

# AFFECT MIND



## At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a **Wisdom saving throw**. On a failed save, you have advantage on all Charisma checks directed at that target. On a successful save, the creature realizes that you tried to use the Force to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it. This power has no effect on droids or constructs.

# AFFLICTION



## 2nd-level dark side power

*Prerequisite: Slow*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. That creature must make a **Constitution saving throw**. On a failed save, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted. The creature makes another **Wisdom saving throw** at the end of its turn. On a successful save, the effect ends.

# ANIMATE WEAPON



**2nd-level universal power**

*Prerequisite: Force Disarm*

Casting Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You select a melee weapon you wield, or one melee weapon within range that is not worn or carried by a conscious creature, and use the Force to cause it to levitate, acting as an extension of your will for the duration or until you cast this power again. When you use this power, you can cause the weapon to move up to 20 feet and make a melee force attack against a creature within 5 feet of it. On a hit, the target takes 1d8 + your forcecasting ability modifier damage. The type is of the normal damage dealt by the weapon. While the weapon is animated, on each of your turns you can use a bonus action to move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. At any time, you can end this force power to return the animated weapon to your hand. An enemy can attempt to gain control of the weapon by making a Strength (Athletics) check against your force save DC. On a success, the creature gains control of the weapon and the power ends.

**Force Potency.** When you cast this power using a force slot of 3rd level or higher, the weapon's damage increases by 1d8 for every two slot levels above 2nd.

# AURA OF PURITY



**4th-level light side power**  
*Prerequisite: Restoration*

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 10 minutes

Purifying energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you.

Each non-hostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

# AURA OF VIGOR



**3rd-level light side power**  
*Prerequisite: Valor*

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

Invigorating energy radiates from you in a 30-foot radius.

Until the power ends, the aura moves with you, centered on you.

Each non-hostile creature in the aura (including you) deals an extra 1d4 damage with weapon attacks.

# BATTLE MEDITATION



2nd-level universal power

Casting Time: 1 action

Range: Self (5-foot radius)

Duration: Concentration, up to 1 minute

You exude an aura out to 5 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat effectiveness by eroding their will to fight. Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw. Whenever a hostile creature starts enters your meditation or starts its turn there, it must make a **Charisma saving throw**. On a failed save, it must roll a d4 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

# BATTLE PRECOGNITION



1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 8 hours

Your attunement to the Force warns you when you are about to enter danger.

Until the power ends, your base AC becomes 13 + your Dexterity modifier.

This power has no effect if you are wearing armor.

# BEACON OF HOPE



**3rd-level light side power**  
*Prerequisite: Heroism*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

This power bestows hope and vitality. Choose any number of creatures within range.

For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.



# BEAST TRICK



1st-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours

This power lets you distract a beast. Choose a beast that you can see within range. If the beast's **Intelligence is 4 or higher**, the power fails. Otherwise, the beast must succeed on a **Wisdom saving throw** or be charmed by you for the power's duration. If you or one of your companions harms the target, the power ends.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

# BESTOW CURSE



## 3rd-level dark side power

*Prerequisite: Curse*

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a **Wisdom saving throw** or become cursed for the duration of the power. When you cast this power, choose the nature of the curse from the following options:

- **Choose one ability score.** While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and powers deal an extra 1d8 necrotic damage to the target.

A remove curse power ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

# BREATH CONTROL



**1st-level universal power**

Casting Time: 1 action

Range: Self

Duration: 10 minutes

You are able to slow your metabolism in such a way that you can stop breathing and resist the effect of toxins in your body.

If you are poisoned, you neutralize the poison.

If more than one poison afflicts you, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, you have advantage on saving throws against being poisoned, resistance to poison damage, and you no longer need to breathe.

# BURST



## At-will universal power

Casting Time: 1 action

Range: Self (5-foot sphere)

Duration: Instantaneous

You cause the earth to burst from beneath your feet.

Each creature within range, other than you, must succeed on a **Dexterity saving throw** or take 1d6 kinetic damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

# BURST OF SPEED



## 1st-level universal power

*Prerequisite:*

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the power ends.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

# CALM EMOTIONS



## 2nd-level light side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a **Charisma saving throw**. A creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

- You can suppress any effect causing a target to be charmed or frightened. When this power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- You can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a power or if it witnesses any of its friends being harmed.

When the power ends, the creature becomes hostile again, unless the DM rules otherwise.

# CHOKE



## 3rd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You make a constricting gesture at a creature within range. The target must make a **Constitution saving throw**. On a failed save target takes 5d8 force damage and is restrained until the end of your next turn. On a successful save, the target takes half as much damage and is not restrained. You can use a bonus action while the target is restrained to move the target up to 5 feet in any direction.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

# CLOUD MIND



## 1st-level light side power

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

Roll 5d8; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose are affected in order of their current hit points. Starting with the creature that has the lowest current hit points, each creature affected by this power falls unconscious. If the power ends, the sleeper takes damage, or someone uses an action wake the sleeper, they will be awoken. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can roll an additional 2d8 for each slot level above 1st.



# COERCE MIND



**2nd-level universal power**  
*Prerequisite: Affect Mind*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the power. The target must make a **Wisdom saving throw**. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a soldier give her speeder to the first vagrant she meets. If the condition isn't met before the power expires, the activity isn't performed. If you or any of your companions damage the target, the power ends.

This power has no effect on droids or constructs.

# CONVULSION



## 3rd-level universal power

*Prerequisite: Tremor*

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a **Dexterity saving throw**. A creature takes 3d12 kinetic damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

# CRUSH



## 6th-level dark side power

*Prerequisite: Choke*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You make a crushing gesture at a creature within range. The target must make a **Constitution saving throw**. On a failed save target takes 10d8 force damage and is paralyzed until the end of your next turn. On a successful save, the target takes half as much damage and is not paralyzed. You can use a bonus action while the target is paralyzed to move the target up to 10 feet in any direction.

**Force Potency.** When you cast this power using a force slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

# CURSE



## 1st-level dark side power

*Prerequisite: Denounce*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make **Charisma saving throws**. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

# DANGER SENSE



## 2nd-level universal power

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

You put your faith in the Force, feeling out the future and seeing whether your actions will lead to fortune or ruin. The DM chooses from the following possible omens:

- **Peace**, for results which are not dangerous
- **Danger**, for results which are dangerous but perhaps still worth the danger
- **Ruin**, for results which are certain to end in death or tragedy

The power doesn't take into account any possible circumstances that might change the outcome, such as the use of additional powers or the loss or gain of a companion. If you use this power two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a neutral result regardless of the actual outcome.

# DARK SHEAR



## 2nd-level dark side power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You create a weapon of imperceptible Force energy that lasts until the power ends. It counts as a simple lightweapon with which you are proficient. It deals 2d6 psychic damage, and has the finesse, light, and thrown properties (range 20/60). When you attack while within dim light or darkness, you have advantage. If you drop the weapon or throw it, it disappears at the end of the turn. While the power lasts, you can use a bonus action to make the weapon reappear in your hand.

**Force Potency.** When you cast this power using a 3rd or 4th level force slot, the damage increases by 1d6 (3d6). At 5th or 6th level, the damage increases by 2d6 (4d6). At 7th level or higher, the damage increases by 3d6 (5d6).

# DARK SIDE TENDRILS



1st-level dark side power

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a **Strength saving throw**. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**Force Potency.** When you cast this power using a power slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

# DARKNESS



## 2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

Darkness spreads from a point you choose within range to fill a 15-foot-radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and unenhanced light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness comes from the object and moves with it. Completely covering the source of the darkness with an opaque object blocks the darkness.

If this power's area overlaps with light created by a 2nd-level power or lower, this power and the light are dispelled.



# DENOUNCE



At-will dark side power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A target of your choice within range must make a **Charisma saving throw**. On a failed save, when the target makes their next attack roll or saving throw they must roll a d4 and subtract the number from it. The power then ends.

# DEATH FIELD



## 8th-level dark side power

*Prerequisite: Siphon Life*

Casting Time: 1 action

Range: 90 feet (30-foot cube)

Duration: Instantaneous

You draw the life force from every creature in a 30-foot cube centered on a point you choose within range.

Each creature in that area must make a **Constitution saving throw**. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

# DESTROY DROID



**7th-level light side power**

*Prerequisite: Disable Droid*

Casting Time: 1 action

Range: 120 feet (30-foot cube)

Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each droid must succeed on a **Constitution saving throw** or be paralyzed for the duration.

At the beginning of each of its turns, the droid takes energy damage equal to twice your forcecasting ability modifier and then repeats this saving throw. On a success, the power ends on the target.

## DISABLE DROID



### 4th-level light side power

*Prerequisite: Stun Droid*

Casting Time: 1 action

Range: 90 feet (15-foot cube)

Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each droid must succeed on a **Constitution saving throw** or be paralyzed for the duration.

At the beginning of each of its turns, the droid takes energy damage equal to your forcecasting ability modifier and then repeats this saving throw. On a success, the power ends on the target.

# DISPERSE FORCE



**1st-level universal power**

*Prerequisite: Saber Ward*

Casting Time: 1 reaction\*

Range: Self

Duration: 1 round

**\*which you take when you take cold, energy, fire, ion, lightning, or sonic damage**

This power absorbs damage from incoming energy attacks, lessening its effect on you and distributing it throughout your body. You have resistance to the triggering damage type until the start of your next turn. Also, you gain 5 temporary hit points to potentially absorb the attack. These temporary hit points last until the start of your next turn.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the temporary hit points increases by 5 for each slot level above 1st.

# DOMINATE BEAST



## 4th-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A beast you can see must succeed on a **Wisdom save** or be charmed. If you or your companions are fighting it, it has advantage on this saving throw. While it's charmed, you have a telepathic link to it if you're on the same planet. You can use this link to issue commands while you are conscious, no action required, which it does its best to obey. You can specify a simple and general course of action. If it completes the order and doesn't receive further orders, it focuses on defending itself. You can use your action to take total control of the target. Until the end of your next turn, the beast takes only the actions you decide and nothing you don't allow it to. You can also have the beast use a reaction, but this takes your reaction as well. If the beast takes damage, it makes another **Wisdom save**. On a success, the power ends.

**Force Potency.** When you cast this power using a 5th-level force slot, the duration is up to 10 minutes. At a 6th-level slot, the duration is up to 1 hour. At a slot of 7th or higher, the duration is up to 8 hours.

# DOMINATE MIND



## 5th-level dark side power

*Prerequisite: Dominate Beast*

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a **Wisdom saving throw** or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as you are within 1 mile of it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new **Wisdom saving throw** against the power. If the saving throw succeeds, the power ends. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a 6th-level force slot, the duration is 10 minutes. When you use a 7th-level force slot, the duration is 1 hour. When you use a force slot of 8th level or higher, the duration is 8 hours.

# DOMINATE MONSTER



## 8th-level dark side power

*Prerequisite: Dominate Mind*

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a **Wisdom saving throw** or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as you are within 1 mile of it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new **Wisdom saving throw** against the power. If the saving throw succeeds, the power ends.

**Force Potency.** When you cast this power with a 9th level force slot, the duration is concentration, up to 8 hours.



# DRAIN LIFE



## 4th-level dark side power

*Prerequisite: Drain Vitality*

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Casting Time: 1 action

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Range: 60 feet

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Duration: Instantaneous

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You draw the life force from a creature you can see within range. The target must make a **Constitution saving throw**. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

# DRAIN VITALITY



## 2nd-level dark side power

*Prerequisite: Sap Vitality*

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You draw the willpower from a creature you can see within range. Make a ranged force attack against the target. On a hit, the target takes 2d6 necrotic damage and it deals only half damage with weapon attacks that use Strength until the power ends. At the end of each of the target's turns, it can make a **Constitution saving throw** against the power. On a success, the power ends.

**Force Potency.** When you cast this power using a force slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

# EARTHQUAKE (1 of 2)



**8th-level universal power**  
*Prerequisite: Eruption*

Casting Time: 1 action

Range: 500 feet (100-foot radius)

Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a **Constitution saving throw**. On a failed save, the creature's concentration is broken. When you cast this power and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a **Dexterity saving throw**. On a failed save, the creature is knocked prone. This power can have additional effects depending on the terrain in the area, as determined by the DM.

**Fissures.** Fissures open throughout the power's area at the start of your next turn after you cast the power. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the power's area to the opposite side.

# EARTHQUAKE (2 of 2)



**8th-level universal power**  
*Prerequisite: Eruption*

Casting Time: 1 action

Range: 500 feet (100-foot radius)

Duration: Concentration, up to 1 minute

A creature standing on a spot where a fissure opens must succeed on a **Dexterity saving throw** or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

**Structures.** The tremor deals 50 kinetic damage to any structure in contact with the ground in the area when you cast the power and at the start of each of your turns until the power ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a **Dexterity saving throw**. On a failed save, the creature takes 5d6 kinetic damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

# ENFEEBLE



## At-will dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Dark energy courses from your hand at a creature within range. The target must succeed on a **Wisdom saving throw**.

If it's is missing any hit points, it takes 1d12 necrotic damage. Otherwise, it takes 1d8.

The power's damage increases by one die when you reach 5th, 11th, and 17th level.

# ERUPTION



**6th-level universal power**  
*Prerequisite: Convulsion*

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand. If a pillar is created under a creature, that creature must succeed on a **Dexterity saving throw** or be lifted by the pillar. A creature can choose to fail the save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 kinetic damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the power's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it. **Force Potency.** When you cast this power using a force slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

# FEAR



## 1st-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range.

The target must succeed on a **Wisdom saving throw** or become frightened for the duration.

A target with 25 hit points or fewer makes the saving throw with disadvantage.

This power has no effect on constructs or droids.

# FEEDBACK



## At-will dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You unleash a burst of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on an **Intelligence saving throw** or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



# FORCE BARRIER



## 2nd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours

This power bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**Force Potency.** When you cast this power using a force slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

# FORCE BLIND/DEAFEN



## 2nd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a **Constitution saving throw**. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a **Constitution saving throw**. On a success, the power ends.

**Force Potency.** When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

# FORCE BODY



## 1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 1 hour

This power enables you to use your health to fuel your force powers. For the duration, when you cast a force power, half the cost is paid by your force points (rounded up) and half the cost is paid by your hit points (rounded down).

Additionally, your maximum hit points are decreased by this amount while the power is active. You may end this effect at any time. If you cast a force power that would reduce your hit points to 0, the power automatically fails and this effect ends.

# FORCE BREACH



## 5th-level universal power

Casting Time: 1 action

Range: 120 feet (20-foot cube)

Duration: Instantaneous

Choose a spot within range. All force powers of 5th level or lower in the area end. For each force power of 6th level or higher in the area, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a successful check, the force power ends.

**Force Potency.** When you cast this power using a force slot of 6th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

# FORCE CAMOUFLAGE



2nd-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You become invisible until the power ends. Anything you are wearing or carrying is invisible as long as it is on your person. The power ends if you attack or cast a power.

# FORCE CHAIN LIGHTNING



**6th-level dark side power**

*Prerequisite: Force Lightning*

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a **Dexterity saving throw**. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

**Force Potency.** When you cast this power using a force slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

# FORCE CONFUSION



**2nd-level universal power**

*Prerequisite: Mind Trick*

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a **Wisdom saving throw** or become charmed by you for the duration. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the power ends.

Also, the target can make a **Wisdom saving throw** at the end of each of its turns. On a success, the power ends.

# FORCE DISARM



## At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You select a weapon being worn or carried by a Large or smaller creature within range. The creature must make a **Strength or Dexterity saving throw** (the creature chooses the ability to use). If the item is being worn, this save is made with disadvantage. On a failed save, the creature takes 1d4 force damage and the item is pulled directly to you. If you have a free hand, you catch the weapon. Otherwise, it lands at your feet.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



# FORCE ENLIGHTENMENT



**2nd-level light side power**  
*Prerequisite: Guidance*

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a creature and enhance it with the Force. Choose one of the following effects; the target gains that effect until the power ends.

**Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.

**Strength.** The target has advantage on Strength checks, and his or her carrying capacity doubles.

**Dexterity.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

**Splendor.** The target has advantage on Charisma checks.

**Cunning.** The target has advantage on Intelligence checks.

**Wisdom.** The target has advantage on Wisdom checks.

**Force Potency.** When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

# FORCE IMMUNITY



4th-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence around you and remains for the duration. The barrier moves with you. Any force power of 3rd level or lower cast from outside the barrier can't affect you, even if the power is cast using a higher level force slot. Such a power can target you, but the power has no effect on you. Similarly, the area within the barrier is excluded from the areas affected by such powers.

**Force Potency.** When you cast this power using a force slot of 5th level or higher, the barrier blocks powers of one level higher for each slot level above 4th.

# FORCE JUMP



1st-level universal power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Using the force to augment the strength in your legs, you leap up to 30 feet to an unoccupied space you can see.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, your jump distance increases by 5 feet for each slot level above 1st.

# FORCE LIGHTNING



## 3rd-level dark side power

*Prerequisite: Shock*

Casting Time: 1 action

Range: Self (100-foot line)

Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a **Dexterity saving throw**. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

# FORCE LIGHTNING CONE



## 7th-level dark side power

*Prerequisite: Force Chain Lightning*

Casting Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

Lightning arcs from your hands. Each creature in a 60-foot cone must make a **Dexterity saving throw**. A creature takes 12d6 lightning damage on a failed save, or half as much on a successful one.

**Force Potency.** When you cast this power using a force slot of 8th level or higher, the damage increases by 2d6 for each slot level above 7th.

# FORCE LINK



**8th-level universal power**

Casting Time: 1 action

Range: Unlimited

Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar. Until the power ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with.

The power enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

# FORCE MASK



## 1st-level universal power

*Prerequisite: Mind Trick*

Casting Time: 1 action

Range: Self

Duration: 1 hour

Until the power ends or you use an action to dismiss it, you can disguise yourself through use of the Force in many ways. You can appear to be shorter or taller by about a foot and change the appearance of your body and weight, but you cannot change the basic structure of your body. This effect can include your clothes, weapons, and other belongings on your person. This effect is only visual, so any sort of physical contact will only interact with the real size and shape of you. A creature that uses its action to examine you can identify this effect with a successful Intelligence (Investigation) check against your force save DC. This power has no effect on droids or constructs.

# FORCE MEND



7th-level light side power

Casting time: 1 minute

Range: Touch

Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains  $4d8+15$  hit points. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

If the creature has a severed part you hold to the stump, the power instantaneously causes the limb to knit to the stump. This power has no effect on droids or constructs.



# FORCE PROJECT



## 7th-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends. You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly. You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your force save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

# FORCE PUSH/PULL



## At-will universal power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You gain the minor ability to move or manipulate creatures and objects with the Force. When you cast this power, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below.

**Creature.** You use the Force to push or pull on on a target. Make a ranged force attack against the target. If the attack hits, the creature takes 1d6 force damage, and if the creature is Large or smaller, it must make a **Strength saving throw**. On a failed save, you push or pull the creature up to 10 feet further or closer to you.

This damage increases to 2d6 at level 5, 3d6 at level 11, and 4d6 at level 17.

**Object.** You move an object that isn't being worn or carried and weighs up to 10 lbs up to 30 feet in any direction, but not beyond the range of this power. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

# FORCE REPULSE



3rd-level universal power

Casting Time: 1 action

Range: Self (20-foot radius)

Duration: Instantaneous

You release an omni-directional telekinetic burst. Each creature within 20 feet must make a **Dexterity saving throw**. On a failed save, a creature takes 8d6 force damage and is pushed back 5 feet. On a successful save, a creature takes half damage and isn't pushed. All small objects that are not worn or carried are also pushed 5 feet back.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

# FORCE SCREAM



3rd-level dark side power

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Instantaneous

You emit a scream imbued with the power of the Force. Each creature you choose within 15 feet of you must succeed on a **Constitution saving throw**. On a failed save, a creature take 4d6 psychic damage, 4d6 sonic damage, and is deafened until the end of its next turn.

On a successful save, it takes half as much damage and isn't deafened.

# FORCE SIGHT



## 2nd-level universal power

*Prerequisite: Sense Force*

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You shift your vision to see through use of the Force; colors fade and inanimate objects appear as shades of gray.

You gain the following benefits:

- Living things glow with the power of the Force. Those with an affinity for the light side glow blue, those with an affinity for the dark side glow red, and those with no attunement to either side of the Force glow yellow. How bright they glow is determined by how strong their connection to the Force is.
- You gain blindsight to 30 feet.
- You have advantage on Wisdom (Perception) checks that rely on sight against living targets within 30 feet.

# FORCE STORM



## 9th-level dark side power

*Prerequisite: Force Lightning Cone*

Casting Time: 1 action

Range: 150 feet (60-foot cylinder)

Duration: Concentration, up to 1 minute

A crackling storm of lightning appears in a location you choose within range.

Whenever a creature enters the storm or starts its turn there, it must make a **Dexterity saving throw**. On a failed save, it takes 30d6 lightning damage or half as much as a successful one. The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

# FORCE SUPPRESSION



## 3rd-level universal power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or force effect within range. Any force power of 3rd level or lower on the target ends.

For each force power of 4th level or higher on the target, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a success, the power ends.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

# FORCE TECHNIQUE



## At-will light side power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

You imbue your weapon with the purifying light of the Force. As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in a glowing barrier of force energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 force damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.



# FORCE THROW



## 1st-level universal power

*Prerequisite: Force Push/Pull*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose one or more creatures or objects within 60 feet that weigh up to 15 pounds. The object immediately moves 60 feet in a direction of your choice. If the object ends this movement in the air, it immediately falls to the ground. If the object collides with anything during its travel, both the object and the target take 3d8 kinetic damage. If the target is a creature, it must make a **Dexterity saving throw**. On a failed save, it takes 3d8 kinetic damage, or half as much on a successful one.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the maximum weight increases by 15 pounds and the damage increases by 1d8 for each slot level above 1st.

# FORCE TRANCE



## 3rd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 10 minutes

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the power's duration. The power ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this power again until it finishes a long rest.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

# FREEDOM OF MOVEMENT



4th-level universal power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature. Its movement is unaffected by difficult terrain, and powers and enhanced effects can't reduce its speed or cause it to be paralyzed or restrained. The target can spend 5 feet of movement to automatically escape from unenhanced restraints. Additionally, being underwater imposes no penalties on its movement or attacks.

# GIVE LIFE



## At-will light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice and the creature regains that many hit points. This power has no effect on droids or constructs.

# GRASPING VINE



**4th-level light side power**

*Prerequisite: Plant Surge*

Casting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 1 minute

You make a vine sprout from the ground in an unoccupied space you can see. When you cast this power, you can make the vine whip a creature up to 30 feet from it, if you can see the target. The creature must pass a **Dexterity save** or be pulled 20 feet directly toward the vine. Until the power ends, you can use your bonus action to have the vine lash out again.

# GREATER FEEDBACK



## 5th-level dark side power

*Prerequisite: Improved Feedback*

Casting Time: 1 action

Range: 120 feet (20-foot radius)

Duration: Instantaneous

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot radius sphere centered on that point must make an **Intelligence saving throw**.

A creature with an **Intelligence score of 2** or lower can't be affected by this power. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute.

During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

# GREATER HEAL



## 6th-level light side power

*Prerequisite: Improved Heal*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 7th level or higher, the healing increases by 10 for each slot level above 6th.

# GUIDANCE



## Level Side Power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.



# HALLUCINATION (1 of 2)



## 2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You craft a dangerous illusion in the mind of a creature that you can see within range. The target must make a **Wisdom saving throw**. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This power has no effect on droids or constructs.

The hallucination includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the hallucination with an Intelligence (Investigation) check against your force power save DC. If the check succeeds, the target realizes that the hallucination is an illusion, and the power ends. While a target is affected by the power, the target treats the hallucination as if it were real. The target rationalizes any illogical outcomes from interacting with the hallucination. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge.

# HALLUCINATION (2 of 2)



2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off. An affected target is so convinced of the hallucination's reality that it can even take damage from the illusion. A hallucination created to appear as a creature can attack the target. Similarly, a hallucination created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the hallucination can deal 1d6 psychic damage to the target if it is in the hallucination's area or within 5 feet of the hallucination, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

**Force Potency.** When you cast this power using a force power slot of 3rd level or higher, the range increases by 20 feet, the image dimensions increase by 5 feet, and you can target one additional creature for every two slot levels above 2nd.

# HEAL



## 1st-level light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A creature you touch regains a number of hit points equal to  $1d8 +$  your forecasting ability modifier. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the healing increases by  $1d8$  for each slot level above 1st.

# HEROISM



## 1st-level light side power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the power ends, the creature is immune to being frightened and gains temporary hit points equal to your forcecasting ability modifier at the start of each of its turns. When the power ends, the target loses any remaining temporary hit points from this power.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

# HEX



## 1st-level dark side power

Casting Time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

You curse an opponent within range. Until the power ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the power. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

**Force Potency.** When you cast this power using a force slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a force slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

# HORROR



## 3rd-level dark side power

*Prerequisite: Fear*

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a **Wisdom saving throw** or drop whatever it is holding and become frightened for the duration. This power has no effect on constructs or droids. While frightened by this power, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the power ends for that creature.

# HYSTERIA



## 4th-level dark side power

*Prerequisite: Hallucination*

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target becomes frightened for the duration. At the end of each of the target's turns before the power ends, the target must succeed on a **Wisdom saving throw** or take 4d10 psychic damage. On a successful save, the power ends. This power has no effect on droids or constructs. Force Potency. When you cast this power using a force power slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

# IMPROVED BATTLE MEDITATION



## 5th-level universal power

*Prerequisite: Battle Meditation*

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 1 minute

You exude an aura out to 10 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat effectiveness by eroding their will to fight. Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d6 and add the number rolled to the attack roll or saving throw. Whenever a hostile creature starts enters your meditation or starts its turn there, it must make a **Charisma saving throw**. On a failed save, it must roll a d6 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.



## IMPROVED DARK SIDE TENDRILS



### 3rd-level dark side power

*Prerequisite: Dark Side Tendrils*

Casting time: 1 action

Range: 150 feet (20-foot radius)

Duration: Concentration, up to 1 minute

You summon a 20-foot-radius sphere of inky blackness at a point within range. No light, enhanced or otherwise, can illuminate the area, creatures fully within the area are blinded, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage.

Any creature that ends its turn in the area must succeed on a **Strength saving throw** or take 2d6 poison damage as tendrils of dark energy caress it.

# IMPROVED FEEDBACK



## 1st-level dark side power

*Prerequisite: Feedback*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You unleash a blast of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on an **Intelligence saving throw**. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

# IMPROVED FORCE BARRIER



**5th-level light side power**  
*Prerequisite: Force Barrier*

Casting Time: 10 minutes

Range: 30 feet

Duration: Instantaneous

This power further bolsters your allies with toughness and resolve. Choose up to twelve creatures within range. Each target gains the following benefits:

- The becomes immune to poison and disease. Any currently existing poison or diseases still exist.
- The creature becomes immune to being frightened by powers.
- The creature's hit point maximum and current hit points increase by 2d10 for the duration.

These benefits last for 24 hours or until the end of your next long rest, whichever happens first.

# IMPROVED FORCE CAMOUFLAGE



## 4th-level universal power

*Prerequisite: Force Camouflage*

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A willing creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

# IMPROVED FORCE IMMUNITY



## 6th-level universal power

*Prerequisite: Force Immunity*

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 15-foot radius around you and remains for the duration. The barrier moves with you. Any force power of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the power is cast using a higher level force slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

**Force Potency.** When you cast this power using a force slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

# IMPROVED FORCE SCREAM



**5th-level dark side power**

*Prerequisite: Force Scream*

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Instantaneous

You emit a violent scream imbued with the power of the Force. Each creature you choose within 30 feet of you must succeed on a **Constitution saving throw**. On a failed save, a creature take 5d6 psychic damage, 5d6 sonic damage, is deafened, and is knocked prone. On a successful save, it takes half as much damage and isn't deafened or knocked prone.

# IMPROVED HEAL



**5th-level light side power**  
*Prerequisite: Heal*

Casting Time: 1 action

Range: 60 feet (30-foot radius, 6 creatures)

Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range.

Choose up to six creatures in a 30-foot radius sphere centered on that point. Each target regains hit points equal to  $3d8 +$  your forcecasting ability modifier. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 6th level or higher, the healing increases by  $1d8$  for each slot level above 5th.

# IMPROVED PHASESTRIKE



**5th-level universal power**

*Prerequisite: Phasestrike*

Casting Time: 1 action

Range: 30 feet (five creatures)

Duration: Instantaneous

Choose up to five creatures you can see within range. Make a melee force attack against each one. On hit, a target takes 6d10 force damage. You can then teleport to an unoccupied space you can see within 5 feet of one of the creatures you chose.



# IMPROVED PHASEWALK



**5th-level universal power**  
*Prerequisite: Phasewalk*

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

# IMPROVED RESTORATION



**5th-level light side power**  
*Prerequisite: Restoration*

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed the target.
- One curse, including the target's attunement to a cursed item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

# IMPROVED REVITALIZE



**7th-level light side power**  
*Prerequisite: Revitalize*

Casting Time: 10 minutes

Range: Touch

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 hour. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points. This power also neutralizes any poisons and cures diseases that affected the creature at the time it died.

This power closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

# INSANITY (1 of 2)



## 5th-level dark side power

*Prerequisite: Horror*

Casting Time: 1 action

Range: Self (30-foot sphere)

Duration: Concentration, up to 1 minute

This power assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 30-foot radius sphere centered on you must succeed on a **Wisdom saving throw** when you cast this power or be affected by it.

An affected target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn. This power has no effect on constructs or droids. Roll **1d8 for Behavior** (see card 2)

**Force Potency.** When you cast this power using a power slot of 6th level or higher, the radius of the sphere increases by 5 feet for each force slot level above 5th.

## INSANITY (2 of 2)



### 5th-level dark side power

*Prerequisite: Horror*

Casting Time: 1 action

Range: Self (30-foot sphere)

Duration: Concentration, up to 1 minute

**1:** The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

**2-6:** The creature doesn't move or take actions this turn.

**7-8:** The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

# KILL



## 9th-level dark side power

*Prerequisite: Ruin*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the power has no effect.

# KNIGHT SPEED



## 3rd-level universal power

*Prerequisite: Burst of Speed*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

# LIGHTNING CHARGE



At-will dark side power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

You imbue your weapon with debilitating force lightning. As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the lightning leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes lightning damage equal to your forecasting ability modifier.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 lightning damage to the target, and the lightning damage to the second creature increases to 1d8 + your forecasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.



# LOCATE CREATURE



## 4nd-level universal power

*Prerequisite: Locate Object*

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Describe or name a creature familiar to you. You sense the direction to the creature's location, as long as its within 1000 feet of you. If the creature is in motion, you know the direction of its movement. The power can locate a specific creature known to you or the nearest of a specific kind, as long as you have seen it while within 30 feet of it. If the creature is in a different form, the power doesn't work. This power can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

# LOCATE OBJECT



## 2nd-level universal power

*Prerequisite:*

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Describe or name an object. You sense the direction to the object's location, as long as its within 1000 feet of you. If the object is in motion, you know the direction of its movement. The power can locate a specific object known to you, as long as you have seen it while within 30 feet of it. Alternatively, the power can locate the nearest object of a particular kind. This power can't locate an object if any thickness of lead blocks a direct path between you and the object.

# MADDENING DARKNESS



## 8th-level dark side power

*Prerequisite: Shroud of Darkness*

Casting Time: 1 action

Range: 150 feet (60-foot radius)

Duration: Concentration, up to 10 minutes

Terrifying darkness spreads from a point you choose within range to fill a 60-foot radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Unenhanced light, as well as light created by powers of 8th level or lower, can't illuminate the area. Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a **Wisdom saving throw**, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

# MASS ANIMATION (1 of 2)



## 5th-level universal power

*Prerequisite: Animate Weapon*

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You snag several objects using the force and whip them into the air around you, controlling them to attack at your command. Choose up to ten unenhanced objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't control any object larger than Huge. Each object animates and hovers near you, remaining within 100 feet of you for the duration. An animated object behaves as though it is was a construct, with AC, hit points, and attacks determined by its size, and a flying speed of 30 feet.

**Force Potency.** If you cast this power using a force slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

# MASS ANIMATION (2 of 2)



## 5th-level universal power

*Prerequisite: Animate Weapon*

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

As a bonus action, you can mentally direct any object controlled by this power. If you control multiple objects, you can command any or all of them at the same time. You decide what action the object will take and where it will move. The objects act at the end of your turn. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and kinetic damage determined by its size.

<b>Size</b>	<b>HP</b>	<b>AC</b>	<b>Attack</b>
Tiny	20	16	+6 to hit, 1d4 + 3 dam
Small	25	15	+6 to hit, 1d8 + 2 dam
Medium	40	13	+5 to hit, 2d6 + 1 dam
Large	50	10	+6 to hit, 2d10 + 2 dam
Huge	80	10	+8 to hit, 2d12 + 4 dam

# MASS COERCE MIND (1 of 2)



**6th-level universal power**  
*Prerequisite: Coerce Mind*

Casting Time: 1 action

Range: 60 feet

Duration: 24 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the power.

Each target must make a **Wisdom saving throw**. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

## MASS COERCE MIND (2 of 2)



**6th-level universal power**  
*Prerequisite: Coerce Mind*

Casting Time: 1 action

Range: 60 feet

Duration: 24 hours

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the power ends, the activity isn't performed. If you or any of your companions damage a creature affected by this power, the power ends for that creature. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a 7th-level force slot, the duration is 10 days. When you use an 8th-level force slot, the duration is 30 days. When you use a 9th-level force slot, the duration is a year and a day.

# MASS HYSTERIA



## 9th-level dark side power

*Prerequisite: Hysteria*

Casting Time: 1 action

Range: 120 feet (30-foot radius)

Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, manifesting their worst nightmares as an implacable threat visible only to them.

Each creature in a 30-foot-radius sphere is frightened for the duration of the power.

At the end of each of the frightened creature's turns, it must succeed on a **Wisdom saving throw** or take 5d10 psychic damage. On a successful save, the power ends for that creature. This power has no effect on droids or constructs.



# MASTER BATTLE MEDITATION



## 9th-level universal power

*Prerequisite:*

*Improved Battle Meditation*

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

You exude an aura out to 15 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d8 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature starts enters your meditation or starts its turn there, it must make a **Charisma saving throw**. On a failed save, it must roll a d8 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

# MASTER FEEDBACK



## 9th-level dark side power

*Prerequisite: Greater Feedback*

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an **Intelligence score of 2 or lower** are unaffected. Each target must make an **Intelligence saving throw**. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. A stunned target can make a **Wisdom saving throw** at the end of each of its turns. On a successful save, the stunning effect ends.

# MASTER FORCE BARRIER



## 8th-level light side power

*Prerequisite: Improved Force Barrier*

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

This power massively bolsters your allies with toughness and resolve. Creatures of your choice in a 30-foot radius around you when you cast this power gain the following benefits:

- The creature sheds dim light in a 5-foot radius.
- The creature has advantage on all saving throws
- Other creatures have disadvantage on attack rolls against them. When a dark side creature hits them with a melee attack, that creature must make a Constitution saving throw or be blinded until the power ends.

# MASTER FORCE IMMUNITY (1 of 2)



## 8th-level universal power

*Prerequisite:*

*Improved Force Immunity*

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 hour

A 10-foot-radius faintly shimmering barrier surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you. Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

**Targeted Effects.** Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.

**Enhanced Areas.** The area of another power or enhanced effect, such as force storm, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.

**Powers.** Any active power or other enhanced effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

**Enhanced Travel.** Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.

# MASTER FORCE IMMUNITY (2 of 2)



## 8th-level universal power

*Prerequisite:*

*Improved Force Immunity*

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 hour

**Enhanced Items.** The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 vibrosword in the sphere functions as an unenhanced vibrosword. An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced saberspear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.

**Creatures and Objects.** A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

**Tech Override/Sever Force.** Powers and enhanced effects such as sever force have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

# MASTER FORCE SCREAM



## 8th-level dark side power

*Prerequisite: Improved Force Scream*

Casting Time: 1 action

Range: Self (60-foot radius)

Duration: Instantaneous

You emit a cacophonous scream imbued with the power of the Force. Each creature you choose within 60 feet of you must succeed on a **Constitution saving throw**. On a failed save, a creature takes 6d6 psychic damage, 6d6 sonic damage, is deafened, knocked prone, and blinded for 1 minute. On a successful save, it takes half as much damage and isn't deafened, knocked prone, or blinded by this power. A creature blinded by this power makes another **Constitution saving throw** at the end of each of its turns. On a successful save, it is no longer blinded.

# MASTER HEAL



## 9th-level light side power

*Prerequisite: Greater Heal*

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This power has no effect on droids or constructs.

# MASTER REVITALIZE



## 9th-level light side power

*Prerequisite: Improved Revitalize*

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 day. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points. This power closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The power replaces damaged or missing organs and limbs.



# MASTER SPEED



## 7th-level universal power

*Prerequisite: Knight Speed*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose up to two willing creatures that you can see within range. Until the power ends, each targets' speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.

When the power ends, each target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

**Force Potency.** When you cast this power using a force slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

# MIND BLANK



## 8th-level universal power

*Prerequisite: Mind Trap*

Casting Time: 1 action

Range: Touch

Duration: 24 hours

Until the power ends, one willing creature you touch is immune to psychic and sonic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The power foils powers or effects of similar power used to affect the target's mind or to gain information about the target.

# MIND SPIKE



2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

Choose one creature you can see. The target must make a **Wisdom saving throw**. A creature takes 3d8 psychic damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, you always know the target's location, but only while the two of you are on the same planet. The target can't become hidden from you, and if it's invisible, it gains no benefits from this condition against you. This power has no effect on droids or constructs.

# MIND TRAP



## 4th-level universal power

*Prerequisite: Force Confusion*

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to trap the mind of your target in a psychic cage. The target must make a **Charisma saving throw**. On a failed save, the creature's mind is trapped. It can think, but it can't have any contact with or perceive the outside world. If the creature takes damage, it makes another **Charisma save**. On a success, the power ends. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 6th level or higher, after 1 minute of concentration the power's duration becomes 24 hours and it no longer requires your concentration.

# MIND TRICK



## At-will universal power

*Prerequisite:*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a **Wisdom saving throw**. On a failed save, the target has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks.

On a successful save, the creature realizes that you tried to use the Force to influence its awareness and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it. This power has no effect on droids or constructs.

# NECROTIC CHARGE



At-will dark side power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you can choose to deal up to 1d8 of necrotic damage, which you suffer as well. This damage can't be reduced or negated in any way.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and you can increase the secondary damage to 2d8. Both damage rolls increase by 1d8 at 11th and 17th level.

# PHASESTRIKE



## 1st-level universal power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Until the power ends, your movement doesn't provoke opportunity attacks.

Once before the power ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

# PHASEWALK



**2nd-level universal power**

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.



# PLAGUE



## 3rd-level dark side power

*Prerequisite: Affliction*

Casting Time: 1 action

Range: 30 feet (40-foot cube)

Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a **Constitution saving throw** or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted. A creature affected by this power makes another **Wisdom saving throw** at the end of its turn. On a successful save, the effect ends.

# PLANT SURGE



## 3rd-level light side power

Casting Time: 1 action or 8 hours

Range: 150 feet (100-foot radius)

Duration: Instantaneous

If you cast this power using 1 action, all normal plants in a 100-foot radius centered on a point become overgrown.

Moving through the area spends 4 feet of movement for every 1 foot moved. You can exclude areas of any size within the power's area from being affected.

If you cast this power for **8 hours**, all plants in a **half-mile radius** centered on a point yield twice the normal amount of food when harvested for 1 year.

# PRECOGNITION



## 9th-level universal power

*Prerequisite: Danger Sense*

Casting Time: 1 minute

Range: Self

Duration: 8 hours

Your mastery of the force gives you a limited ability to see into the immediate future.

For the duration, you can't be surprised and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

# PROJECT



## 1st-level light side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You lift three piles of debris or small objects from the ground and hurl them. Each pile hits a creature of your choice that you can see within range. The pile deals 1d4+1 force damage to its target. The piles all strike simultaneously and you can direct them to hit one creature or several.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you lift and throw an additional pile of debris for each slot level above 1st.

# PSYCHIC CHARGE



**At-will dark side power**

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and its mouth is covered by a violet veil until the start of your next turn. If the target willingly speaks before then, it immediately takes 1d8 psychic damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target takes for speaking increases to 2d8. Both damage rolls increase by 1d8 at 11th and 17th level.

# RAGE



## 6th-level dark side power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You endow yourself with endurance and martial prowess fueled by the Force. Until the power ends, you can't cast powers, and you gain the following benefits:

You gain 50 temporary hit points. If any of these remain when the power ends, they are lost.

- You have advantage on attack rolls that you make with lightweapons and vibroweapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, lightweapons, and vibroweapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Immediately after the power ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

# REMOVE CURSE



3rd-level light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

At your touch, all curses affecting one creature or object end.

If the object is a cursed enhanced item, its curse remains, but the power breaks its owner's attunement to the object so it can be removed or discarded.

# RESCUE



## 2nd-level universal power

Casting Time: 1 bonus action

Range: 30 feet

Duration: Instantaneous

You pull one willing ally you can see within 30 feet of you to an unoccupied space within 5 feet of you. The target must use their reaction to accept the pull.



# RESISTANCE



## At-will universal power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after the saving throw. The power then ends.

# RESTORATION



## 2nd-level light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

# REVITALIZE



## 5th-level light side power

*Prerequisite: Spare the Dying*

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 minutes. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This power also neutralizes any poisons and cures diseases that affected the creature at the time it died. This power closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the power automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

# RUIN



## 7th-level dark side power

*Prerequisite: Wound*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You channel the dark side of the Force to desecrate a creature you can see within range, causing waves of intense pain to assail it. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the power has no effect on it. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a power, it must first succeed on a **Constitution saving throw**, or the casting fails and the power is wasted. A target suffering this pain can make a **Constitution saving throw** at the end of each of its turns. On a successful save, the pain ends.

# SABER REFLECT



At-will universal power

Casting Time: 1 reaction\*

Range: Self

Duration: Instantaneous

**\*which you take in response to being hit by a ranged attack.**

In response to being attacked, you raise your weapon to attempt to deflect. When you use this power, the damage you take from the attack is reduced by 1d6. If you reduce the damage to 0, you're wielding a lightweapon or vibroweapon, and the damage is energy or ion, you can reflect the attack at a target within range as part of the same reaction. Make a ranged force attack at a target you can see. The attack has a normal range of 20 feet and a long range of 60 feet. On a hit, the target takes the triggering attack's normal damage.

The power's damage reduction increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

# SABER THROW



## At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

As a part of the action used to cast this power, you must make a ranged force attack with a lightweapon or vibroweapon against one target within the power's range, otherwise the power fails. On a hit, the target takes 1d8 damage of the same type as the weapon's damage. The weapon then immediately returns to your hand. This power can hit multiple targets when you reach higher levels: two targets at 5th level, three targets at 11th level, and four targets at 17th level. Each target must be within 30 feet of the previous target, you must make a separate attack roll for each target, and the last target must be no further than 30 feet away from you. You can not hit the same target twice in succession.

# SABER WARD



**At-will universal power**

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You take a defensive stance.

Until the end of your next turn, you have resistance against kinetic and energy damage dealt by weapons.

# SANCTUARY



## 1st-level light side power

Casting Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

Until the power ends, any creature who targets the warded creature with an attack, a harmful power, or a hostile action must first make a **Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or power. This power doesn't protect the warded creature from area effects.

If the warded creature makes an attack, casts a power that affects an enemy creature, or takes a hostile action this power ends.



# SAP VITALITY



## 1st-level dark side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Make a melee force attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

# SCOURGE



## 6th-level dark side power

*Prerequisite: Plague*

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

For the power's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a **Constitution saving throw** or be affected by one of the following effects of your choice for the duration. On each of your turns until the power ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of scourge.

**Asleep.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

**Panicked.** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

**Sickened.** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another **Wisdom saving throw**. If it succeeds, the effect ends.

# SENSE EMOTION



**1st-level universal power**

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You attune your senses to pick up the emotions of others for the duration. When you cast the power, and as your action on each turn until the power ends, you can focus your senses on one humanoid you can see within 30 feet of you. You instantly learn the target's prevailing emotion, whether it's love, anger, pain, fear, calm, or something else. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm.

# SENSE FORCE



## 1st-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you sense the use of the Force, or its presence in an inanimate object within 30 feet of you. If you sense the Force in this way, you can use your action to determine the direction from which it originates and, if it's in line of sight, you see a faint aura around the person or object from which the Force emanates.

**Force Potency.** When you cast this power using a 3rd-level force slot, the range increases to 60 feet. When you use a 5th-level force slot, the range increases to 500 feet. When you use a 7th-level force slot, the range increases to 1 mile. When you use a 9th-level force slot, the range increases to 10 miles.

# SEVER FORCE



## 3rd-level universal power

Casting Time: 1 reaction

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a force power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a success, the creature's power fails and has no effect.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the force slot you used.

# SHARE LIFE



**3rd-level light side power**  
*Prerequisite: Give Life*

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take. This power has no effect on droids or constructs.

**Force Potency.** When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

# SHOCK



## At-will dark side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You hurl a bolt of lightning at a target within range, making a ranged power attack. On a hit, the target takes 1d10 lightning damage. The lightning ignites flammable objects in the area that aren't being worn or carried.

This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

# SHOCKING SHIELD



**4th-level dark side power**

*Prerequisite: Shock*

Casting Time: 1 action

Range: Self

Duration: 10 minutes

Lightning courses in a sphere surrounding your body, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can use your action to end the power early.

Whenever a creature within 5 feet of you hits you with a melee attack, it takes 2d8 lightning damage.



# SHROUD OF DARKNESS



**4th-level dark side power**

*Prerequisite: Darkness*

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You become heavily obscured to others. Dim light within 10 feet of you becomes darkness, and bright light becomes dim light.

Until the power ends, you have resistance to force damage. In addition, whenever a creature within 10 feet of you hits you with an attack, it takes 2d8 necrotic damage.

# SIPHON LIFE



## 5th-level dark side power

*Prerequisite: Drain Life*

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a **Dexterity saving throw**. On a successful save, the target takes 2d8 necrotic damage, and the power ends. On a failed save, the target takes 4d8 necrotic damage, and until the power ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The power ends if you use your action to do anything else, if the target is ever outside the power's range, or if the target has total cover from you. Whenever the power deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

**Force Potency.** When you cast this power using a force slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

# SKILL EMPOWERMENT



## 5th-level light side power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Your power with the Force deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the power ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

# SLOW



## At-will dark side power

Casting Time: 1 action

Range: 15 feet

Duration: 1 hour

A hostile creature of your choice must make a **Constitution saving throw**. On a failed save, the target's speed decreases by 10 feet until the power ends.

The target's speed decreases by 5 more feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

# SLOW DESCENT



1st-level universal power

Casting Time: 1 reaction\*

Range: 60 feet

Duration: 1 minute

**\*which you take when you or a creature within 60 feet of you falls**

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the power ends. If the creature lands before the power ends, it takes no falling damage and can land on its feet, and the power ends for that creature.

# SONIC CHARGE



## At-will universal power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you begin to emanate a disturbing hum until the start of your next turn. If a hostile creature ends its turn within 5 feet of you, it takes 1d4 sonic damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 sonic damage to the target, and the secondary damage increases by 1d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th and 17th level.

# SPARE THE DYING



## At-will light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This power has no effect on droids or constructs.

# STASIS



## 5th-level light side power

*Prerequisite: Stun*

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Choose up to 3 creatures that you can see within range. Each target must succeed on a **Wisdom saving throw** or be paralyzed for the duration. This power has no effect on droids or constructs. At the end of each of its turns, a target can make another **Wisdom saving throw**. On a success, the power ends on the target.

**Force Potency.** When you cast this power using a force slot of 6th level or higher, you can target an additional creature for each slot level above 5th.



# STASIS FIELD



**8th-level light side power**  
*Prerequisite: Stasis*

Casting Time: 1 action

Range: 120 feet (30-foot cube)

Duration: Concentration, up to 1 minute

Choose a target that you can see within range. Each creature must succeed on a **Wisdom saving throw** or be paralyzed for the duration. This power has no effect on droids or constructs. At the end of each of a target's turns, it can make another **Wisdom saving throw**. On a success, the power ends on the target.

**Force Potency.** When you cast this power using a force slot of 9th level, the size of the cube increases to 40 feet.

# STUN



## 2nd-level light side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a **Wisdom saving throw** or be paralyzed for the duration. At the end of each of its turns, the target can make another **Wisdom saving throw**. On a success, the power ends on the target.

# STUN DROID



2nd-level light side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a droid that you can see within range. The target must succeed on a **Constitution saving throw** or be paralyzed for the duration. At the beginning of each of its turns, the droid takes energy damage equal to your forecasting ability modifier. At the end of each of its turns, the target can make another **Wisdom saving throw**. On a success, the power ends on the target.

# TELEKINESIS



## 5th-level universal power

*Prerequisite: Force Throw*

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures and objects with the Force. When you cast this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power.

**Creature.** You can try to move a Huge or smaller creature. The target must make a **Strength saving throw**. On a failed save, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

**Object.** You move an object that isn't being worn or carried and weighs up to 1,000 lbs up to 30 feet in any direction, but not beyond the range of this power. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

# TELEKINETIC BURST



**6th-level light side power**  
*Prerequisite: Telekinetic Storm*

Casting Time: 1 action

Range: Self (60-foot line)

Duration: Concentration, up to 1 minute

A beam of Force energy flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a **Constitution saving throw**. On a failed save, a creature takes 8d6 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. You can create a new telekinetic gust as your action on your turn until the power ends.

**Force Potency.** When you cast this power using a force slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

# TELEKINETIC STORM



**3rd-level light side power**  
*Prerequisite: Turbulence*

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 1 minute

You stir the force around you, creating a turbulent field of telekinetic energy that buffets enemies around you. The field extends out to a distance of 15 feet around you for the duration.

When you cast this power, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a **Constitution saving throw**. On a failed save, the creature takes 3d8 force damage. On a successful save, the creature takes half as much damage.

**Force Potency.** When you cast this power using a force power slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

# TELEKINETIC WAVE



**8th-level light side power**

*Prerequisite: Telekinetic Burst*

Casting Time: 1 action

Range: 150 feet (60-foot radius)

Duration: Instantaneous

You manipulate the Force in a 60-foot radius centered on a point you choose within range. Each creature in that area must make a **Constitution saving throw**. On a failed save, a creature takes 12d6 force damage, is knocked prone, and moved 5 feet in a direction of your choice. On a successful save, it takes half as much damage and isn't knocked prone or moved.

**Force Potency.** When you cast this power using a force slot of 9th level, the damage increases by 2d6.

# TREMOR



## 1st-level universal power

*Prerequisite: Burst*

Casting Time: 1 action

Range: 10 feet (5-foot radius)

Duration: Instantaneous

You cause a tremor in the ground within range. Each creature other than you in a 5-foot-radius sphere centered on that point must make a **Dexterity saving throw**. On a failed save, a creature takes 1d6 kinetic damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



# TRUE SIGHT



**6th-level universal power**

*Prerequisite: Force Sight*

Casting Time: 1 action

Range: Self

Duration: 1 hour

You shift your vision to see through use of the Force, giving you the ability to see things as they actually are.

For the duration, you have truesight and notice secret doors hidden by powers, all out to a range of 120 feet.

# TURBULENCE



## At-will light side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, or choose two creatures that are within 5 feet of each other, within range. A target must succeed on a **Dexterity saving throw** or take 1d6 force damage.

This power's damage increases by 1d6 when you reach 5th, 11th, and 17th level.

# VALOR



**1st-level light side power**  
*Prerequisite: Guidance*

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You bestow up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

# WALL OF LIGHT



6th-level light side power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You conjure an immense manifestation of destructive light side Force energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, it must make a **Dexterity saving throw**. On a failed save, the creature takes 6d10 force damage, or half as much on a success.

# WHIRLWIND (1 of 2)



7th-level universal power

Casting Time: 1 action

Range: 300 feet (10-foot radius, 30 feet high)

Duration: Concentration, up to 1 minute

A whirlwind howls down to a point that you can see on the ground within range. The whirlwind is a 10-foot radius, 30-foot high cylinder centered on that point. Until the power ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a **Dexterity saving throw** the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears.

## WHIRLWIND (2 of 2)



### 7th-level universal power

Casting Time: 1 action

Range: 300 feet (10-foot radius, 30 feet high)

Duration: Concentration, up to 1 minute

A creature takes 10d6 kinetic damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the power ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the power ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a **Strength or Dexterity check** against your force save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 3d6x10 feet away from it in a random direction.

# WOUND



## 1st-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You make a piercing gesture at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 2d8 necrotic damage and must make a **Constitution saving throw**. On a failed save, it is also poisoned until the end of your next turn.

**Force Potency.** When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

# WRACK



## 6th-level dark side power

*Prerequisite: Plague*

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You wrack the body of a creature that you can see with a virulent, disease-like condition. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

**Force Potency.** If you cast this power using a force slot of 7th level or higher, the power deals an extra 2d6 damage for each slot level above 6th.