

CONSULAR HEALER


ACTIVE 


PASSIVE 

RANKED 

FORCE TALENT 

Spec Bonus Career Skills: **Discipline, Knowledge (Education), Knowledge (Xenology), Medicine**

Find more handouts at BeggingForXP.com 

SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

COST 5

HEALING TRANCE 


Commit . For every full encounter  remains committed, heal 1 wound per rank of Healing Trance.

COST 5

RAPID RECOVERY 


When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 5

PHYSICIAN 


When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 5

PHYSICIAN 


When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

COST 10

PHYSICIAN 


When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.



COST 10

GRIT 


Gain +1 strain threshold.



COST 10

HEALING TRANCE 


Commit . For every full encounter  remains committed, heal 1 wound per rank of Healing Trance.

COST 10

HEALING TRANCE 


Commit . For every full encounter  remains committed, heal 1 wound per rank of Healing Trance.

COST 15

GRIT 


Gain +1 strain threshold.

COST 15

KNOWLEDGEABLE HEALING 


When healing an ally, spend 1 Destiny Point to heal additional wounds equal to ranks in Knowledge (Xenology).

COST 15

RAPID RECOVERY 


When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 15

SURGEON 


When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.


COST 20

IMPROVED HEALING TRANCE 


When healing wounds due to Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals the Critical Injury severity.

COST 20

CALMING AURA 


When an opponent targets the character with a Force power, reduce  generated by 1.

COST 20

TOUGHENED 


Gain +2 wound threshold.

COST 20

DEDICATION 


Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

NATURAL DOCTOR 


Once per session, may re-roll any 1 Medicine check.

COST 25

FORCE RATING 

Gain +1 Force rating.

COST 25

IMPROVED CALMING AURA 

Spend a maneuver and suffer 2 strain to extend Calming Aura's effects to allies equal to Willpower at short range until the start of the next turn.


COST 25

CONSULAR NIMAN DISCIPLINE

Spec Bonus Career Skills: **Discipline, Leadership, Lightsaber, Negotiation**


- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 

PARRY 



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

NOBODY'S FOOL 


May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 5

REFLECT  


When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

GRIT 



Gain +1 strain threshold.

COST 5

DEFENSIVE TRAINING 


When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 10

NIMAN TECHNIQUE  



When making a check using the Lightsaber skill, the character may use Willpower instead of Brawn.

COST 10

TOUGHENED 



Gain +2 wound threshold.

COST 10

PARRY  



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.


COST 10

PARRY  



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

SENSE EMOTIONS  



Add  to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.

COST 15

REFLECT  



When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



COST 15

DEFENSIVE TRAINING  



When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating equal to ranks in Defensive Training.

COST 15

SUM DJEM  



May spend  or  with a successful Lightsaber attack to disarm opponent.




COST 20

REFLECT  



When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

DRAW CLOSER  



As an action, make a Lightsaber (Willpower) attack against a silhouette 1 target in medium range. Add  up to Force rating. Spend  to move target one range band closer or to add  to check.

COST 20

CENTER OF BEING  



Take a Center of Being maneuver. Until the start of next turn, attacks against the character increase their crit rating by 1 per rank of Center of Being.



COST 20

DEDICATION  



Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

FORCE ASSAULT  



Spend  or  on a missed Lightsaber (Willpower) attack to immediately perform a Move Force power action as a maneuver.

COST 25

FORCE RATING  

Gain +1 Force rating.

COST 25

IMPROVED CENTER OF BEING  

Suffer 1 strain to perform Center of Being as an incidental.

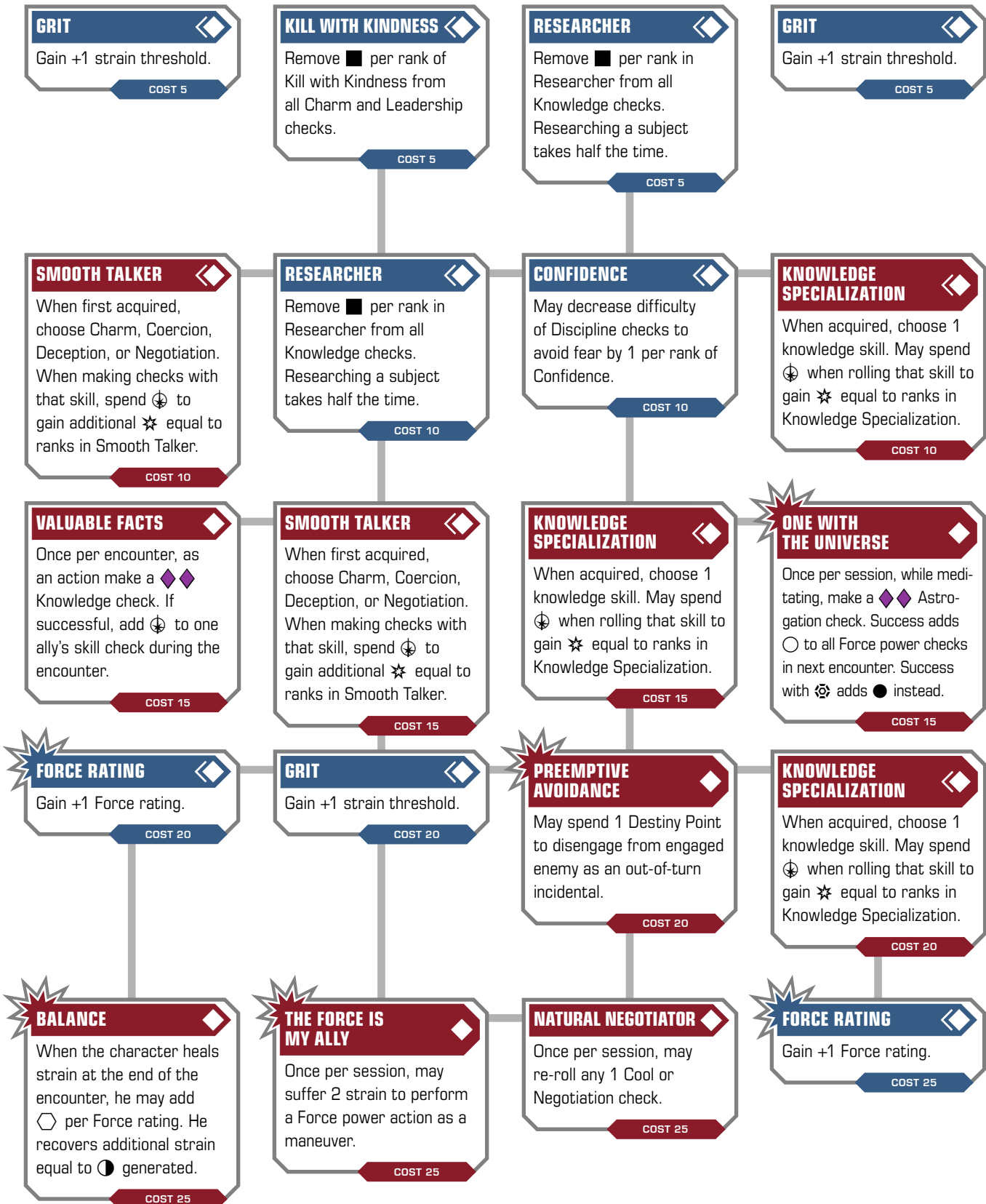
COST 25

CONSULAR SAGE

Spec Bonus Career Skills: **Astrogation, Charm, Cool, Knowledge (Lore)**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 




CAREER GUARDIAN

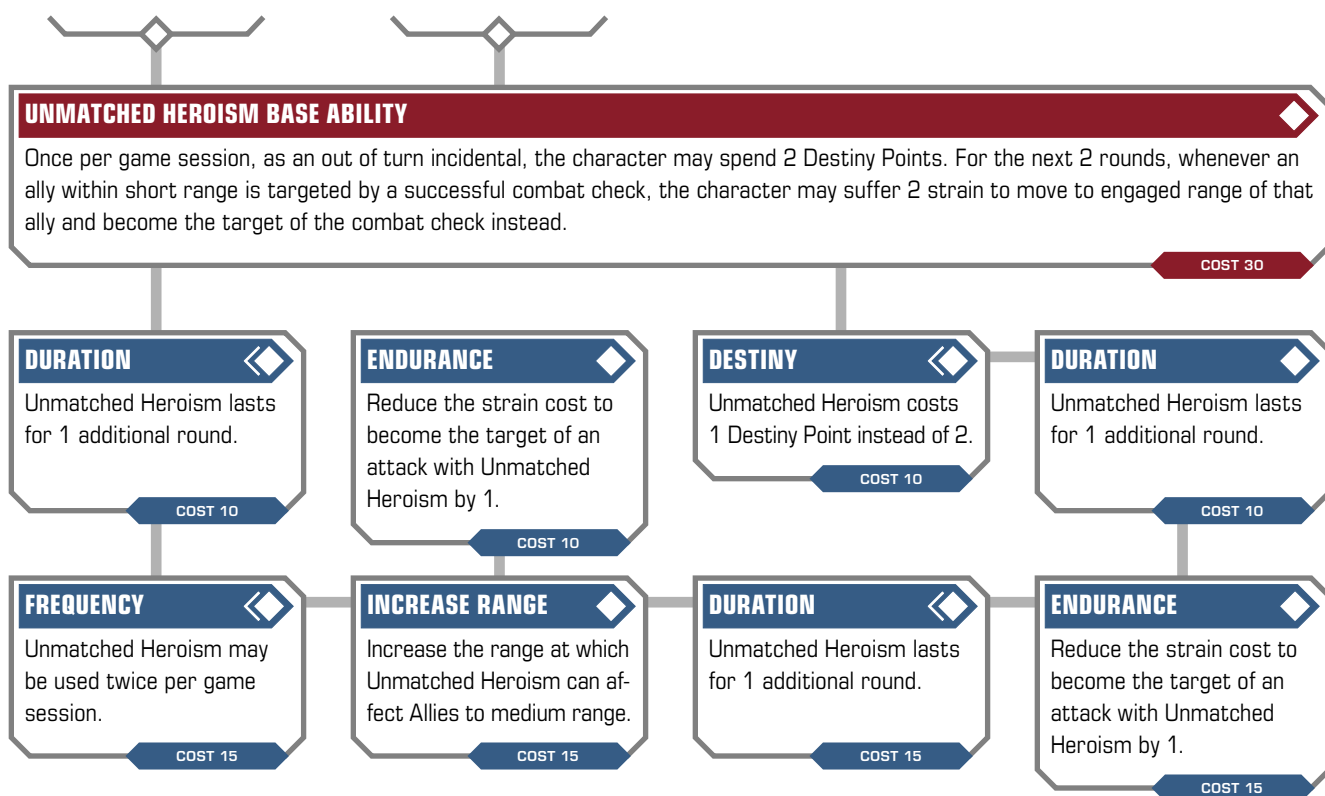
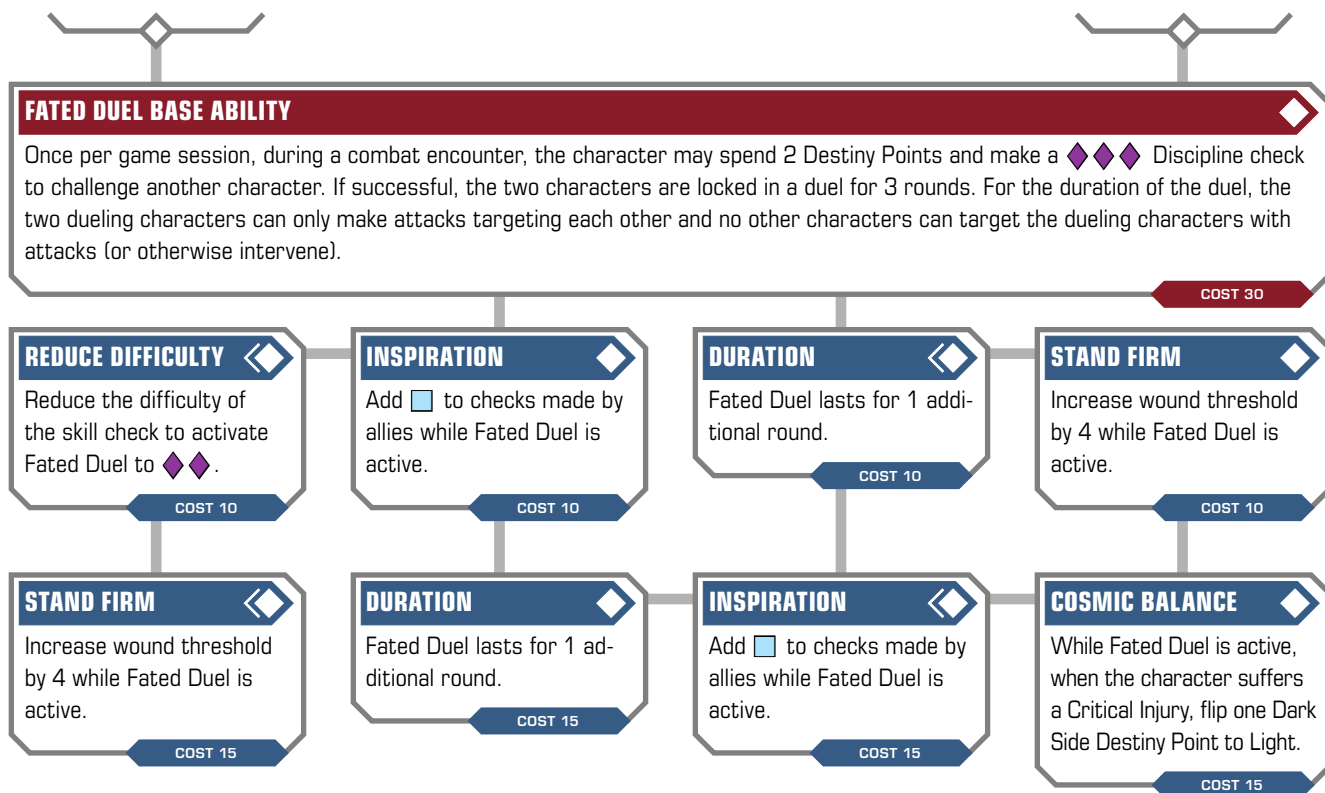
BASE ABILITY 

UPGRADE 

RANKED 

Career Skills: **Brawl, Cool, Discipline, Melee, Resilience, Vigilance**


Find more handouts at BeggingForXP.com 

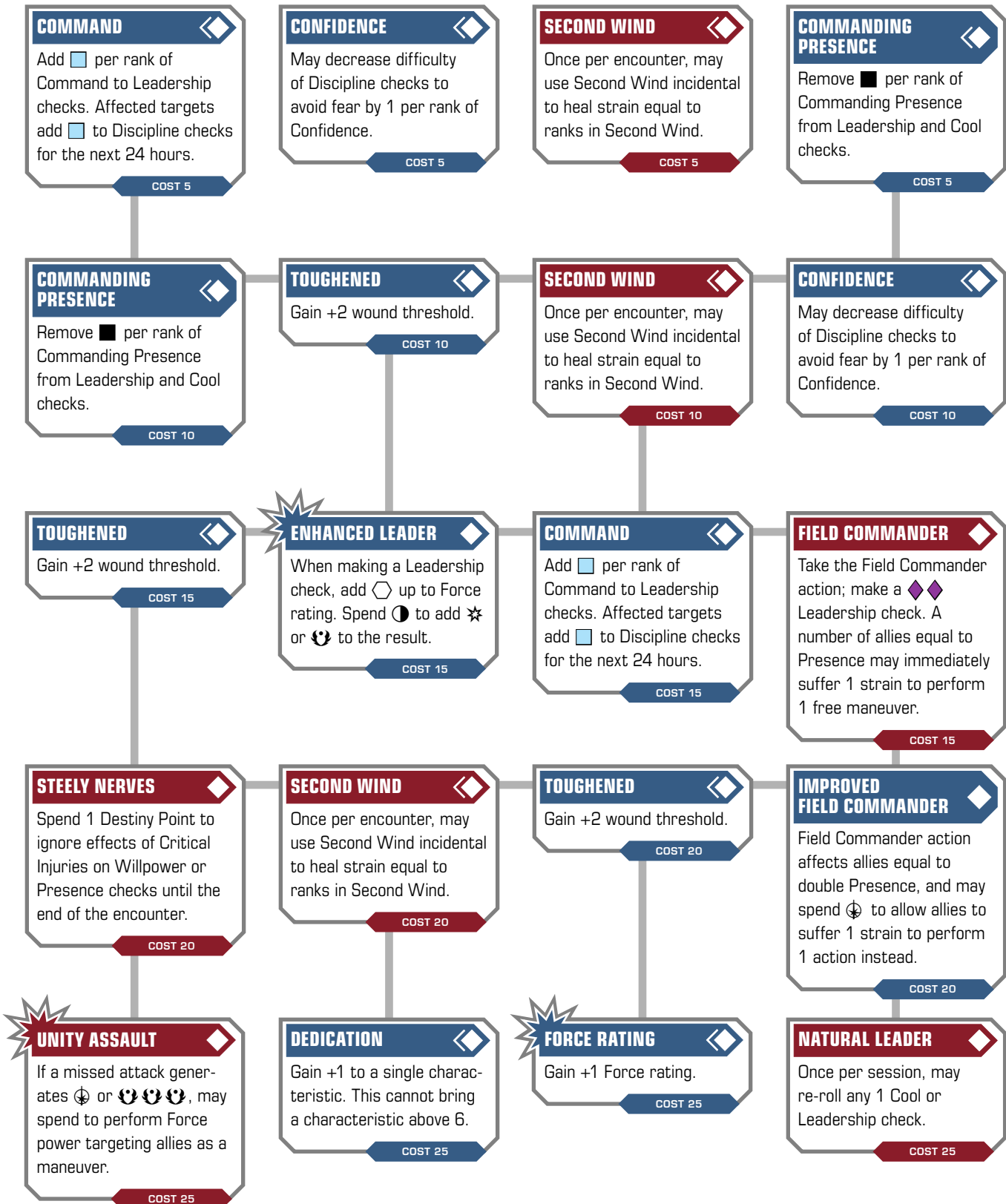


GUARDIAN PEACEKEEPER

Spec Bonus Career Skills: **Discipline, Leadership, Perception, Piloting (Planetary)**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 

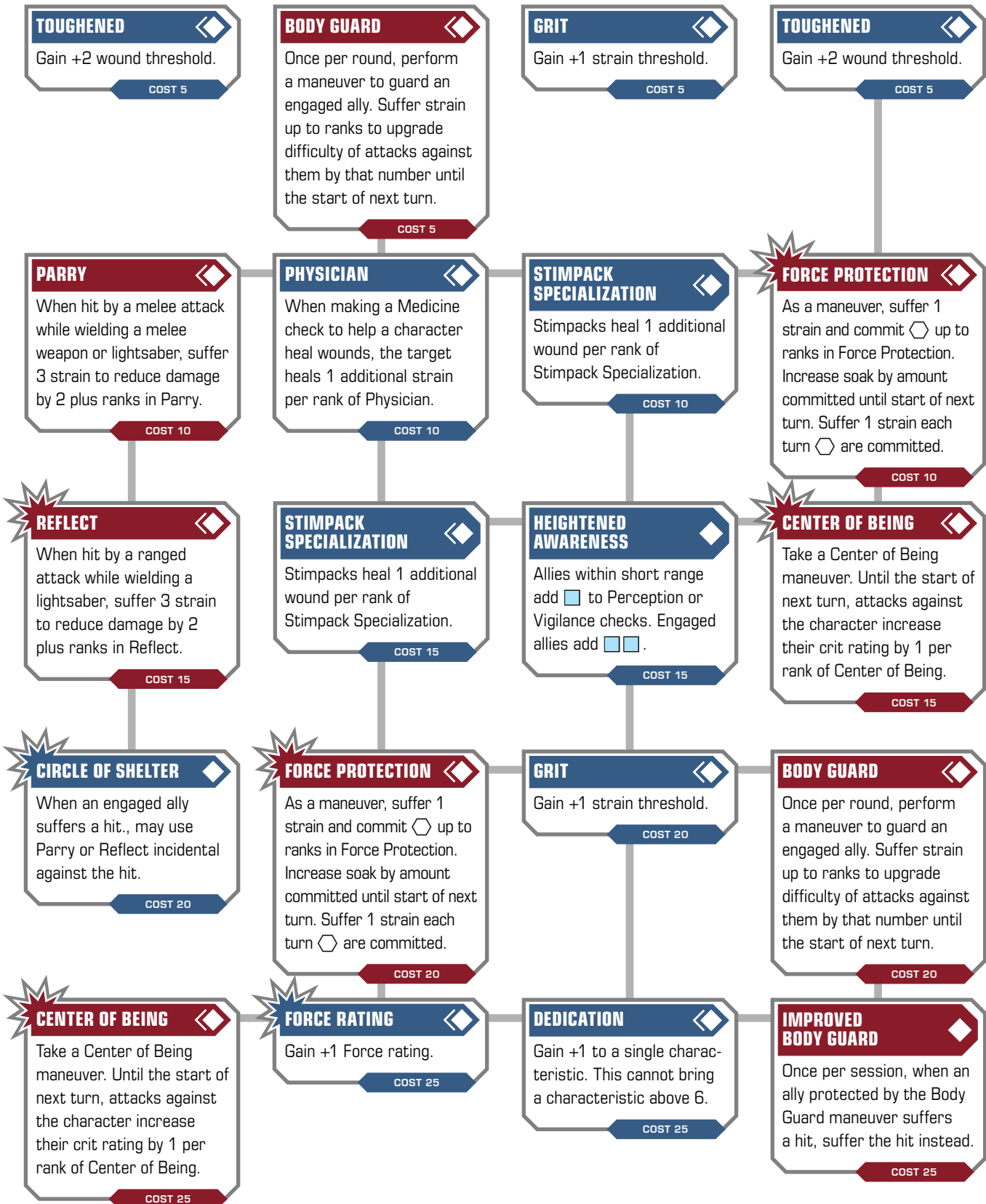


GUARDIAN PROTECTOR

Spec Bonus Career Skills: **Athletics, Medicine, Ranged (Light), Resilience**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 

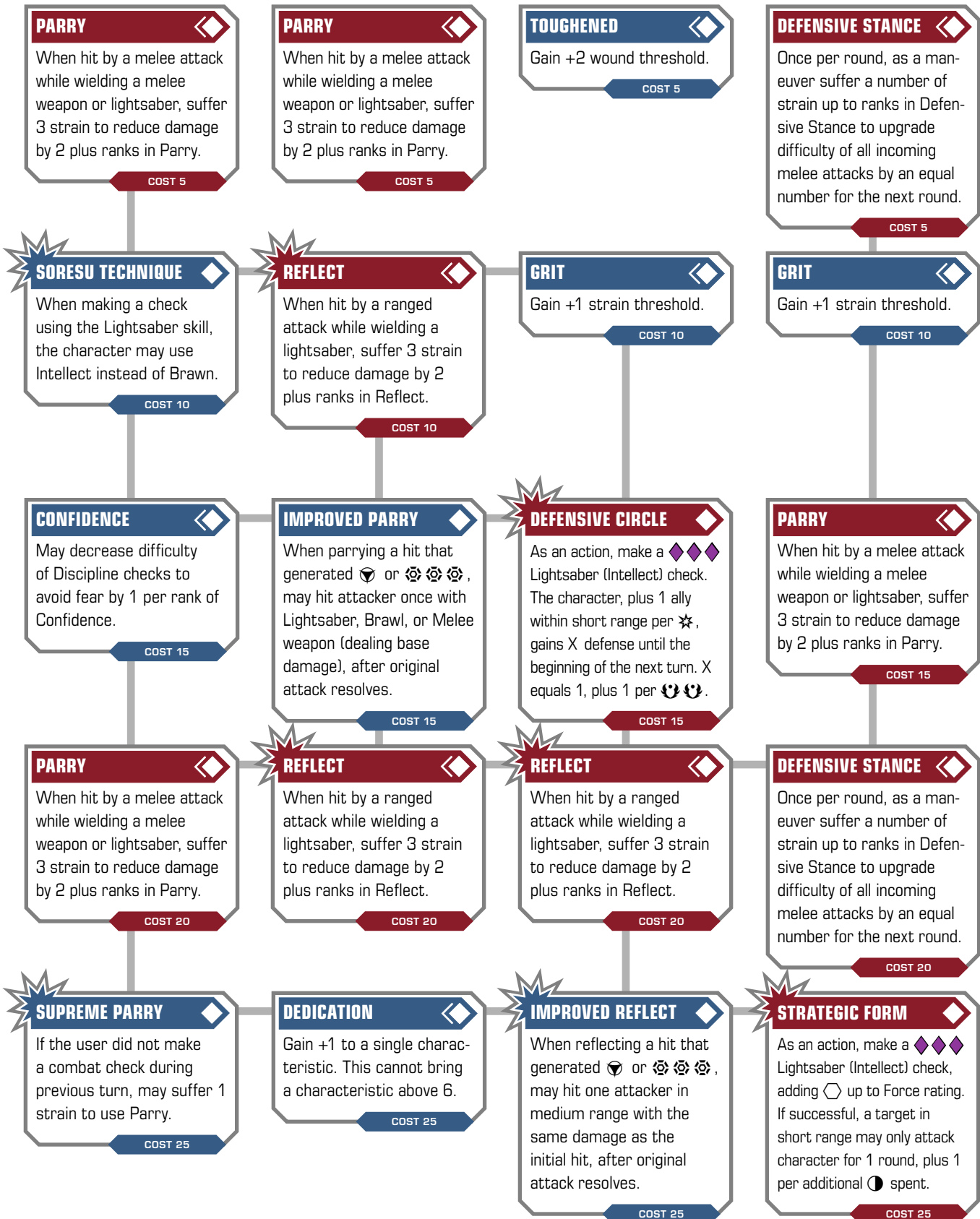


GUARDIAN SORESU DEFENDER

Spec Bonus Career Skills: **Discipline, Knowledge (Lore), Lightsaber, Vigilance**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 
- XP 


Find more handouts at BeggingForXP.com

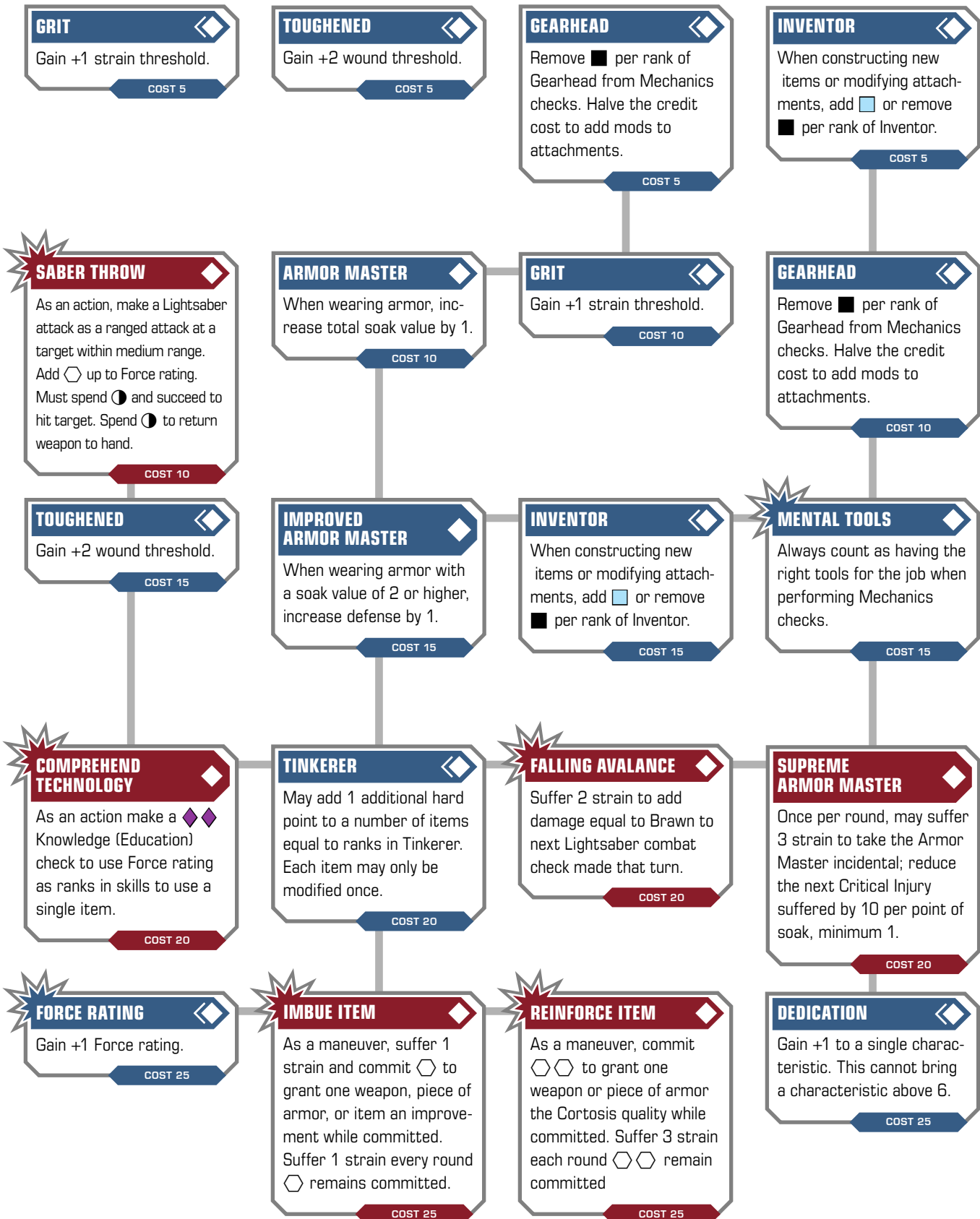


GUARDIAN ARMORER

Spec Bonus Career Skills: **Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 



GUARDIAN WARDEN

Spec Bonus Career Skills: **Brawl, Coercion, Discipline, Knowledge (Underworld)**


ACTIVE 

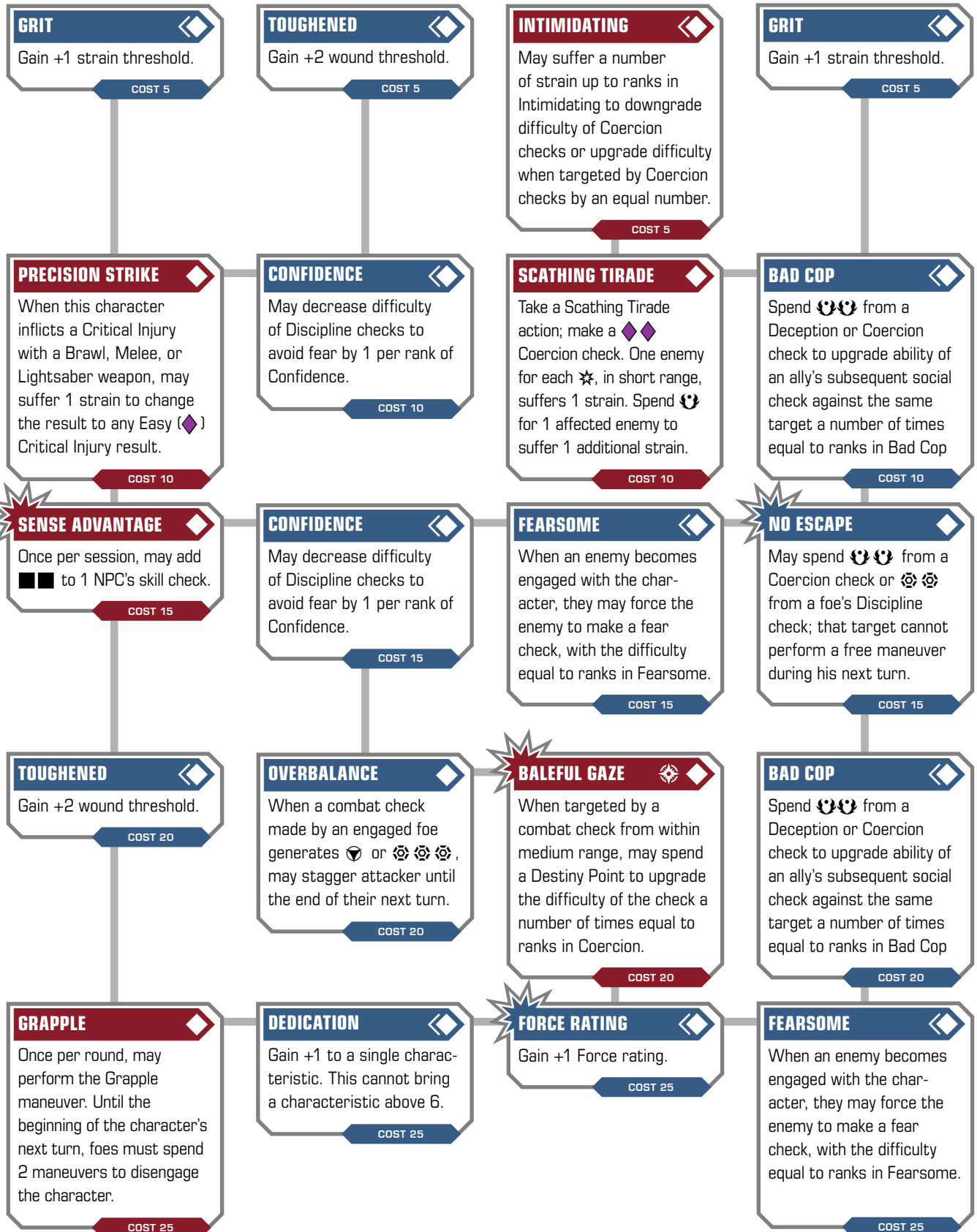
PASSIVE 

RANKED 

FORCE TALENT 

CONFLICT COST 

Find more handouts at BeggingForXP.com 

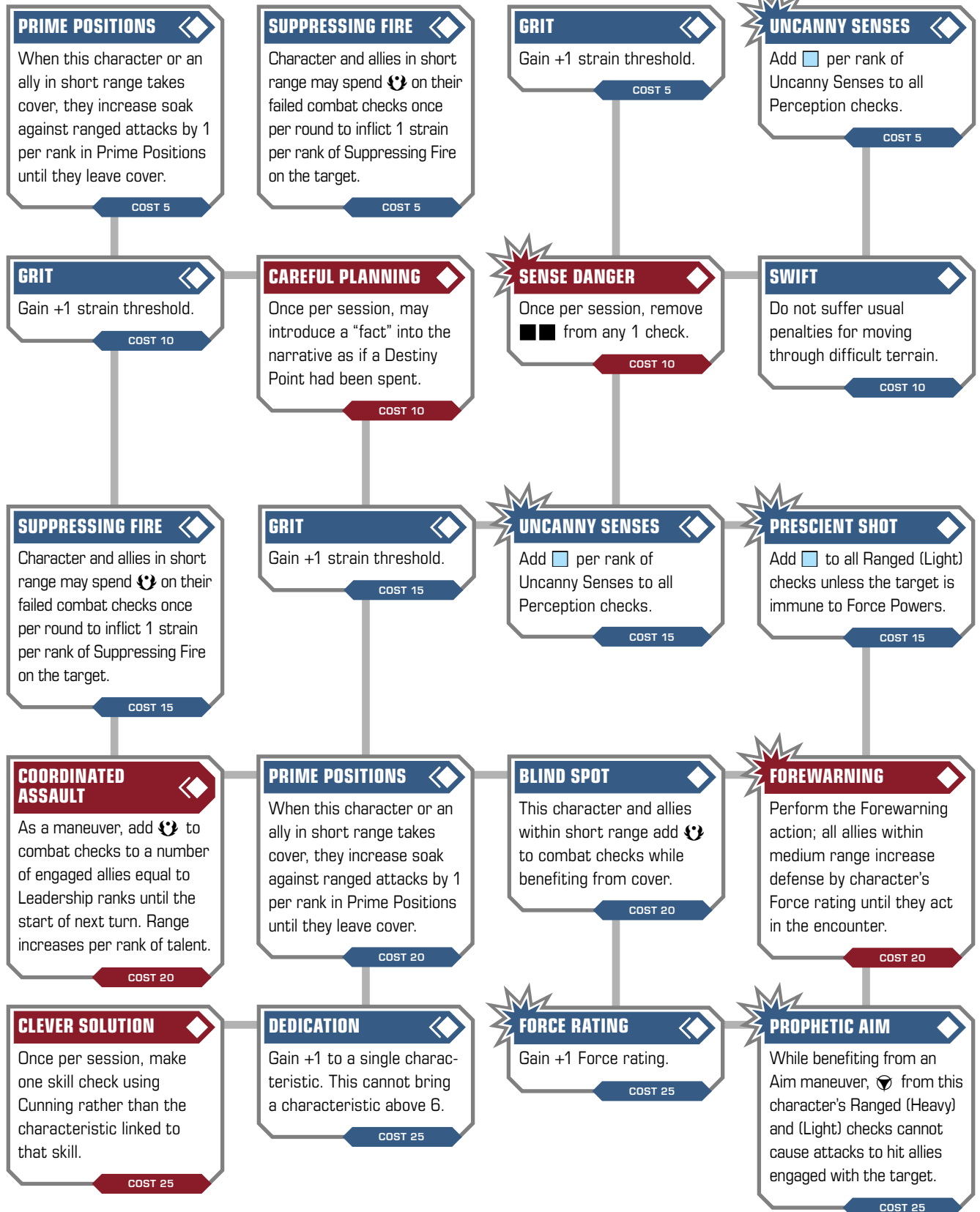


GUARDIAN WARLEADER

Spec Bonus Career Skills: **Leadership, Perception, Ranged (Light), Survival**

ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 

Find more handouts at BeggingForXP.com 

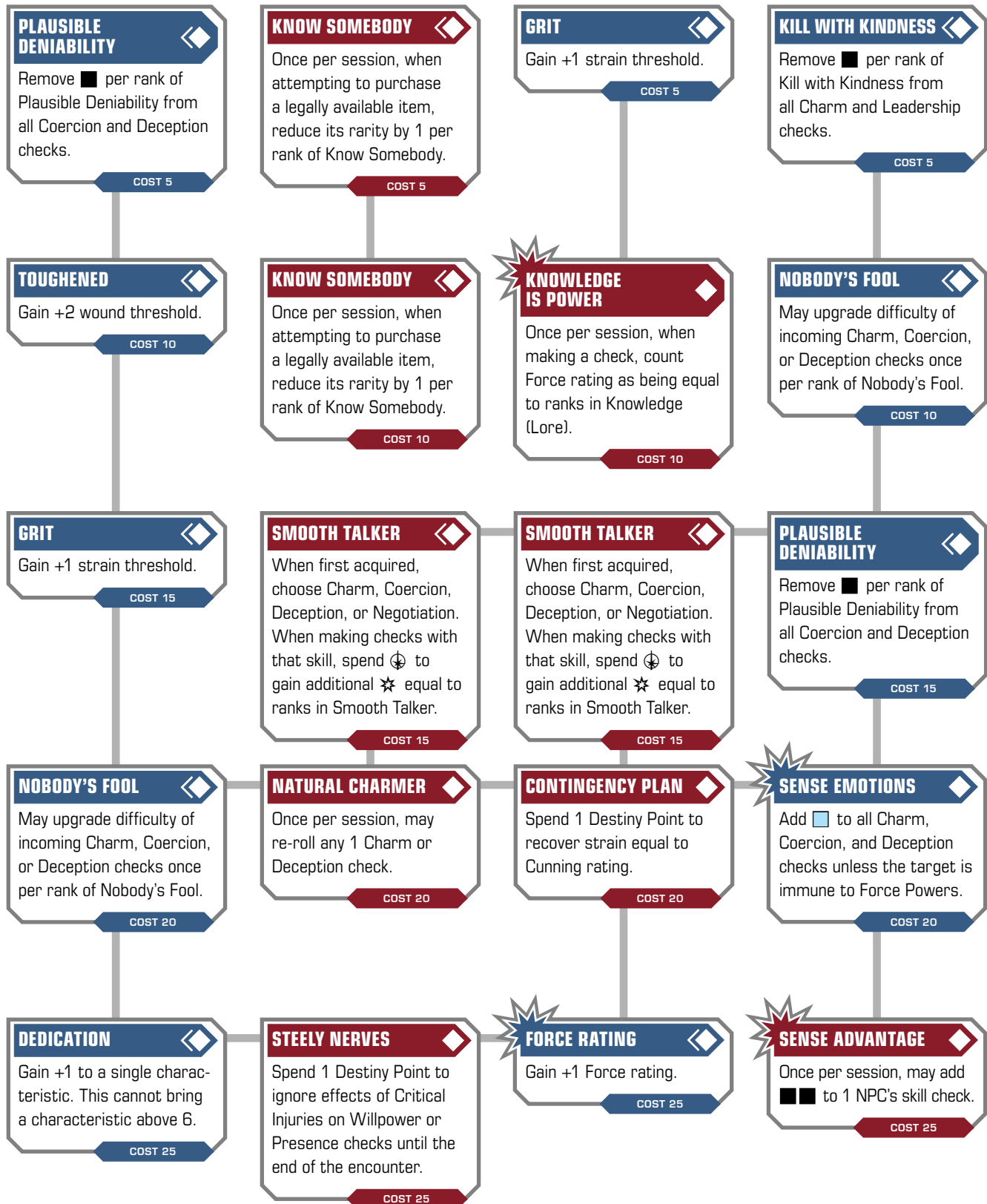


MYSTIC ADVISOR

Spec Bonus Career Skills: **Charm, Deception, Negotiation, Streetwise**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 


Find more handouts at BeggingForXP.com 

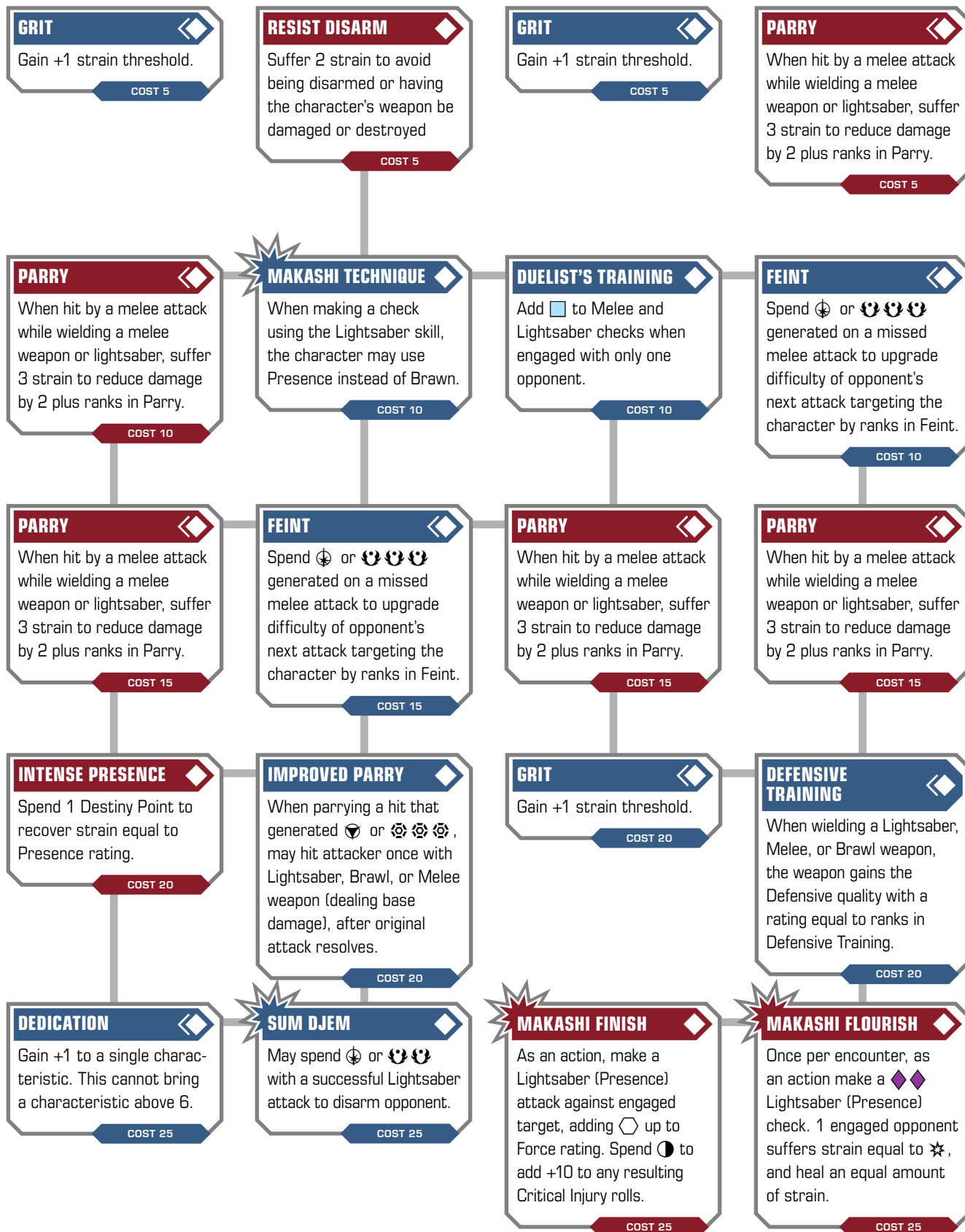


MYSTIC MAKASHI DUELIST

Spec Bonus Career Skills: **Charm, Cool, Coordination, Lightsaber**

ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 

Find more handouts at BeggingForXP.com 



MYSTIC SEER


ACTIVE 

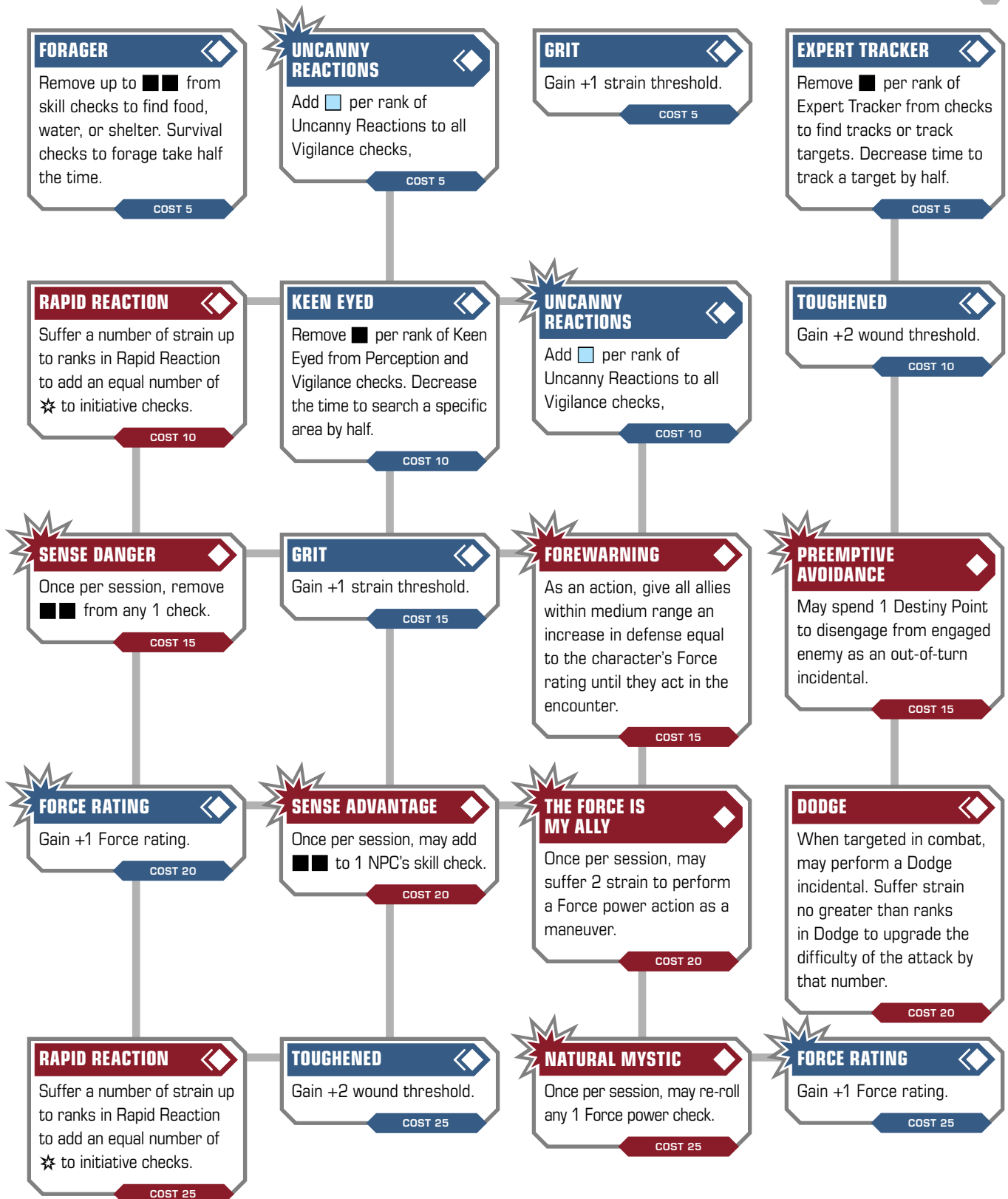
PASSIVE 

RANKED 

FORCE TALENT 

Spec Bonus Career Skills: **Discipline, Knowledge (Lore), Survival, Vigilance**

Find more handouts at BeggingForXP.com 



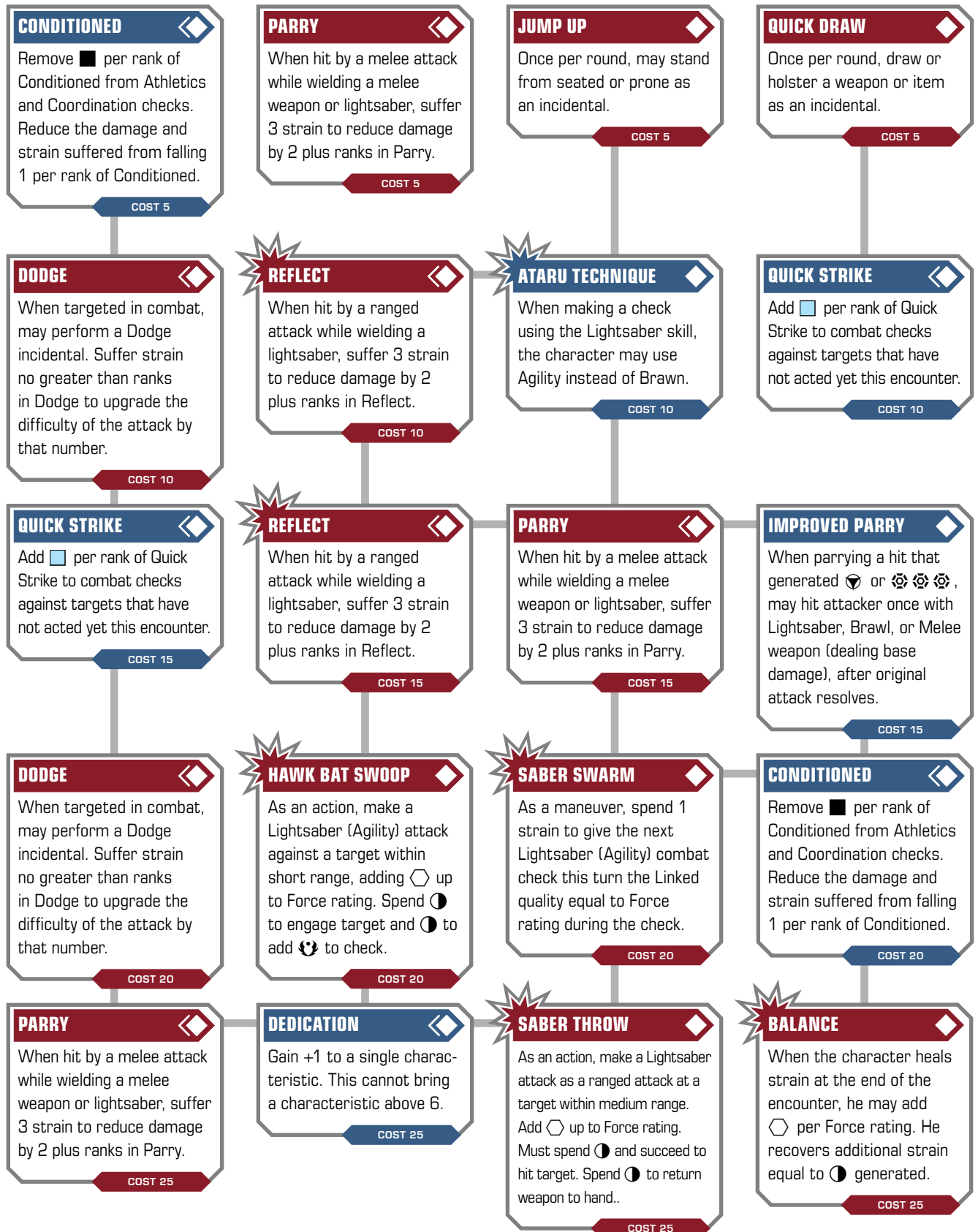
SEEKER

ATARU STRIKER

Spec Bonus Career Skills: **Athletics, Coordination, Lightsaber, Perception**

ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 

Find more handouts at BeggingForXP.com 



SEEKER HUNTER


Spec Bonus Career Skills: **Coordination, Ranged (Heavy), Stealth, Vigilance**

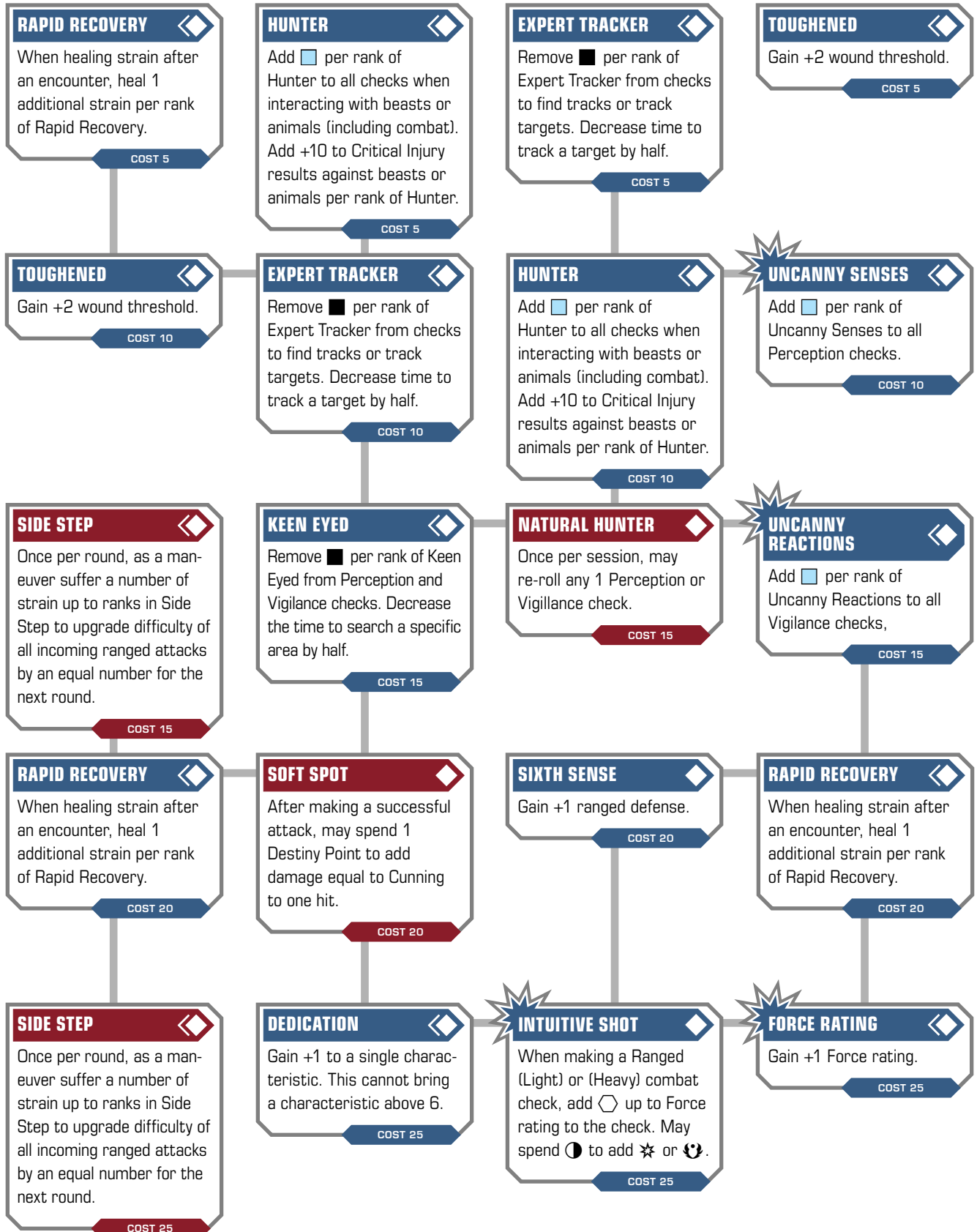
ACTIVE 

PASSIVE 

RANKED 

FORCE TALENT 


Find more handouts at BeggingForXP.com 

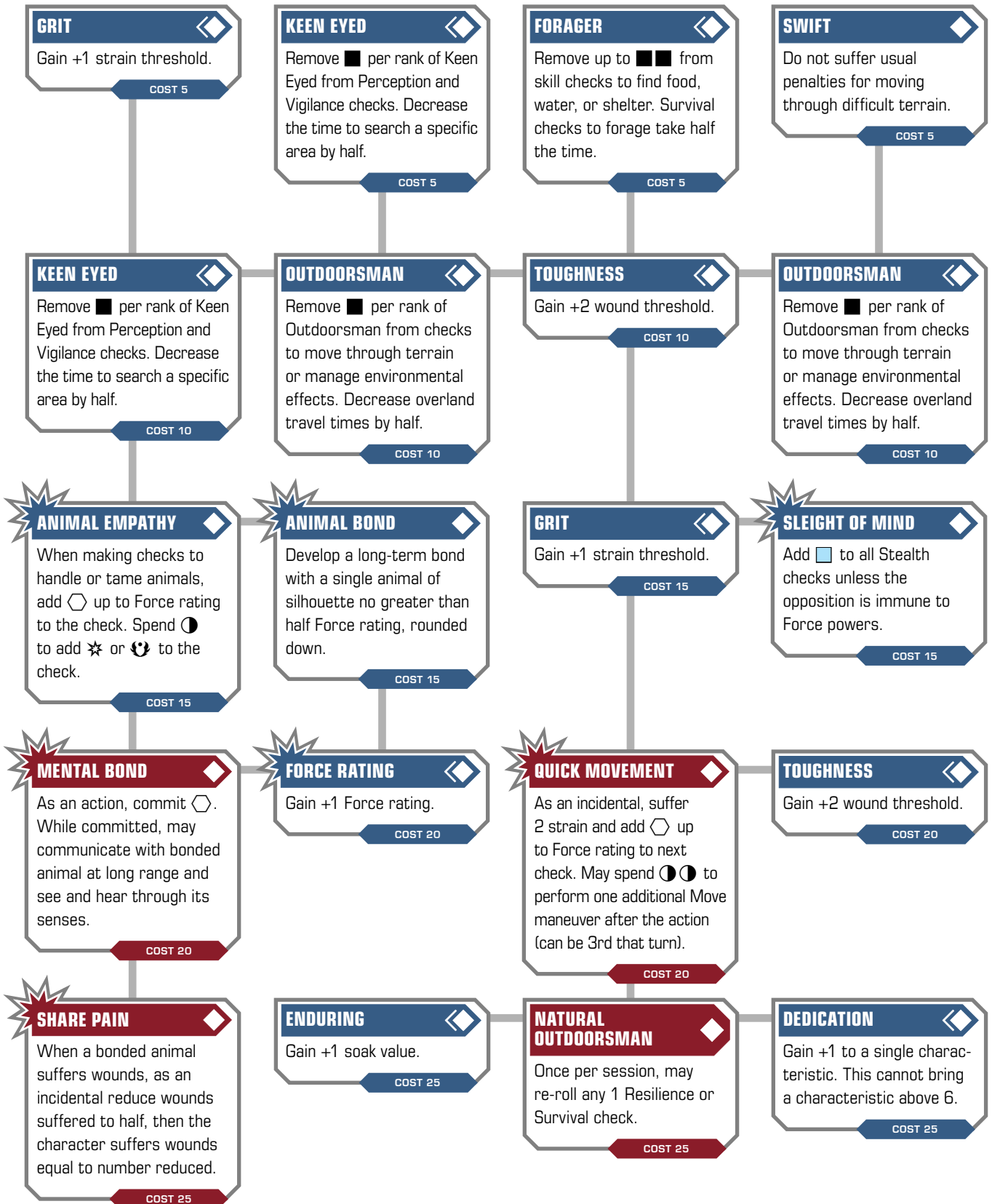


SEEKER PATHFINDER

Spec Bonus Career Skills: **Medicine, Ranged (Light), Resilience, Survival**

ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 


Find more handouts at BeggingForXP.com 

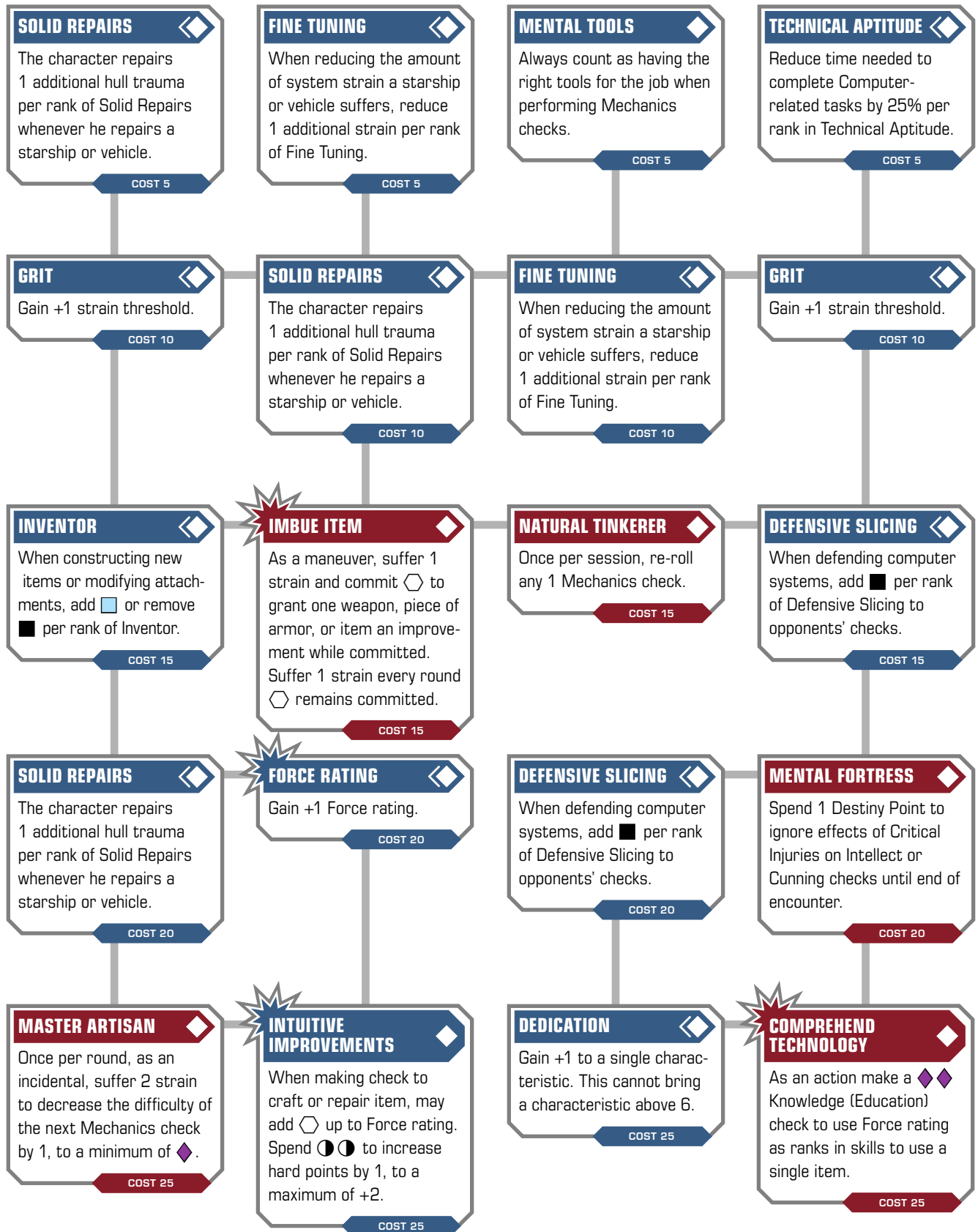


SENTINEL ARTISAN

Spec Bonus Career Skills: **Astrogation, Computers, Knowledge (Education), Mechanics**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 



SENTINEL SHADOW


ACTIVE 

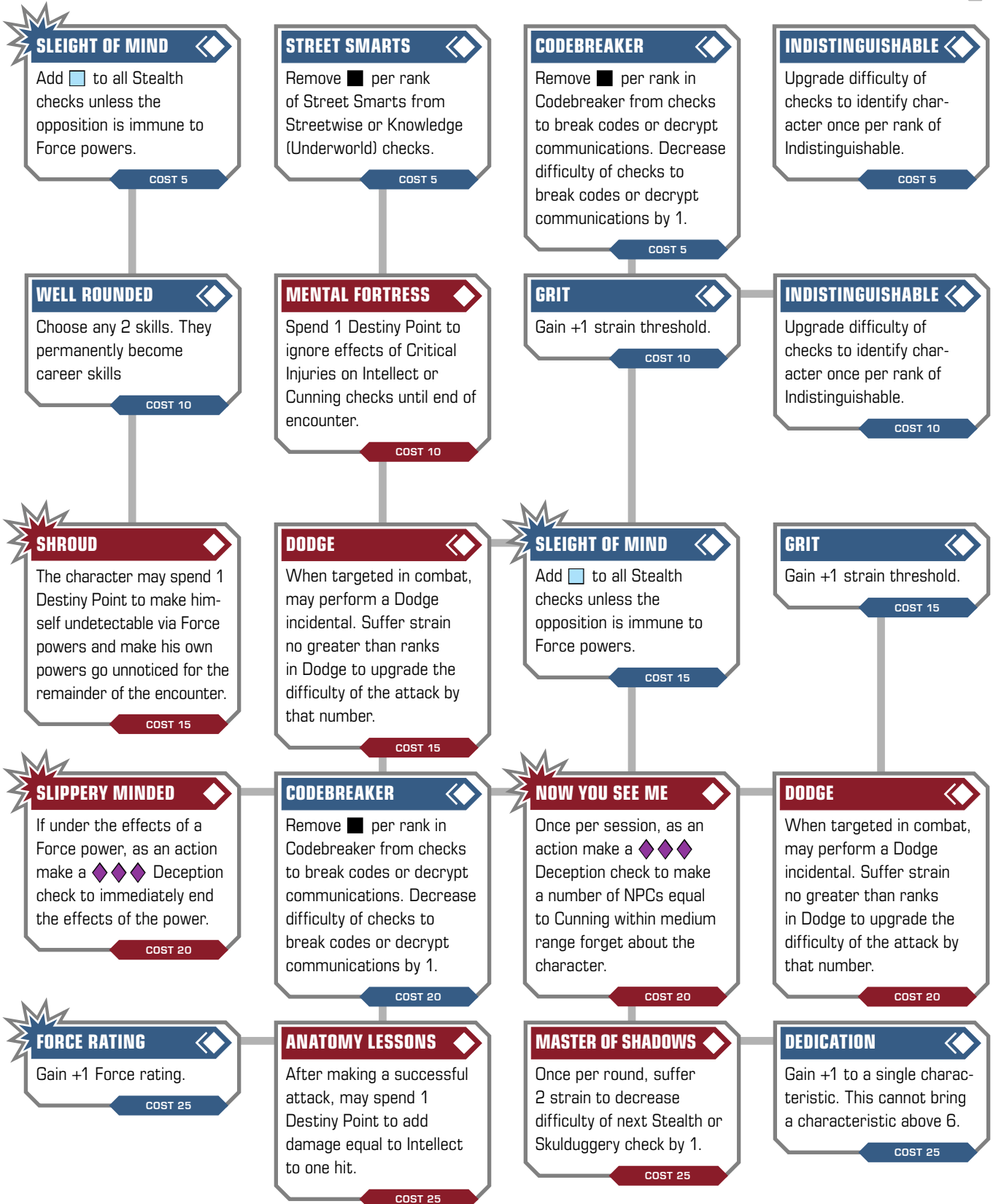
PASSIVE 

RANKED 

FORCE TALENT 

Spec Bonus Career Skills: **Knowledge (Underworld), Skulduggery, Stealth, Streetwise**


Find more handouts at BeggingForXP.com 




SENTINEL SHIEN EXPERT

Spec Bonus Career Skills: **Athletics, Lightsaber, Resilience, Skulduggery**


- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 


Find more handouts at BeggingForXP.com 

SIDE STEP 


Once per round, as a maneuver suffer a number of strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.


COST 5

CONDITIONED 



Remove  per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling 1 per rank of Conditioned.

COST 5

STREET SMARTS 


Remove  per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

COST 5

REFLECT  



When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 5

TOUGHENED 


Gain +2 wound threshold.

COST 10

PARRY  



When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

SHIEN TECHNIQUE 



When making a check using the Lightsaber skill, the character may use Cunning instead of Brawn.

COST 10

REFLECT  


When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.



COST 10

PARRY  


When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

COUNTERSTRIKE 


When an attack misses the character and generates  or , may upgrade next Lightsaber(Cunning) attack against the attacker during the encounter once.



COST 15

GRIT 



Gain +1 strain threshold.

COST 15

IMPROVED REFLECT 


When reflecting a hit that generated  or , may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

COST 15

DJEM SO DEFLECTION  



After using Reflect, may spend 1 Destiny Point to perform the Move maneuver as an out-of-turn incidental to close the distance with or engage opponent.




COST 20

DEFENSIVE STANCE 



Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.

COST 20

SABER THROW  



As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add  up to Force rating. Must spend  and succeed to hit target. Spend  to return weapon to hand.

COST 20

REFLECT  


When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

FALLING AVALANCE  



Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.




COST 25

DEDICATION 


Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

DISRUPTIVE STRIKE  

As an action, make a Lightsaber (Cunning) attack. Add  up to Force rating. Spend  to add  to the next combat check the target makes.

COST 25






SUPREME REFLECT 


If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

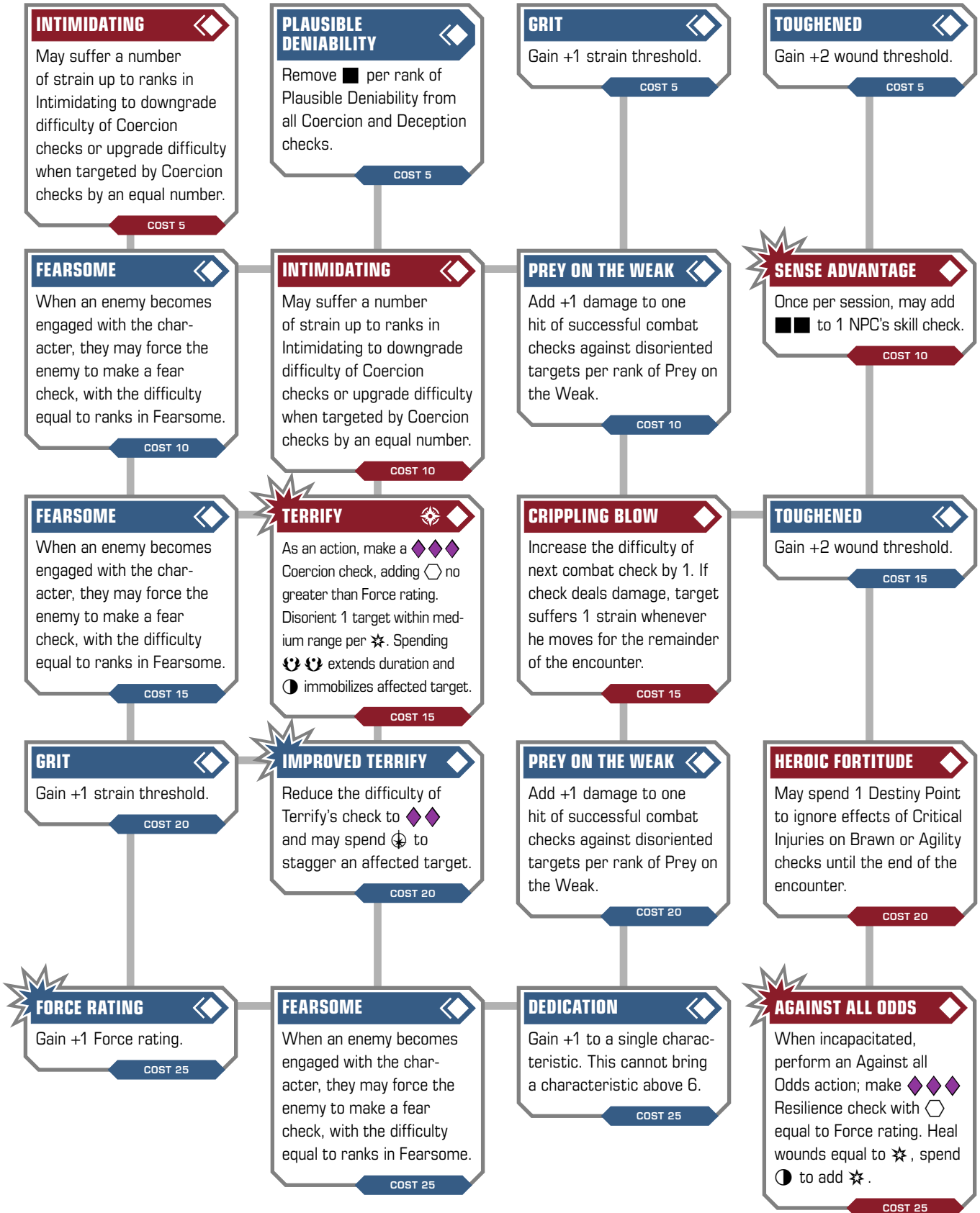
COST 25

WARRIOR AGGRESSOR

Spec Bonus Career Skills: **Coercion, Knowledge (Underworld), Ranged (Light), Streetwise**

CONFLICT COST  ACTIVE 
 PASSIVE 
 RANKED 
 FORCE TALENT 


Find more handouts at BeggingForXP.com 

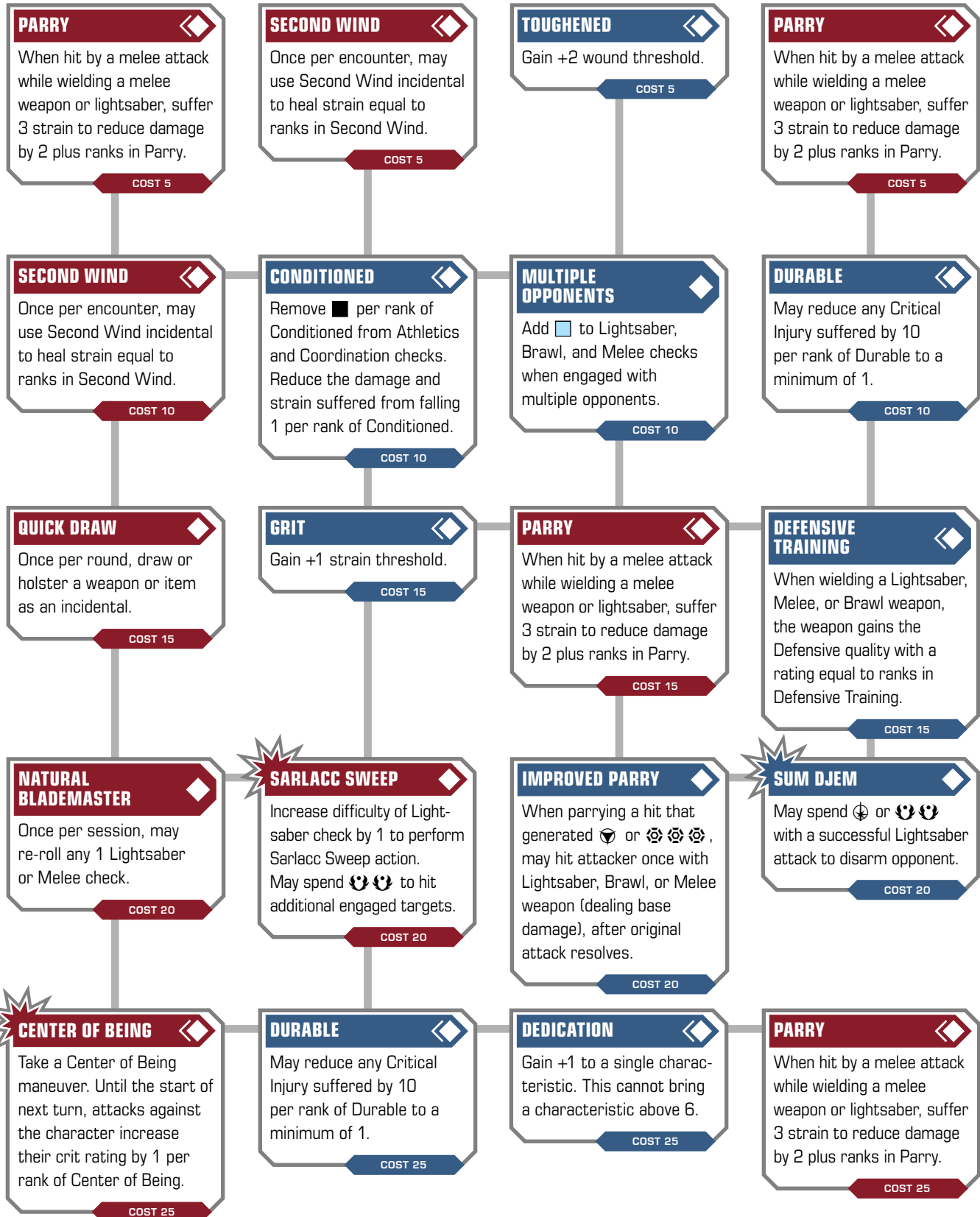


WARRIOR SHI-CHO KNIGHT

Spec Bonus Career Skills: **Athletics, Coordination, Lightsaber, Melee**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at BeggingForXP.com 

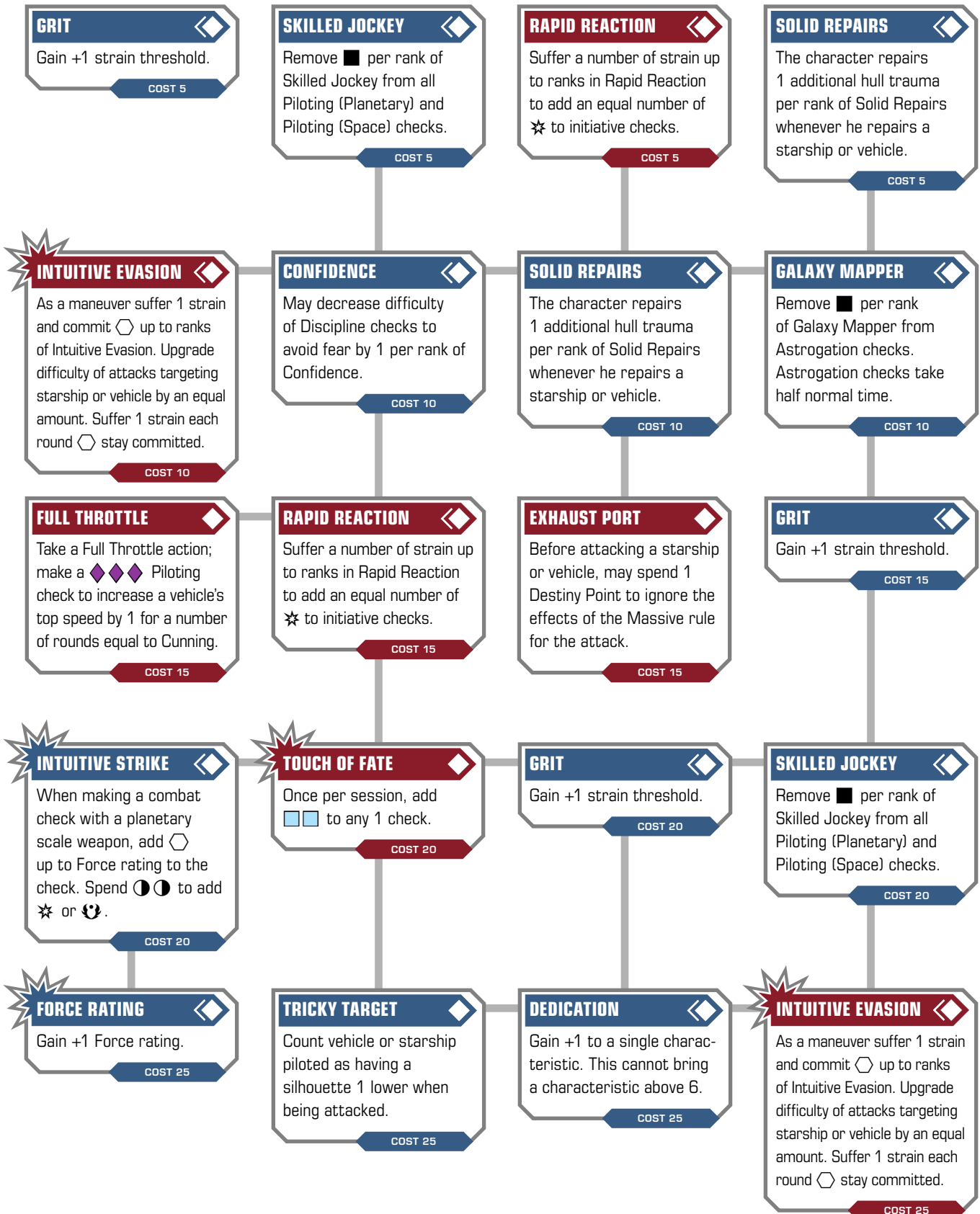


WARRIOR STARFIGHTER ACE

Spec Bonus Career Skills: **Astrogation, Gunnery, Mechanics, Piloting (Space)**

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 
- XP 

Find more handouts at BeggingForXP.com



FORCE POWER

BATTLE MEDITATION

RANKED

Prerequisites: **Force Rating 2+**

Find more handouts at BeggingForXP.com



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 this 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. The user may not activate this multiple times.

COST 15

MAGNITUDE

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

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades 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. The user may activate this multiple times.

COST 10

MAGNITUDE

Spend 1 to affect a number of additional targets equal to Presence per rank of Magnitude upgrades 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 3 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 upgrades 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 under the effects of the power, each affected target counts as having the same number ranks in the chosen skill as the target with the most ranks in the skill.

If the user used any ● to generate 1, each affected character must make a ♦ Discipline check if he wishes to resist obeying orders given by the user as part of this power.

COST 25

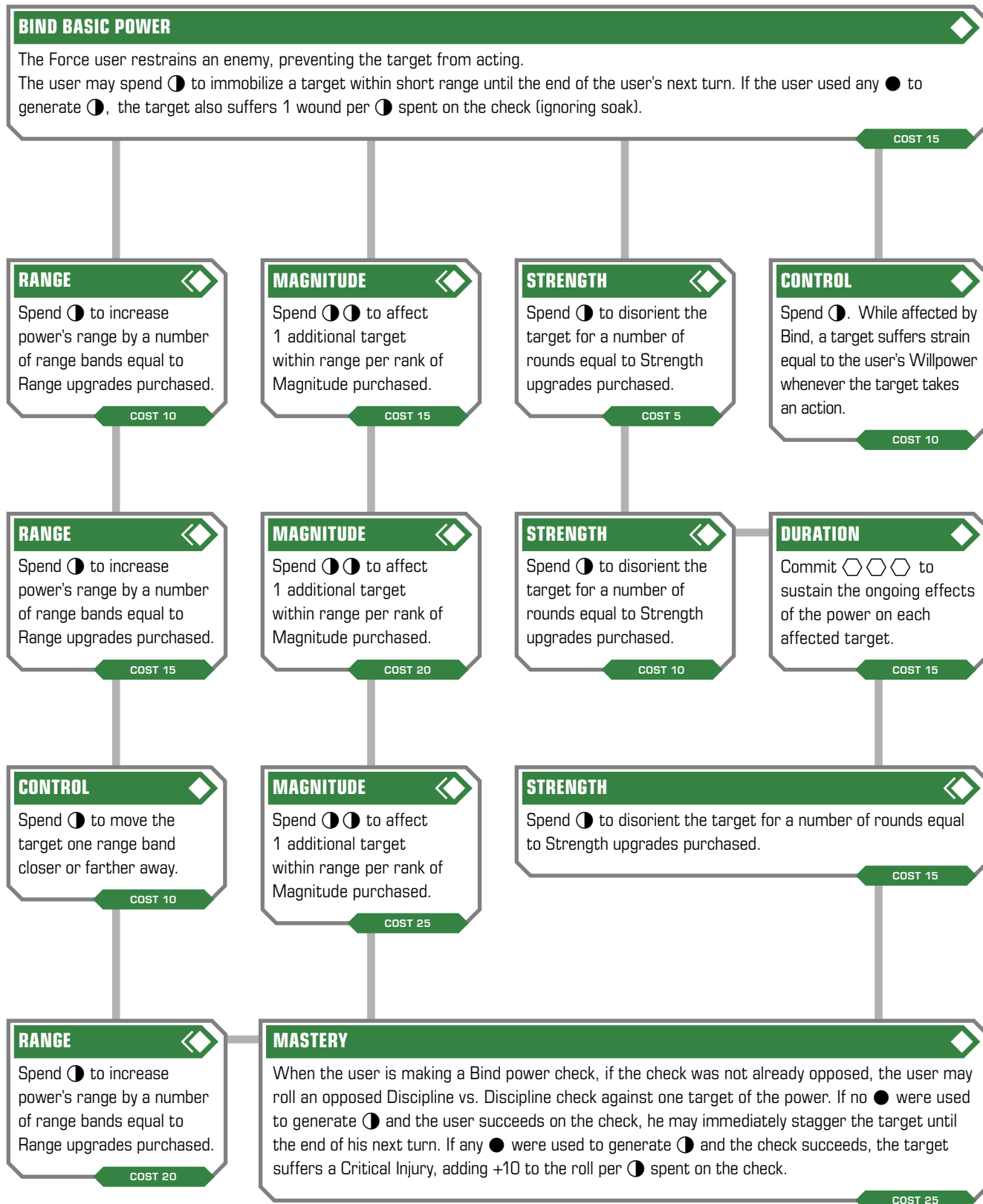
FORCE POWER

BIND

RANKED

Prerequisites: **Force Rating 2+**

Find more handouts at BeggingForXP.com



FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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 1 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 an Enhance power check. The user may spend 1 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 horizontally.

COST 10

CONTROL

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

COST 5

CONTROL

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

COST 10

RANGE

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

COST 10

CONTROL

Ongoing effect: Commit (hexagon). 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

FORCE POWER FORESEE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com XP

FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend 1 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 1 to gain ☆ per point on the check.

COST 10

STRENGTH

Spend 1 to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades 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

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

COST 10

DURATION

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

RANGE

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

COST 5

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 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 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend 1 to increase days into the future the user may see equal to Duration upgrades purchased.

COST 5

FORCE POWER

HEAL/HARM

RANKED

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com XP

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 wounds equal to Intellect from an engaged living creature (including the user). The user may not activate this multiple times.

Harm: Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged target. The user gains 1 Conflict. The user may not activate this multiple times.

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

Heal: If no ● generated, target heals strain equal to wounds healed.
Harm: If any ● generated, 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 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.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

CONTROL

Heal: Spend 1 to remove 1 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 ♦♦♦ Medicine check. If check succeeds, one target who heals wounds also heals 1 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 1 Critical Injury (adding +10 to the roll per ☹☹).

COST 20

MASTERY

Heal: Once per session, spend 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, 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.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

FORCE POWER INFLUENCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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 spends ● 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 number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

DURATION

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

COST 5

DURATION

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

COST 5

FORCE POWER

MISDIRECT

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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 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 1 per 2 to all combat checks targeting the 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

FORCE POWER MOVE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

MOVE BASIC POWER

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

The user may spend 1 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 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 to increase silhouette able to be targeted equal to Strength upgrades purchased.

COST 10

RANGE

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

COST 5

RANGE

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

COST 5

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 5

STRENGTH

Spend 1 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 ranged combat check combined with a Move Power check, dealing damage equal to 10 times silhouette.

COST 10

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

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

COST 15

MAGNITUDE

Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

COST 10

STRENGTH

Spend 1 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

FORCE POWER

PROTECT/UNLEASH






RANKED 





Prerequisites: **Force Rating 3+**

Find more handouts at BeggingForXP.com 

PROTECT/UNLEASH BASIC POWER



The Force user guides the flow of energy, protecting himself and others or unleashing blasts of power upon his foes.

Protect: The user makes a Protect power check and rolls a   Discipline check as part of the pool. Spend   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 a   Discipline check. If check succeeds and spends  , 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   to increase power's range by a number of range bands equal to Range upgrades purchased.


COST 5

STRENGTH

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




COST 5

STRENGTH

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



COST 10

CONTROL

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


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 affect 1 additional target within range per rank of Magnitude upgrades.



COST 10

RANGE

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


COST 10

CONTROL

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


COST 15

MAGNITUDE

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


COST 20

STRENGTH

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




COST 15

STRENGTH

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

COST 20

DURATION

Protect: If no  generated , the power reduces damage of all attacks hitting the target before the start of user's next turn.
Unleash: Spend  to give the attack Burn 2.




COST 20

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

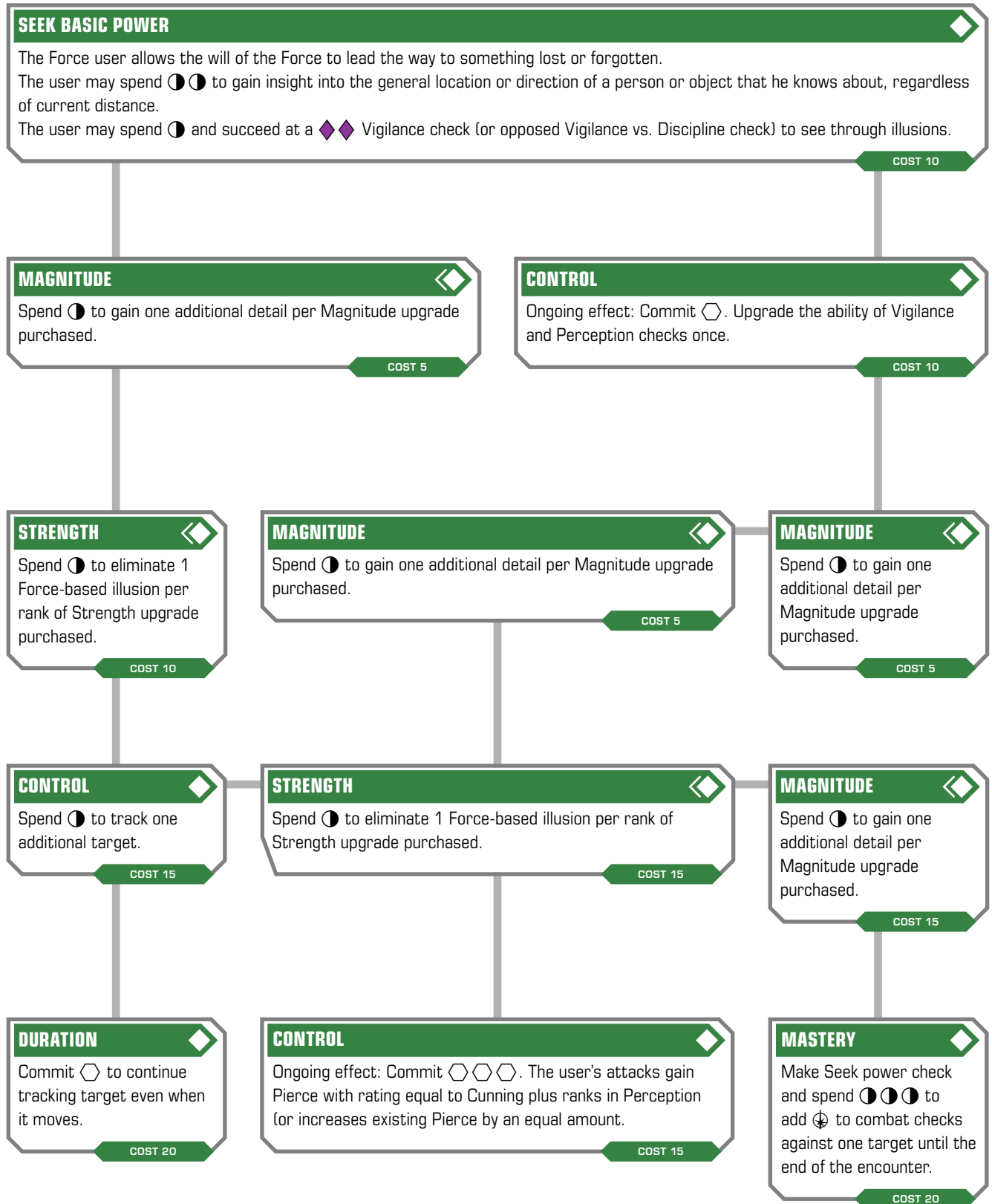
COST 25

FORCE POWER SEEK

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 




FORCE POWER

SENSE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

SENSE BASIC POWER


The Force User can sense the Force interacting with the world around him.

The user may spend 1 to sense all living things within short range (including sentient and non-sentient beings).

The user may spend 1 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

Effect: Spend 1. The Force user senses the current thoughts of one living target with whom he is engaged.

COST 10

DURATION

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

COST 10

RANGE

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

COST 5

MAGNITUDE

Spend 1 to increase number of targets affected by power equal to Magnitude upgrades purchased.

COST 5

STRENGTH

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

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

COST 10

CONTROL

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

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

COST 10

FORCE POWER SUPPRESS

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at BeggingForXP.com 

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