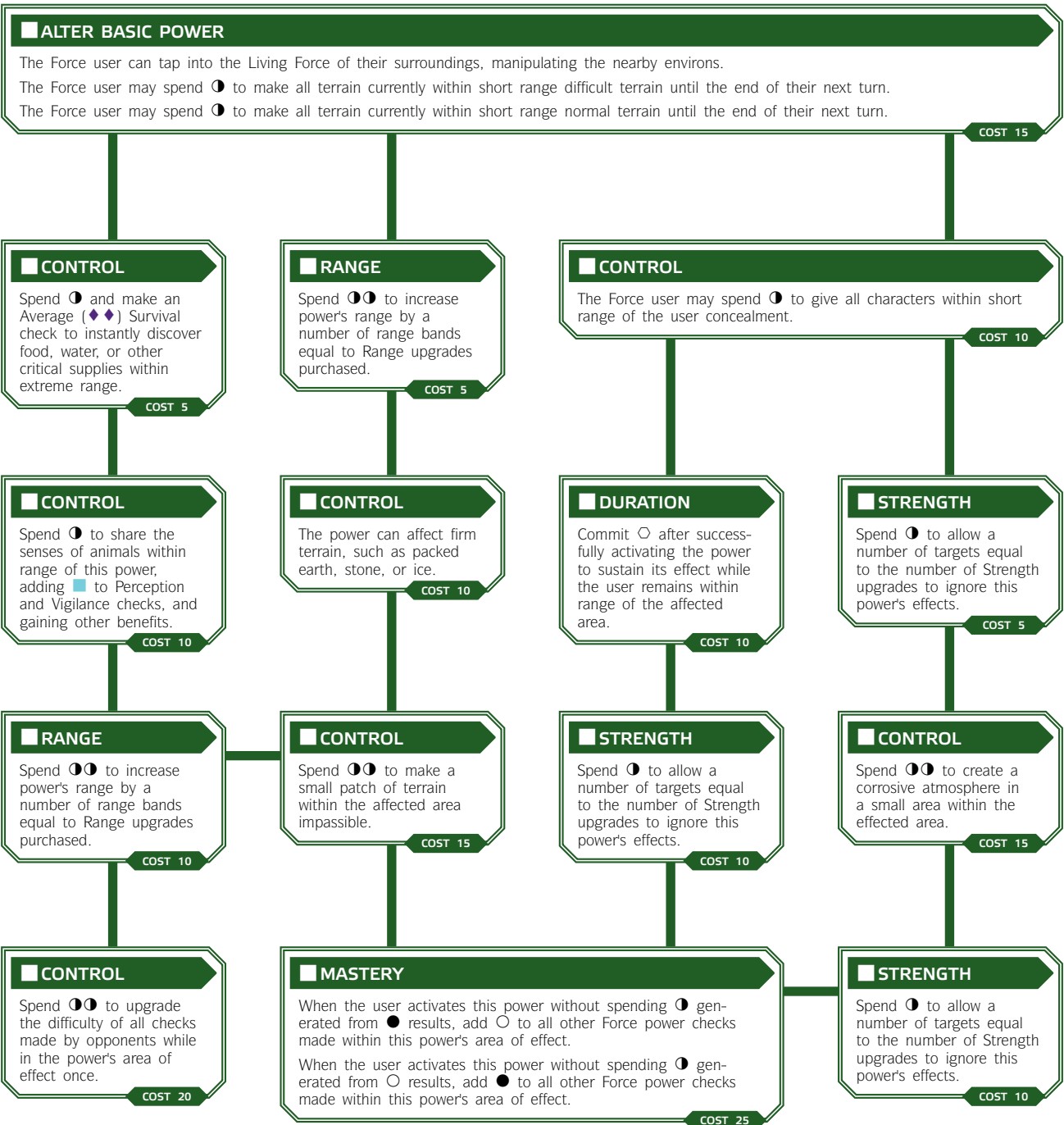


Force Power: Alter

Prerequisite: Force Rating 1+



Force Power: Battle Meditation

FORCE ABILITY

Prerequisite: Force Rating 2+

BATTLE MEDITATION BASIC POWER

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

The users 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 any ● 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 succeed on the check, they 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

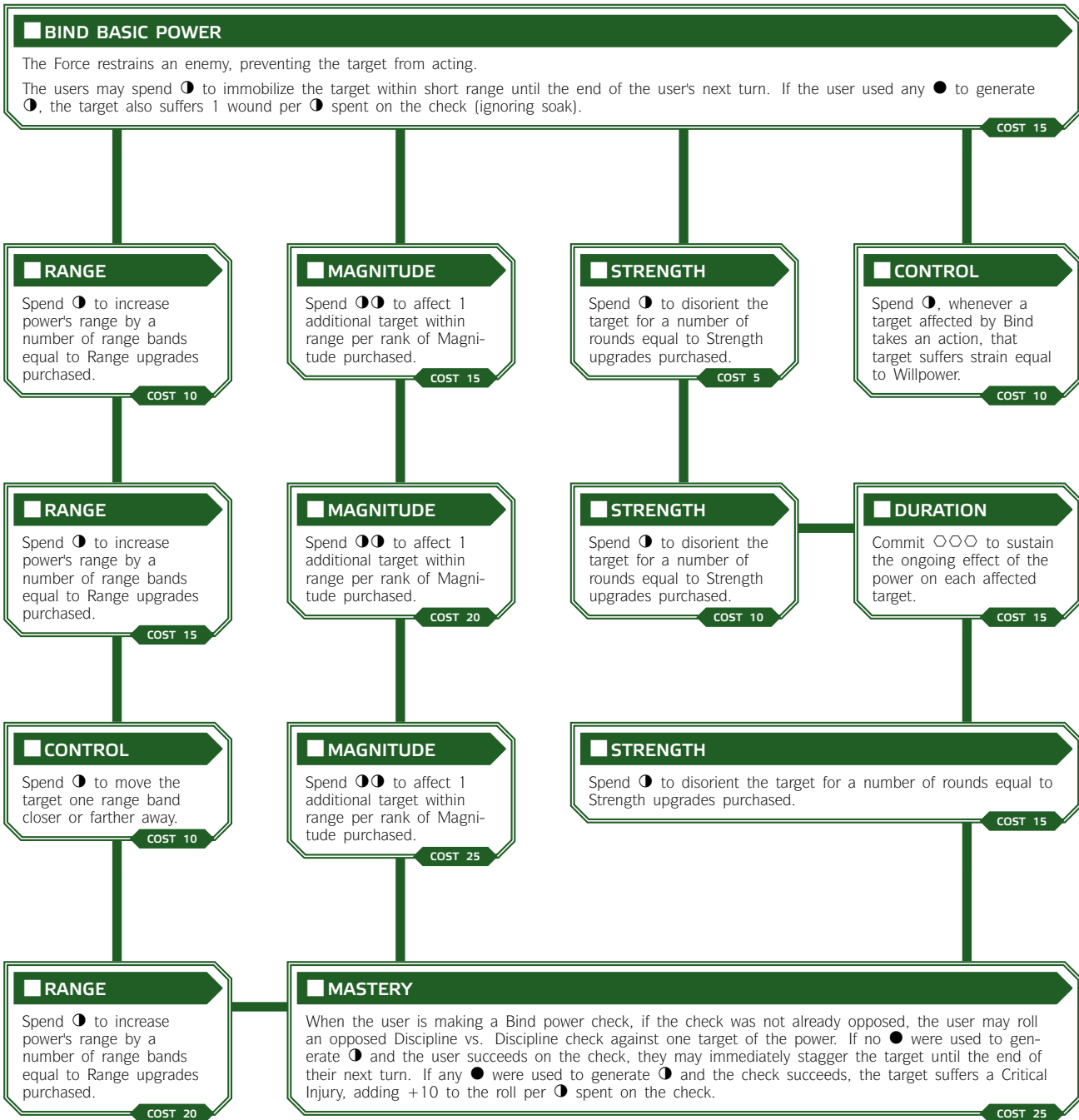
If no ● were used to generate 1, choose one skill. While affected by the power, each affected character counts as having the same number of ranks in the chosen skill as the affected character with the most ranks in the skill. If the user used any ● to generate 1, each affected character must make an Easy (◆) Discipline check if they wish to resist obeying orders.

COST 25

Force Power: Bind

FORCE ABILITY

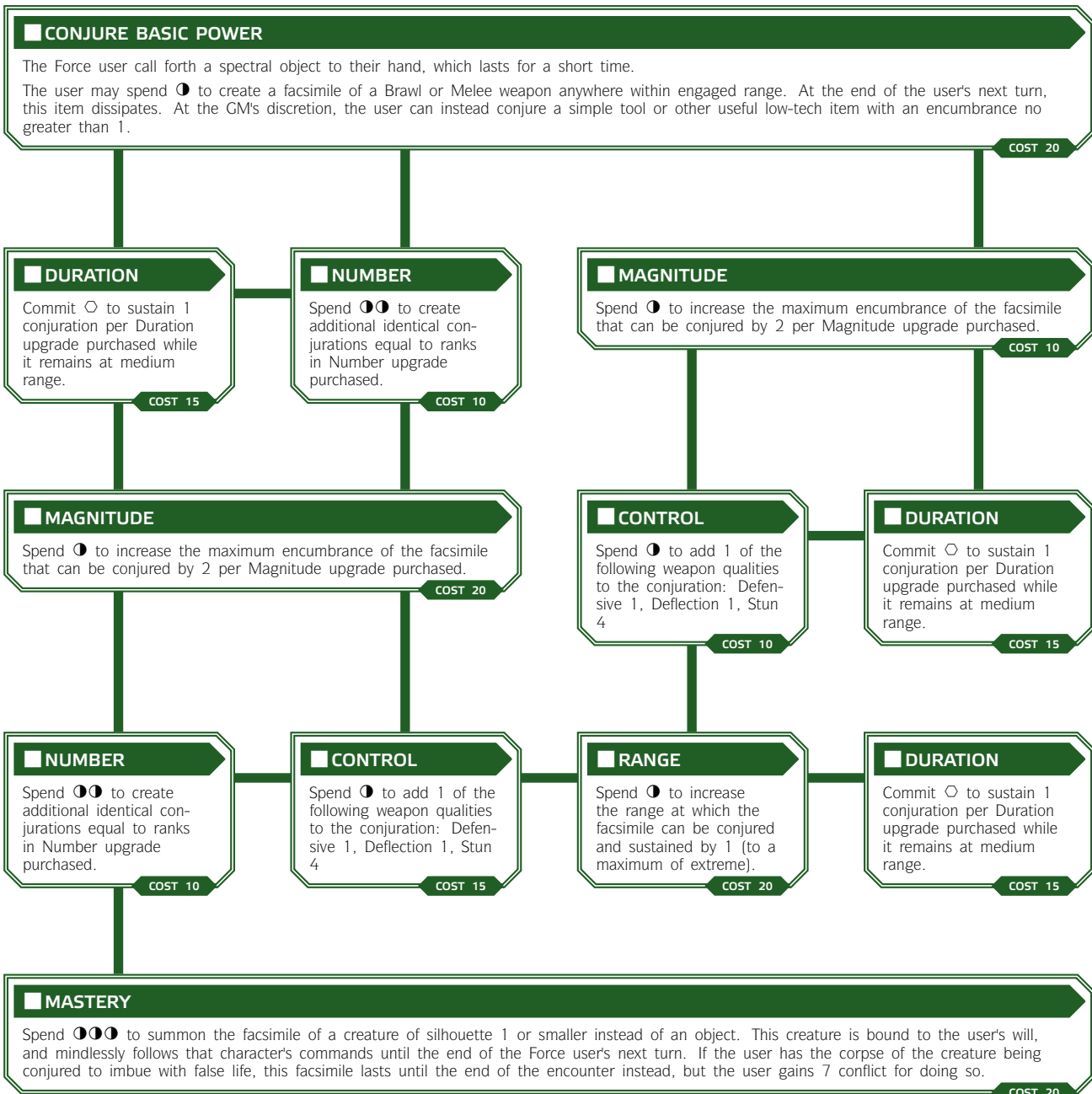
Prerequisite: Force Rating 2+



Force Power: Conjure

FORCE ABILITY

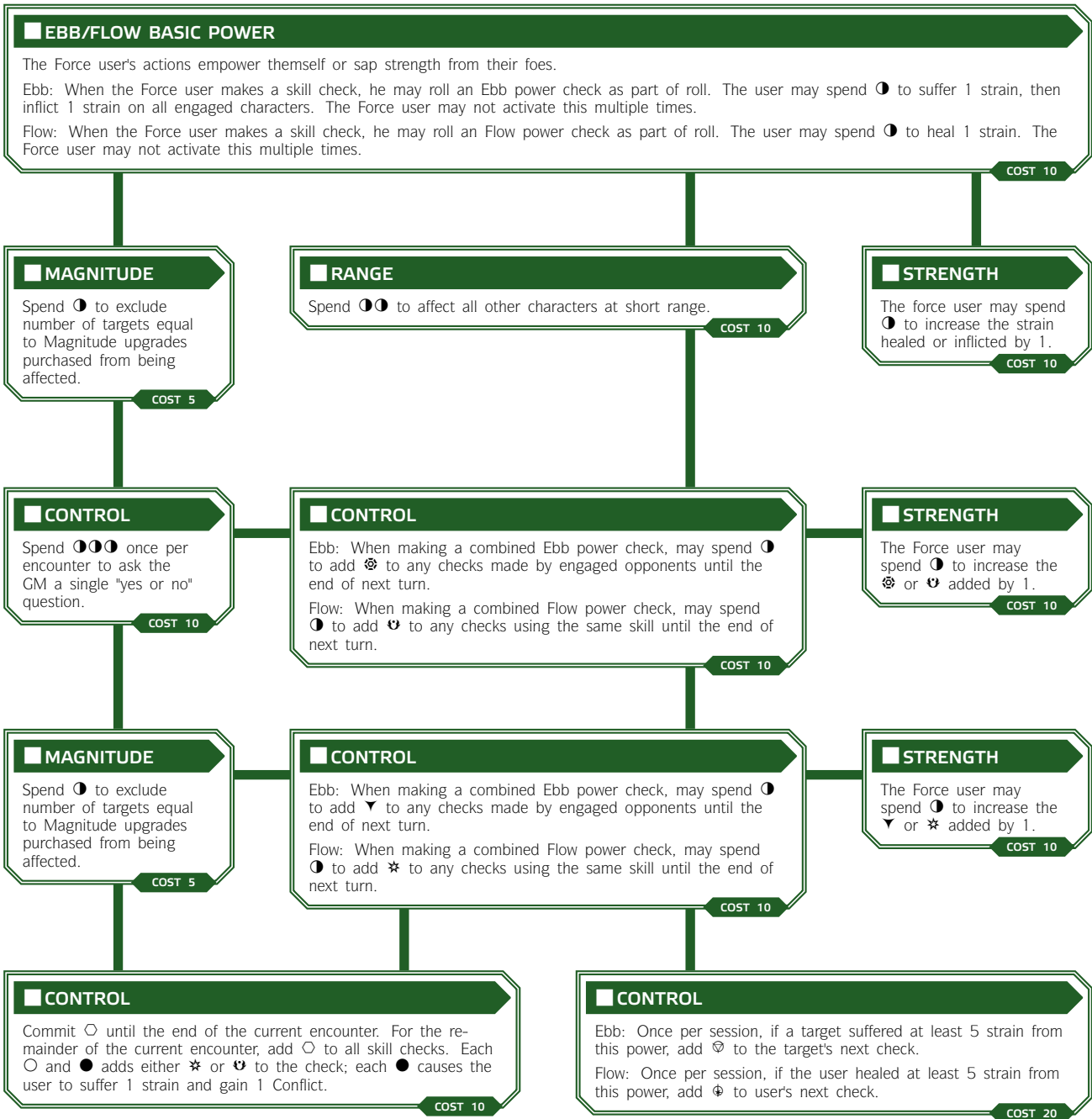
Prerequisite: Force Rating 1+



Force Power: Ebb/Flow

FORCE ABILITY

Prerequisite: Force Rating 1+



Force Power: Endure

FORCE ABILITY

Prerequisite: Force Rating 1+

■ ENDURE BASIC POWER

When the character suffers a Critical Injury with a severity no greater than Easy (♦), 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).

COST 10

■ STRENGTH

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

COST 5

■ CONTROL

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

COST 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 would affect normally.

COST 10

■ CONTROL

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

COST 10

■ STRENGTH

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

COST 10

■ MAGNITUDE

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

COST 10

■ STRENGTH

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

COST 15

■ CONTROL

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

COST 15

■ STRENGTH

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

COST 15

■ 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 for any reason.

COST 10

■ MASTERY

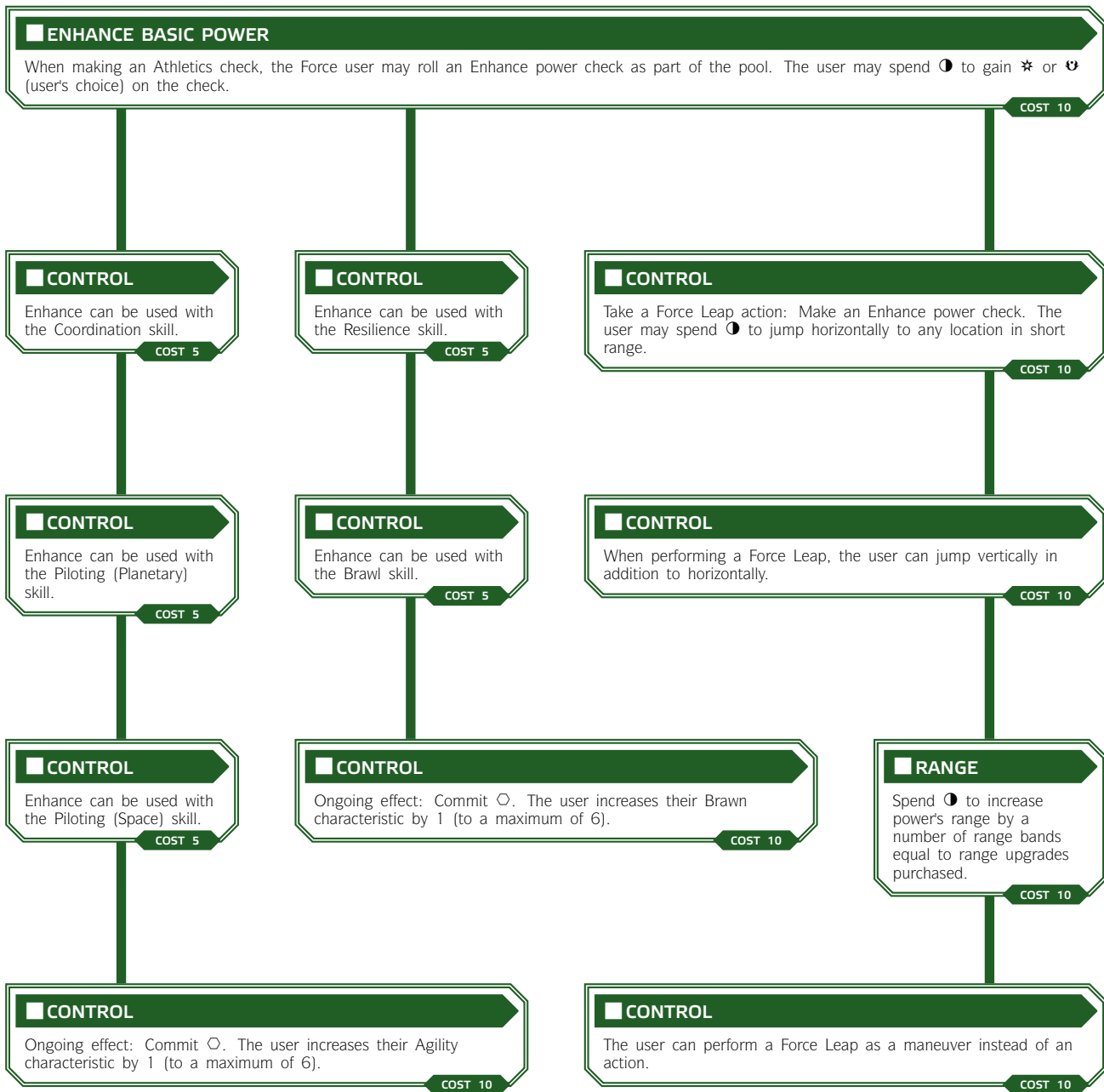
When activating Endure, the character may make an Endure power check, making a Discipline check with a difficulty equal to the severity of the Critical Injury and adding ○ up to the character's Force rating. If the character succeeds on the check and generates ● equal to the Severity of the Critical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

COST 20

Force Power: Enhance

FORCE ABILITY

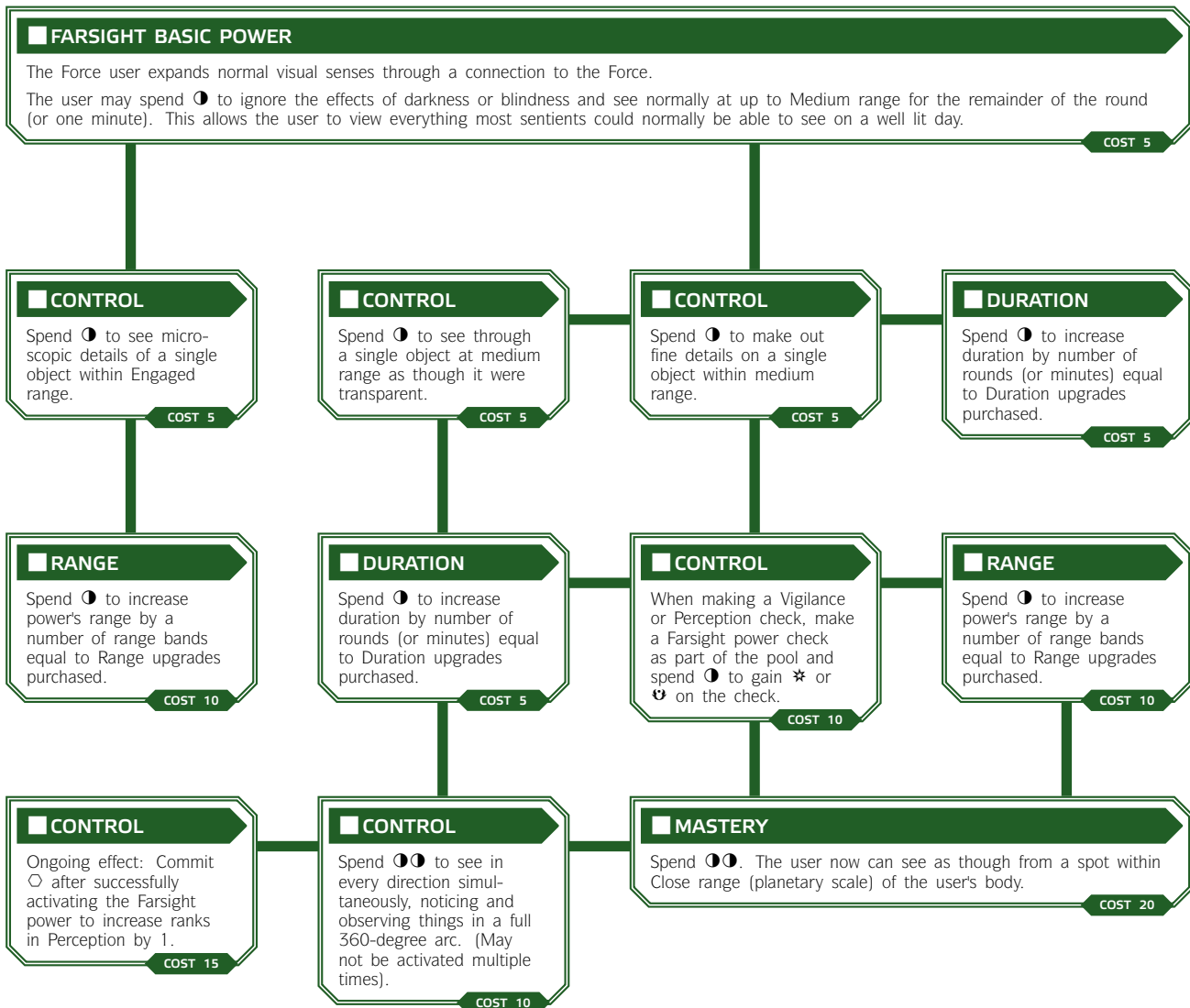
Prerequisite: Force Rating 1+



Force Power: Farsight

FORCE ABILITY

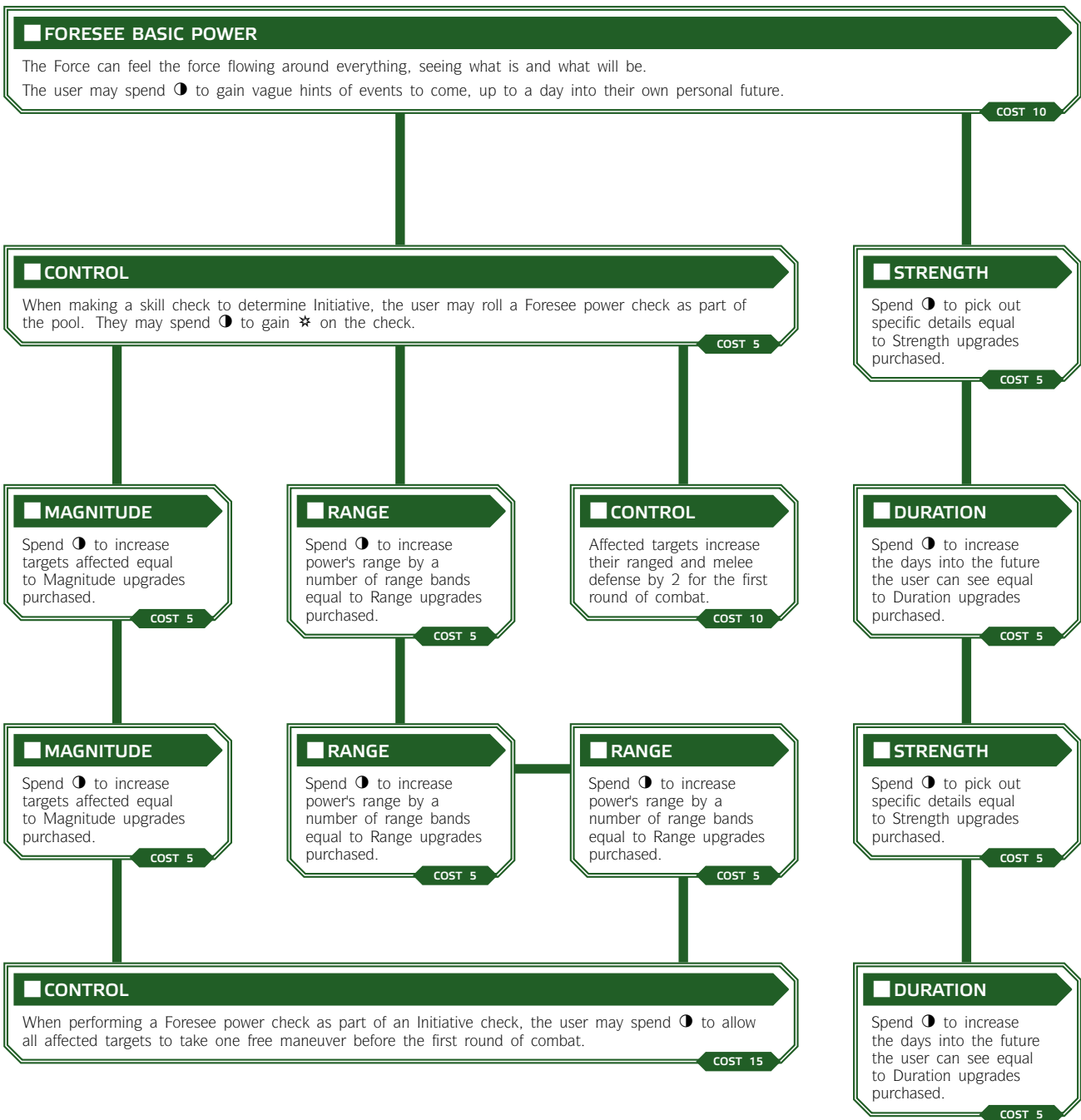
Prerequisite: Force Rating 1+



Force Power: Foresee

FORCE ABILITY

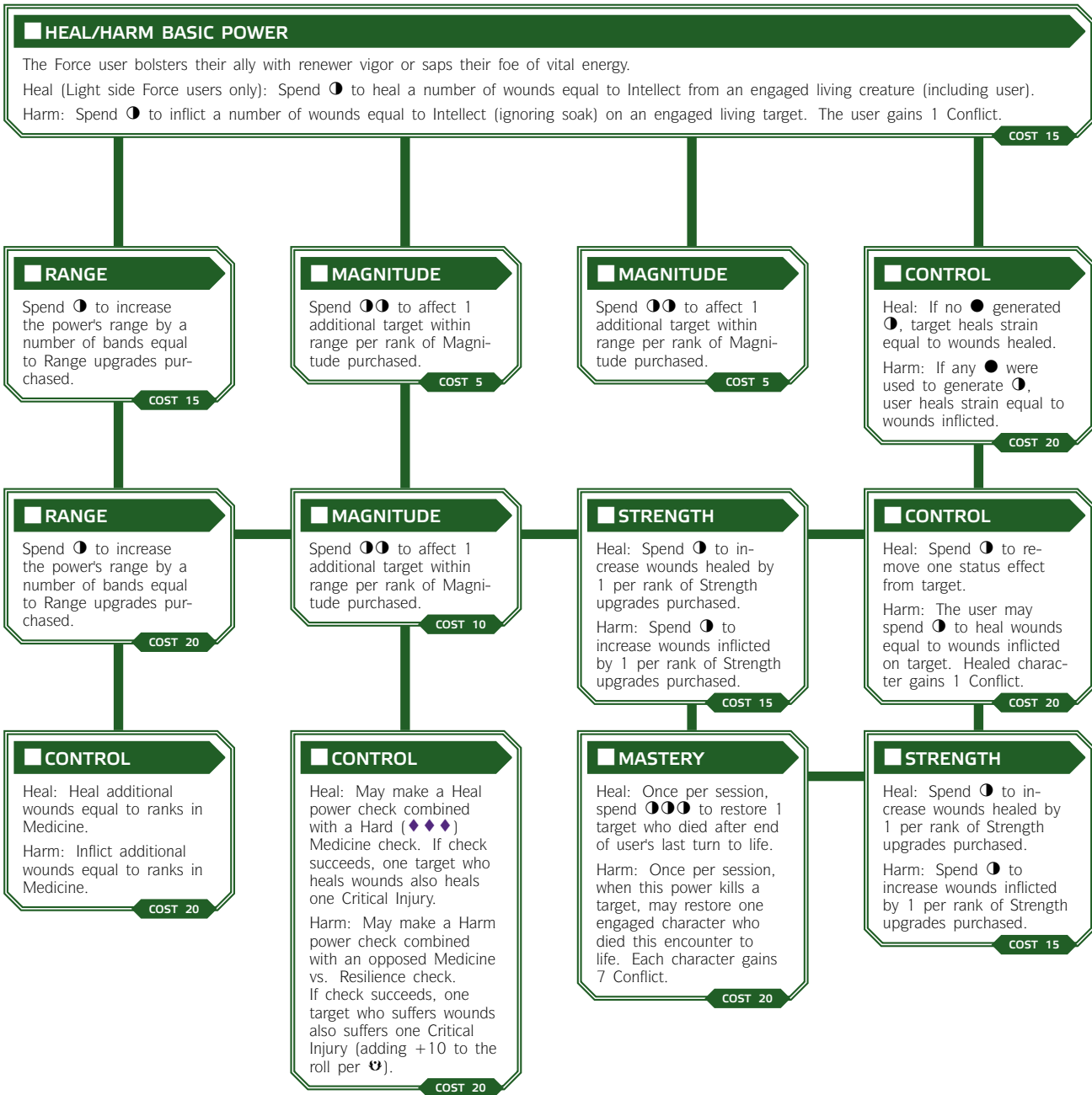
Prerequisite: Force Rating 1+



Force Power: Heal/Harm

FORCE ABILITY

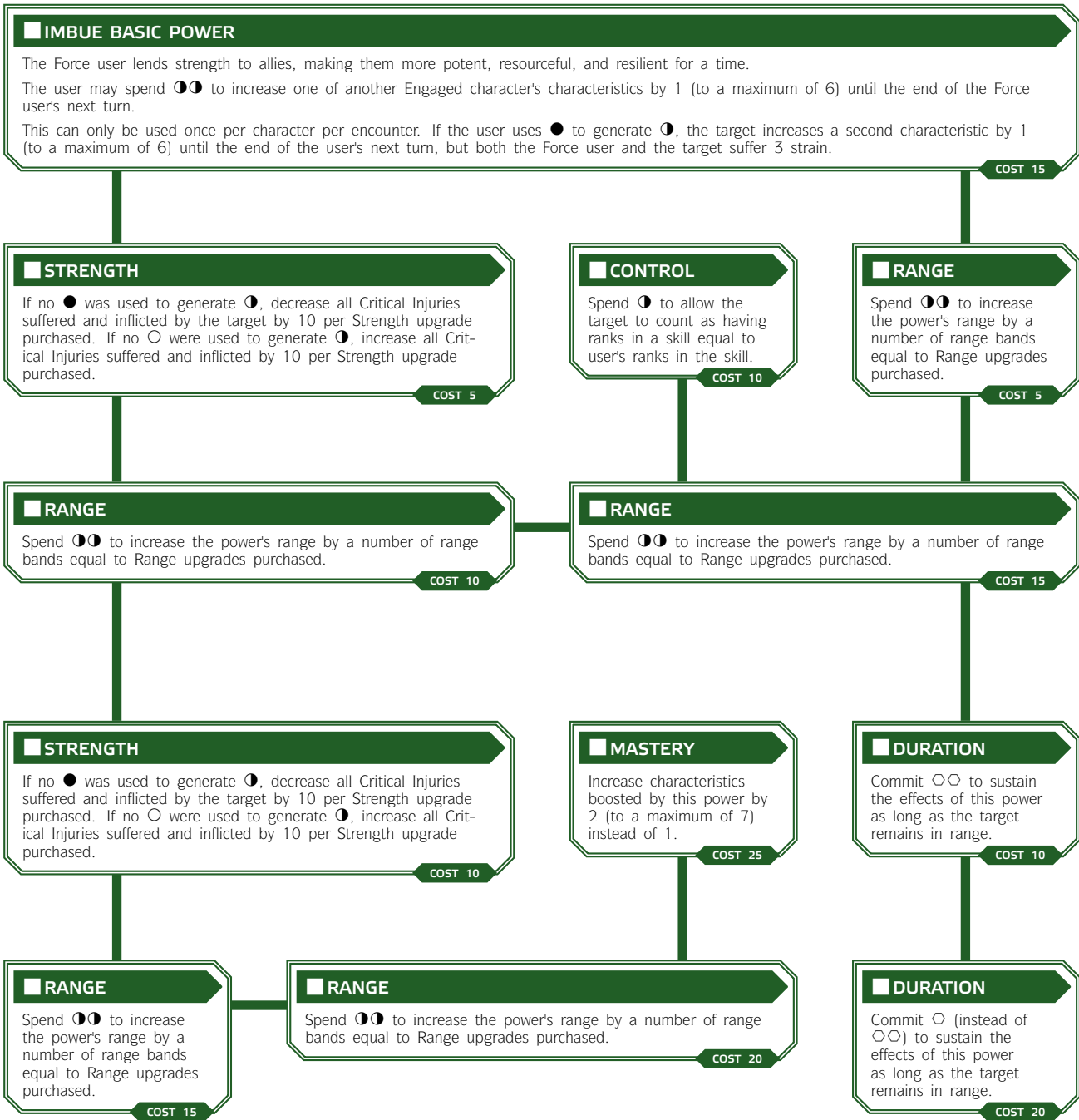
Prerequisite: Force Rating 1+



Force Power: Imbue

FORCE ABILITY

Prerequisite: Force Rating 2+



Force Power: Influence

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Manipulate

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Misdirect

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Move

Prerequisite: Force Rating 1+

Force Power: Protect/Unleash

Prerequisite: Force Rating 3+

FORCE ABILITY 

Force Power: Seek

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Sense

Prerequisite: Force Rating 1+

FORCE ABILITY 

Force Power: Suppress

Prerequisite: Force Rating 1+