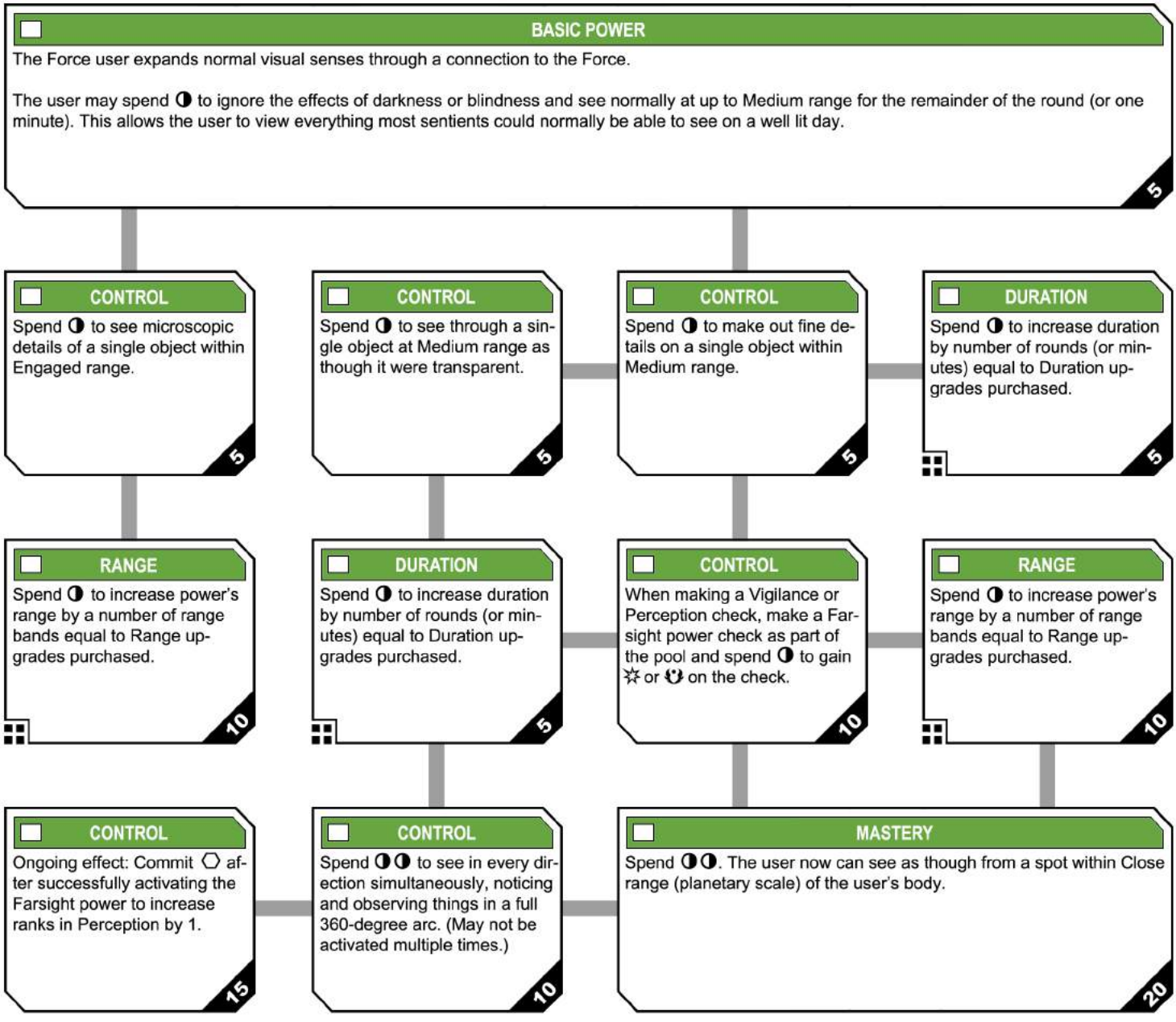
The user can perform a Force Leap as a maneuver instead of an action.

10

CHARACTER NAME _____

FARSIGHT

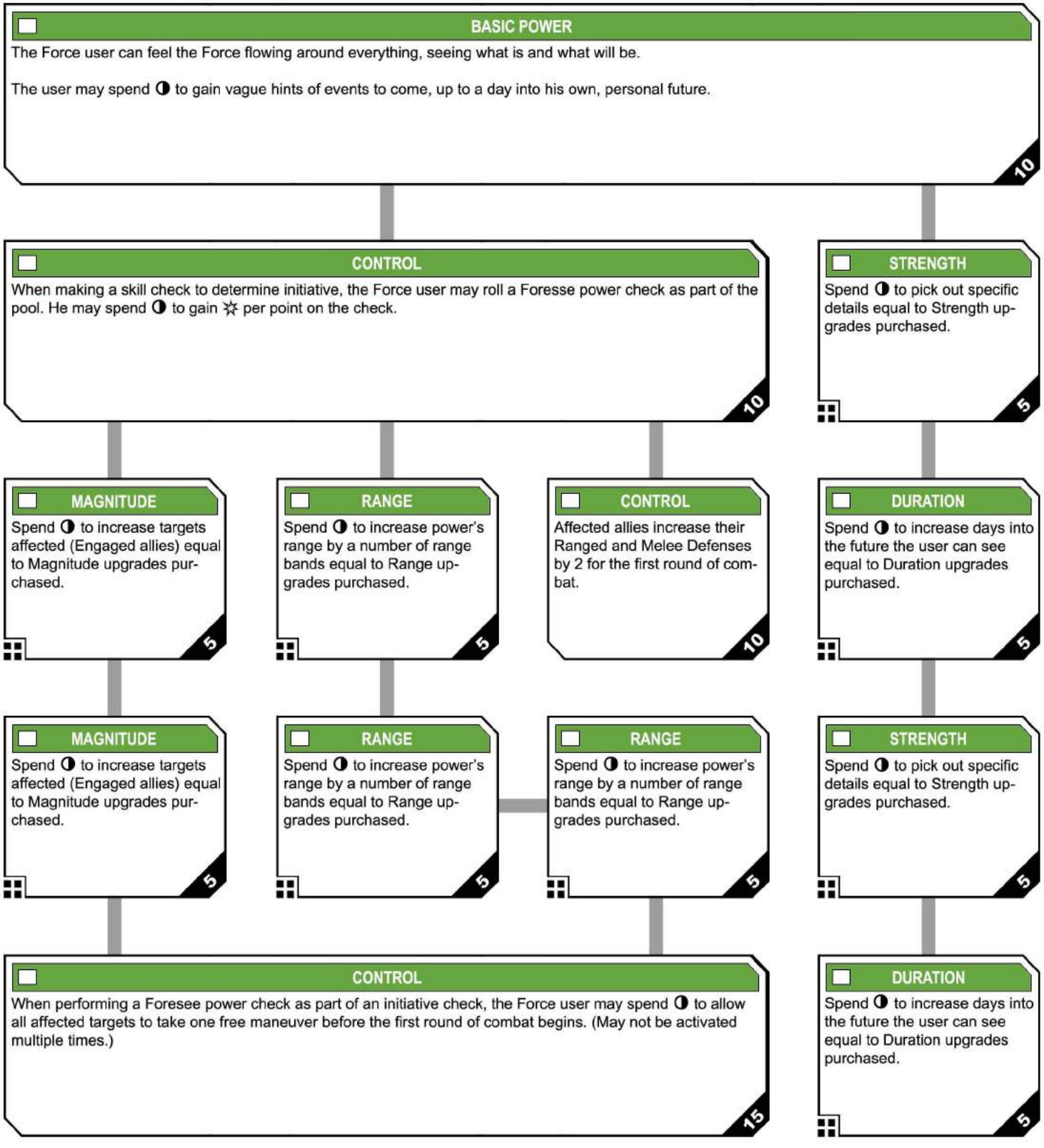
PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

FORESEE

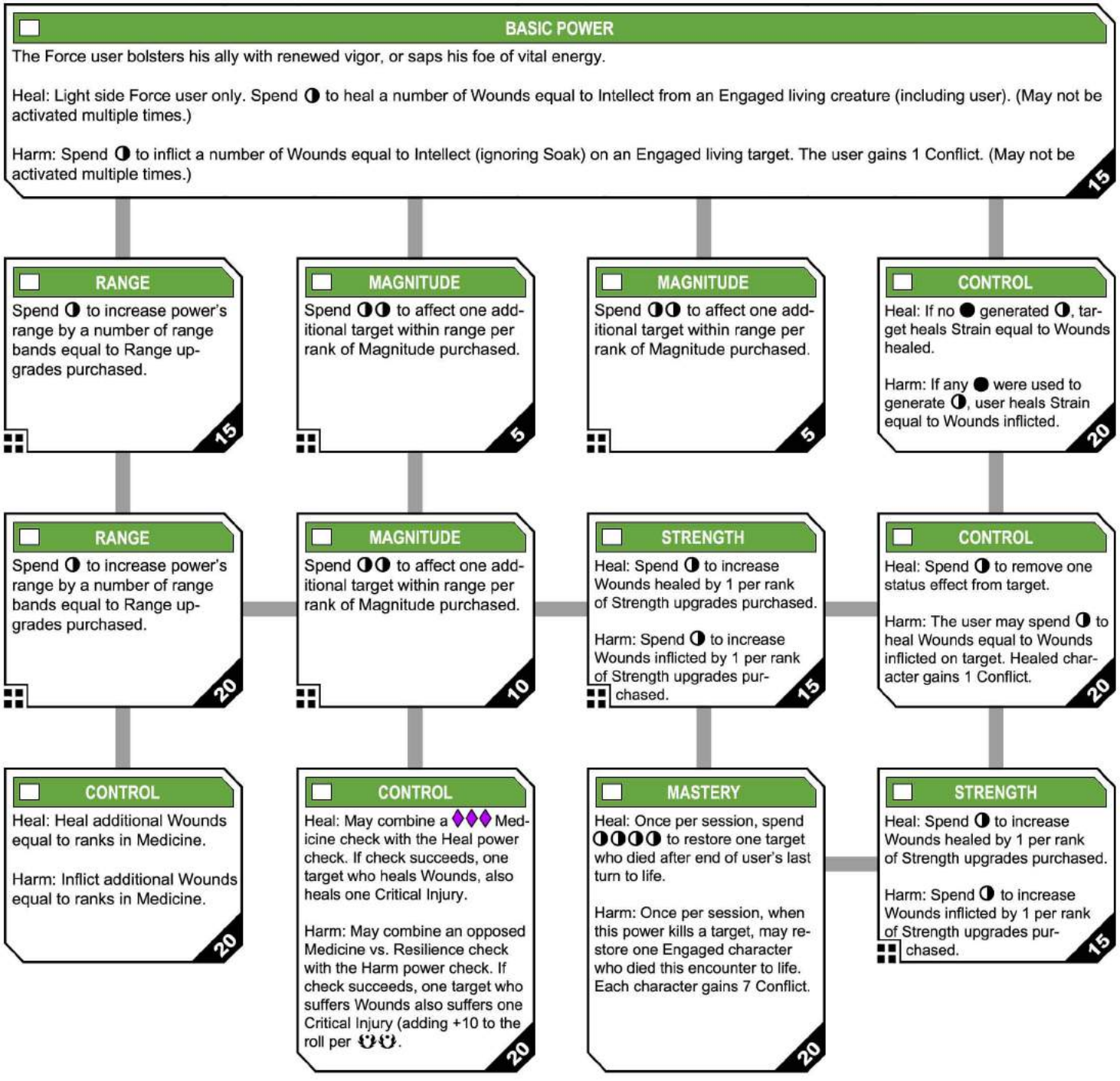
PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

HEAL/HARM

PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

IMBUE

PREREQUISITE: FORCE RATING 2

BASIC POWER

The Force user lends strength to allies, making them more potent, resourceful, and resilient for a time.

The user may spend ◑◑ to increase one of another Engaged character's characteristics by 1 (to a maximum of 6) until the end of the Force user's next turn.

This can only be used once per character per encounter. If the user uses ● to generate ◑, the target increases a second characteristic by 1 (to a maximum of 6) until the end of the user's next turn, but both the Force user and the target suffer 3 Strain.

15

STRENGTH

If no ● was used to generate ◑, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no ○ were used to generate ◑, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

5

CONTROL

Spend ◑ to allow the target to count as having ranks in a skill equal to user's ranks in the skill.

10

RANGE

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

5

RANGE

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

10

RANGE

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

15

STRENGTH

If no ● was used to generate ◑, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no ○ were used to generate ◑, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

10

MASTERY

Increase characteristics boosted by this power by 2 (to a maximum of 7) instead of 1 (to a maximum of 6).

25

DURATION

Commit ⬡⬡ to sustain the effects of this power as long as the target remains in range.

10

RANGE

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

15

STRENGTH

If no ● was used to generate ◑, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no ○ were used to generate ◑, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

20

DURATION

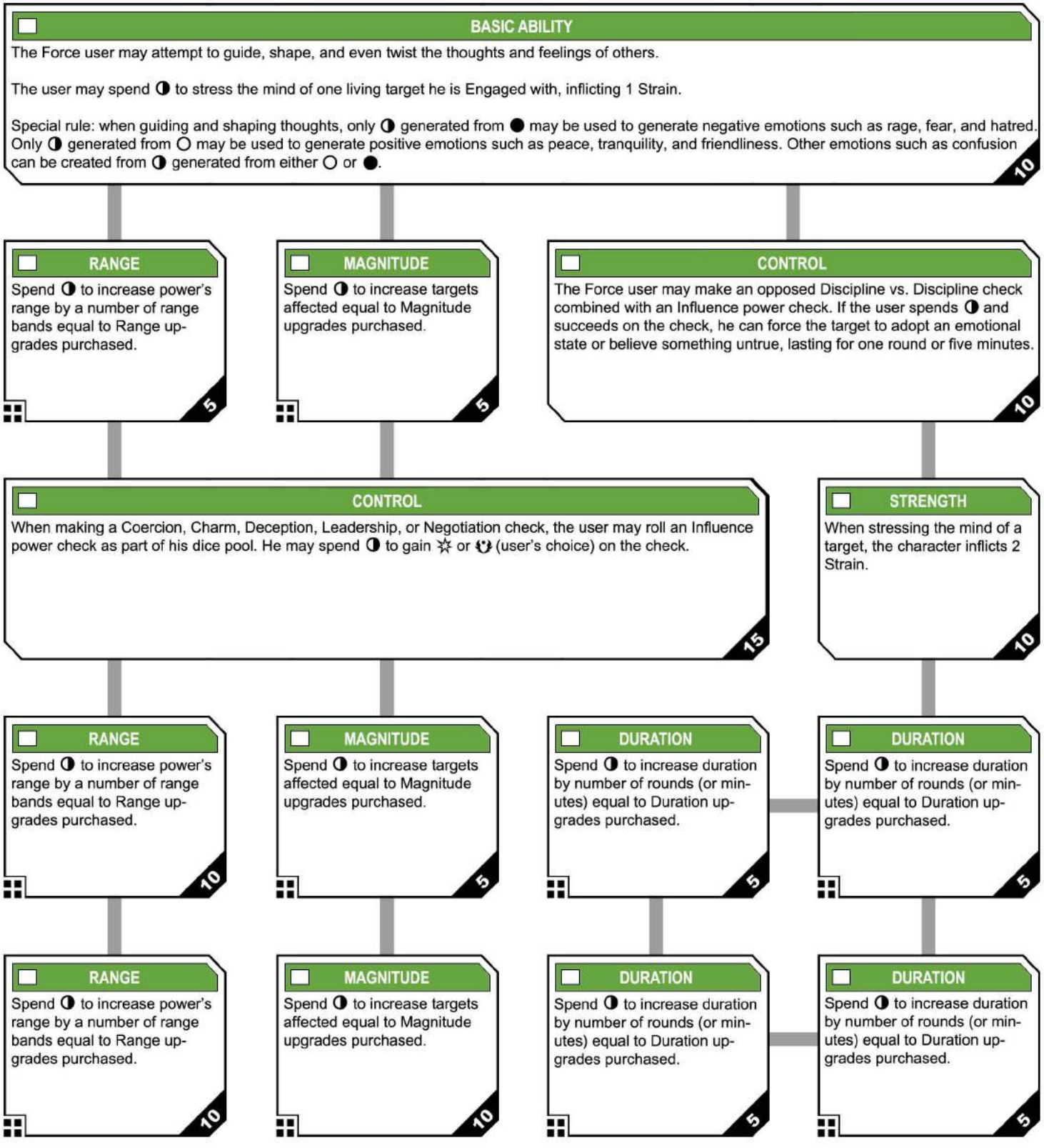
Commit ⬡ (instead of ⬡⬡) to sustain the effects of this power as long as the target remains in range.

20

CHARACTER NAME _____

INFLUENCE

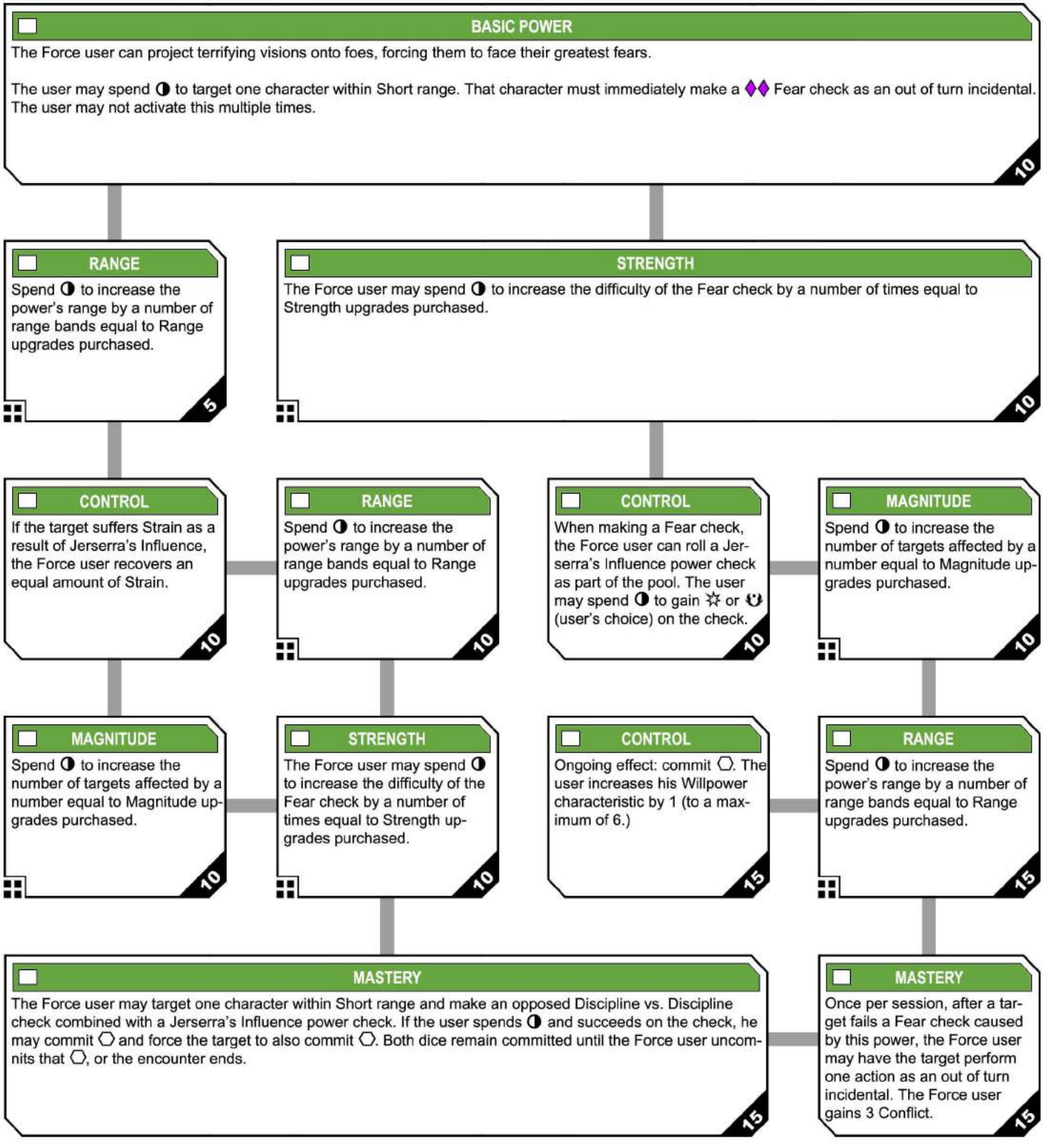
PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

JERSERRA'S INFLUENCE

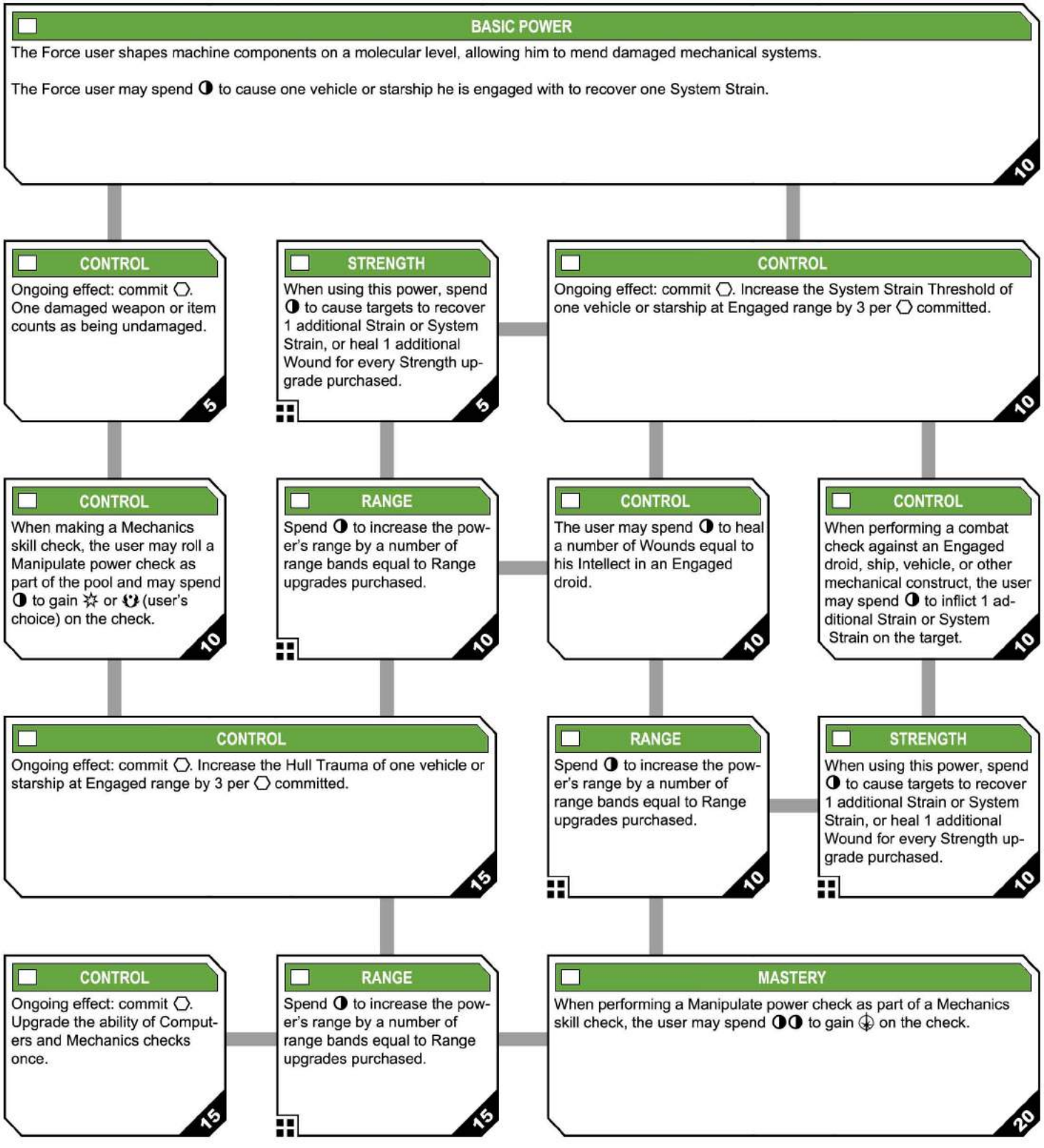
PREREQUISITE: FORCE RATING 2; (Ghosts of Dathomir)



CHARACTER NAME _____

MANIPULATE

PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

MISDIRECT

PREREQUISITE: FORCE RATING 1

BASIC POWER — 15

The Force user creates illusions to fool those around them.

The user may spend ◑ 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 turn, the target cannot see or sense the hidden person or object. (May not be activated multiple times.)

RANGE — 5

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

DURATION — 5

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

STRENGTH — 5

Spend ◑◑ to increase the Silhouette of the object obscurred or illusion created by 1 per Strength upgrade purchased.

CONTROL — 10

The user may alter the perceived appearance of the chosen person or object instead of hiding it.

MAGNITUDE — 10

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

MAGNITUDE — 10

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

STRENGTH — 10

Spend ◑◑ to increase the Silhouette of the object obscurred or illusion created by 1 per Strength upgrade purchased.

CONTROL — 15

May use this power to force the target to perceive a single illusory person or object.

RANGE — 10

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

CONTROL — 15

Commit one or more ⬡. Add ⚙ per ⬡ to all combat checks targeting the Force user.

STRENGTH — 15

Spend ◑◑ to increase the Silhouette of the object obscurred or illusion created by 1 per Strength upgrade purchased.

MASTERY — 20

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

RANGE — 15

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

STRENGTH — 15

Spend ◑◑ to increase the Silhouette of the object obscurred or illusion created by 1 per Strength upgrade purchased.

CHARACTER NAME _____

MOVE

PREREQUISITE: FORCE RATING 1

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. (May not be activated multiple times.)

10

MAGNITUDE

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

5

MAGNITUDE

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

5

MAGNITUDE

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

10

MAGNITUDE

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

10

STRENGTH

Spend ◑ to increase Silhouette able to be targeted equal to Strength upgrades purchased.

10

STRENGTH

Spend ◑ to increase Silhouette able to be targeted equal to Strength upgrades purchased.

10

STRENGTH

Spend ◑ to increase Silhouette able to be targeted equal to Strength upgrades purchased.

15

STRENGTH

Spend ◑ to increase Silhouette able to be targeted equal to Strength upgrades purchased.

20

RANGE

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

5

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 10x Silhouette (Silhouette 0 does 5 damage).

10

CONTROL

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

5

CONTROL

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

15

RANGE

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

5

RANGE

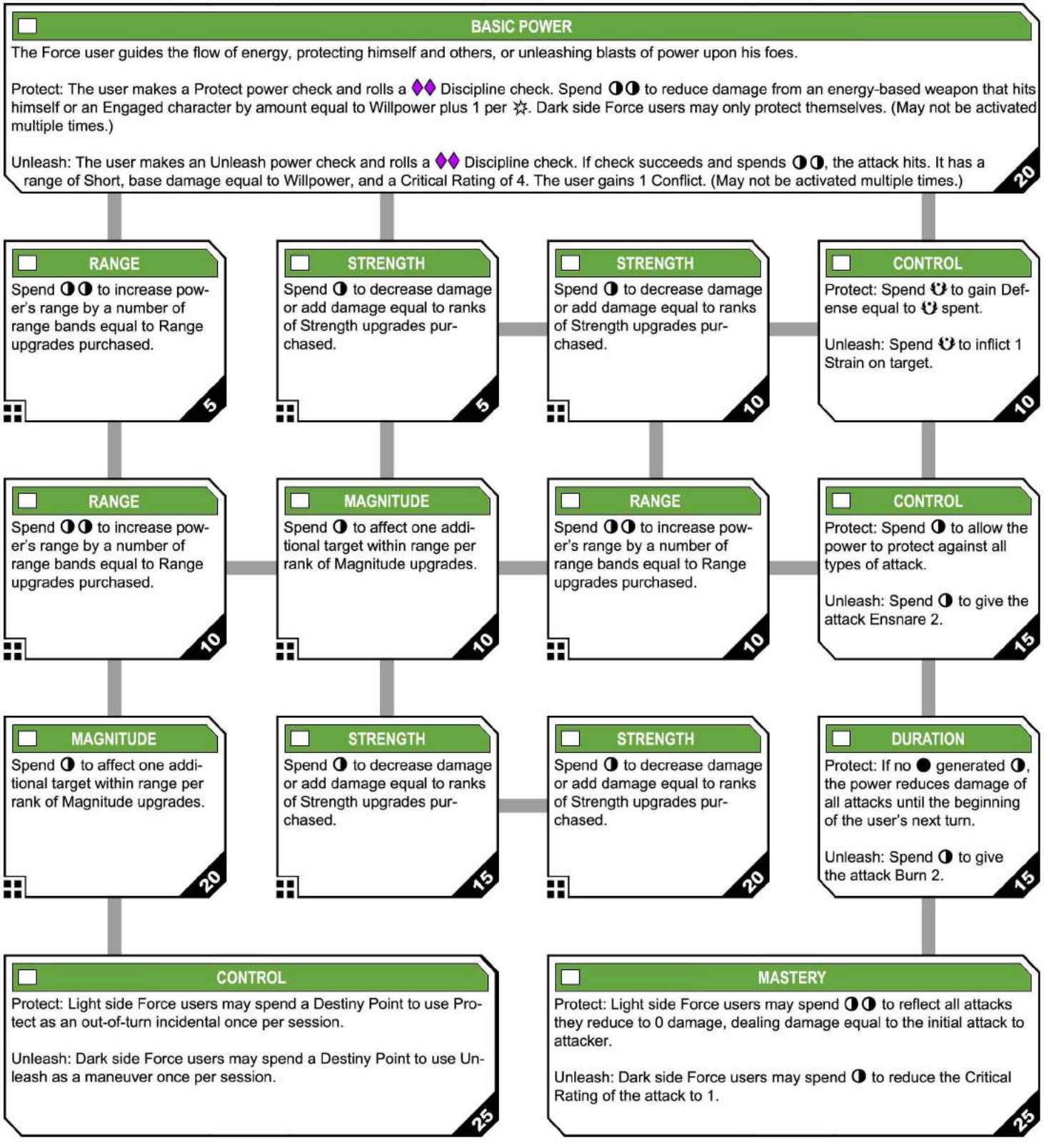
Spend ◑ to increase power's range by a number of range bands equal to Range upgrades purchased.

15

CHARACTER NAME _____

PROTECT/UNLEASH

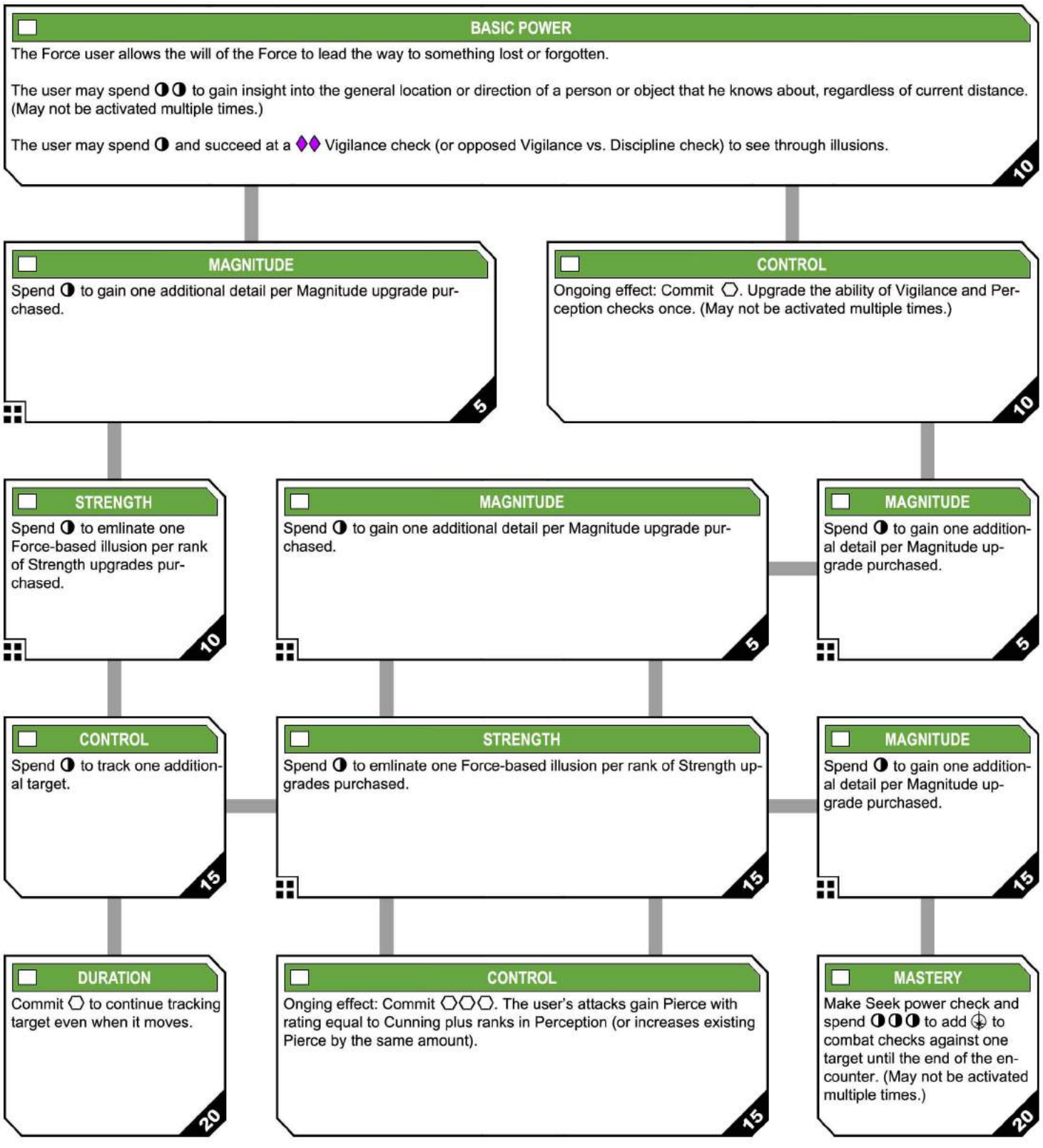
PREREQUISITE: FORCE RATING 3



CHARACTER NAME _____

SEEK

PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

SENSE

PREREQUISITE: FORCE RATING 1

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). (May not be activated multiple times.)

The user may spend ◑ to sense the current emotional state of one living target with whom he is Engaged. (May not be activated multiple times.)

10

CONTROL

Ongoing effect: Commit ⎔. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once. (May not be activated multiple times.)

10

DURATION

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

10

STRENGTH

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

10

CONTROL

Ongoing effect: Commit ⎔, Once per round, when making a combat check, he upgrades the ability of that check once. (May not be activated multiple times.)

10

CONTROL

Effect: Spend ◑. The Force user senses the current thoughts of one living target with whom he is Engaged. (May not be activated multiple times.)

10

RANGE

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

5

RANGE

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

10

RANGE

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

10

MAGNITUDE

Spend ◑ to increase number of targets affected by power equal to Magnitude upgrades purchased.

5

MAGNITUDE

Spend ◑ to increase number of targets affected by power equal to Magnitude upgrades purchased.

10

MAGNITUDE

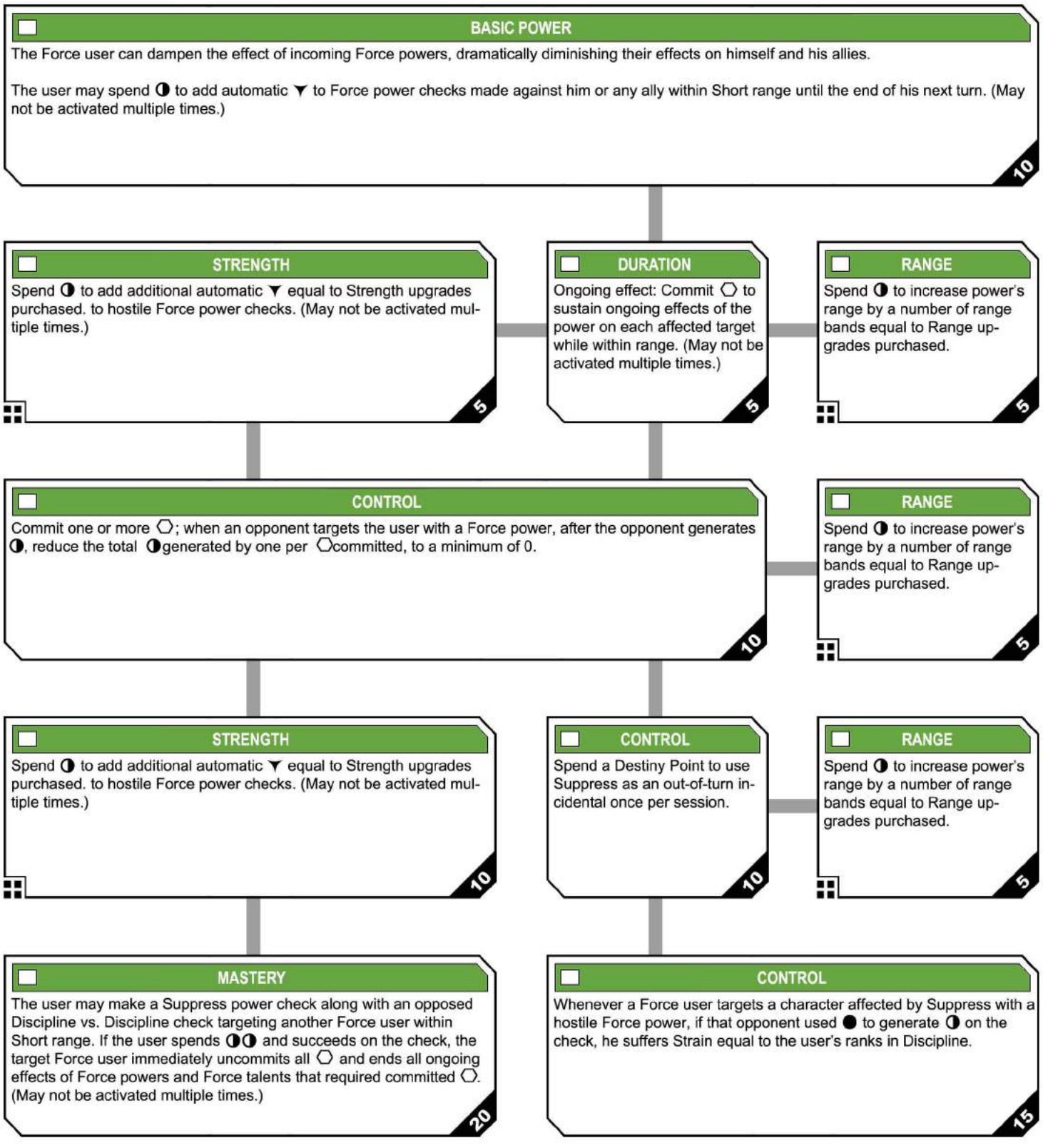
Spend ◑ to increase number of targets affected by power equal to Magnitude upgrades purchased.

10

CHARACTER NAME _____

SUPPRESS

PREREQUISITE: FORCE RATING 1



CHARACTER NAME _____

WARDE'S FORESIGHT

PREREQUISITE: FORCE RATING 1; (Chronicles of the Gatekeeper)

BASIC POWER

The Force user can feel the Force flowing around another specific individual to gain insight into what that person might do.

The user may spend ◑ to gain hints about what another individual within Short range is likely to do in the near future.

10

RANGE

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

5

CONTROL

When making a skill check to determine initiative, the Force user may roll a Warde's Foresight power check as part of the pool. He may spend ◑ to add automatic ☆ on his first check this encounter.

10

STRENGTH

Spend ◑◑ to add ■ equal to Strength upgrades purchased to user's next check against the target. (May not be activated multiple times.)

10

CONTROL

Once per encounter, use the Basic Power as a maneuver.

10

DURATION

Spend ◑◑ to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased. (May not be activated multiple times.)

10

DURATION

Spend ◑◑ to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased. (May not be activated multiple times.)

10

RANGE

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

5

DURATION

Spend ◑◑ to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased. (May not be activated multiple times.)

10

CONTROL

When performing a Warde's Foresight power check as part of an initiative check, spend ◑ to add ☆ on user's first check this encounter.

15

MAGNITUDE

When performing a Warde's Foresight power check as part of an initiative check, spend ◑ to add ☆ or ☆ to ally's first check this encounter.

10

STRENGTH

Spend ◑◑ to add ■ equal to Strength upgrades purchased to user's next check against the target. (May not be activated multiple times.)

10

CONTROL

When performing a Warde's Foresight power check as part of an initiative check, if the user did not use ● to generate ◑, each ally adds automatic ☆ to the result of his initiative check. If the user used ● to generate ◑, the user may immediately perform an action before the encounter begins, but each enemy in the encounter adds automatic ☆ to the results of his initiative check.

15