

Battle Strike

You use the Force to enhance your battle prowess. **Time:** Swift action.

Target: You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: Gain a +1 Force bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

Special: You can spend a Force Point to deal an additional 2d6 points of damage on your next attack.

Dark Rage [dark side]

You become enraged as the dark side flows through you. **Time:** Swift action.

Target: You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.

DC 20: As DC 15, except the rage bonuses increase to +4.

DC 25: As DC 15, except the rage bonuses increase to +6.

Special: While consumed by rage, you cannot use skills or perform tasks that require patience or concentration.

You can spend a Force Point to extend the duration of your *dark rage* until the end of the encounter.

Farseeing

You gain a vague, momentary impression of events happening around a particular being in some distant place. **Time:** Full-round action. **Target:** One creature you know or have met before.

Make a Use the Force check. If your check result is less than the target's Will Defense, you gain no information (including whether the target is alive or dead) and cannot use this Force power against the same target for 24 hours. If your check result equals or exceeds the target's Will Defense, you can sense whether the target is alive or dead and gain a vague sense of its immediate surroundings, what it's currently doing, and any strong emotions it is presently feeling. A dead target has a Will Defense of 30 for purposes of this Force power.

Special: If you successfully use this Force power, you can spend a Force Point to gain a clear mental image of the target's surroundings, as well as other creatures and objects within 6 squares of it.

Force Disarm

You disarm an opponent by using the Force to pull the weapon from his grasp. **Time:** Standard action. **Target:** One creature within 6 squares and within line of sight.

Make a Use the Force check. Use this check in place of your attack roll when attempting to disarm the target (see Disarm, page 152). If your disarm attack succeeds, you may choose to let the item drop to the ground in the target's fighting space or have the item fly into your hand (in which case you must have a free hand to catch it).

Special: Feats that improve disarm attacks do not apply to *Force disarm*. You can spend a Force Point to damage or destroy the target weapon instead. If your disarm attack succeeds, the weapon takes damage equal to your Use the Force check result. You must declare that you are using this option before making your disarm attack.

Force Grip

You use the Force to choke or crush your enemy. **Time:** Standard action.

Target: One target within 6 squares or within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: If your Use the Force check equals or exceeds the target's damage threshold, the target takes 2d6 points of damage and can only take a single swift action on his next turn. Otherwise, the target takes half damage and may act normally, and you may not maintain the power.

DC 20: As DC 15, except the target takes 4d6 points of damage.

DC 25: As DC 15, except target takes 6d6 points of damage.

Force Lightning [dark side]

You blast an enemy with deadly arcs of Force energy. **Time:** Standard action. **Target:** One target in line of sight and within 6 squares of you.

Make a Use the Force Check. Make one roll and compare the result to the target's Reflex Defense. If the attack hits, the target takes 8d6 points of Force damage and moves -1 step along the condition track (see Conditions, page 148). If the attack misses, the target takes half damage and does not move along the condition track.

Special: You can spend a Force Point to move a target an additional -1 step along the condition track when you successfully hit it with *Force lightning*.

Force Slam

You pound one or more creatures with the Force. **Time:** Standard action.

Targets: All targets within a 6-square cone and within line of sight.

Make a Use the Force Check. Make one roll and compare the result to each target's damage threshold. If the result equals or exceeds a target's damage threshold, it takes 4d6 points of Force damage and is knocked prone. If the result is less than the target's damage threshold, it takes half damage and is not knocked prone. This is an area effect.

Special: When you use this power, you can spend a Force Point to deal an additional 2d6 points of damage to targets in the area.

Force Stun

You call upon the Force to overload an enemy's senses, potentially stunning it. **Time:** Standard action. **Target:** One creature within 6 squares or within your line of sight.

Make a Use the Force check. Compare the result to the target's damage threshold. If the check result equals or exceeds the target's damage threshold, the target moves -1 step along the condition track (see Conditions, page 148). For every 5 points by which you exceed the target's damage threshold, the target moves an additional -1 step along the condition track.

Special: When you use this power, you can spend a Force Point to move the target an additional -1 step along the condition track.

Force Thrust

You use the Force to push a target away from you. **Time:** Standard action.

Target: One object or character within 12 squares and within line of sight.

Make a Use the Force check. The target makes a Strength check. If you beat the target's Strength check, you push it back 1 square plus an additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Special: You can spend a Force Point to apply a -5 penalty to the target's Strength check to resist your *Force thrust*. Additionally, if you successfully push the target into a larger object, you deal an additional 2d6 points of damage from the extreme force of the thrust.

Mind Trick [mind-affecting]

You use the Force to alter a target's perceptions or plant a suggestion in its mind. **Time:** Standard action. **Target:** One Intelligence 3 or higher creature in line of sight and within 12 squares of you.

Make a Use the Force check. If you equal or exceed the target's Will Defense, you may choose one of the following effects:

-You create a fleeting hallucination that distracts the target and enables you to use the Stealth skill even if the target is aware of you.

-You perform a feint so that the next attack you make against the target ignores its Dexterity bonus to Reflex Defense (if any).

-You make an otherwise unpalatable suggestion seem completely reasonable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did is unacceptable.

Move Object

You telekinetically move a target up to 6 squares in any direction using the Force. **Time:** Standard action. **Target:** One character or object within 6 squares or within your line of sight.

Make a Use the Force check. The result of the check determines the maximum size of the target you can lift (see below). If the target is a creature that resists your attempt, your Use the Force check must also exceed the target's Will Defense. You can hurl the target at (or drop it on) another target in range if your Use the Force check exceeds the second target's Reflex Defense. Both targets take damage determined by your Use the Force check result.

DC 15: Move object up to Medium size (deals 2d6 points of damage)

DC 20: Move object up to Large size (deals 4d6 points of damage)

DC 25: Move object up to Huge size (deals 6d6 points of damage)

DC 30: Move object up to Gargantuan size (deals 8d6 points of damage)

DC 35: Move object up to Colossal size (deals 10d6 points of damage)

Negate Energy

You spontaneously negate a single attack that deals energy weapon damage, such as a lightsaber or blaster. **Time:** Reaction. **Target:** One attack made against you that deals energy weapon damage.

Make a Use the Force check. If the result of the check equals or exceeds the damage dealt by the energy weapon, the attack is negated and you take no damage. If your check result is less than the amount of damage dealt, you fail to negate the attack and take damage as normal.

Special: You must be aware of the attack (and not flat-footed) to negate it. If you are successful, you can spend a Force Point to regain hit points equal to the damage of the negated attack, up to a maximum of your full normal hit points.

Rebuke

You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. **Time:** Reaction. **Target:** One Force power directed at you.

Make a Use the Force check. If your result equals or exceeds the check result of the power directed at you, you harmlessly redirect it and suffer no ill effects. If your result exceeds the check result of the power directed at you by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect.

Special: If you successfully reflect a Force power back at its originator, the originator may attempt to *rebuke* the power as well. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been *rebuked* twice—once by you and once by the power's originator.

Sever Force [light side]

You can block another Force-user's access to the Force, preventing him from spending Force Points and making it difficult for him to use Force powers. **Time:** Standard action. **Target:** One Force-using creature with a Dark Side Score of 1 or higher that is within 12 squares and within line of sight.

Make a Use the Force check. If your Use the Force check equals or exceeds the target's Will Defense, the effect (if any) is determined by your check result:

DC 25: The target cannot spend Force Points for a number of hours equal to its Dark Side Score.

DC 30: As DC 25, plus the target moves -1 step along the condition track (see page 149) each time it uses a Force power in the same timeframe.

DC 35: As DC 25, except the target moves -2 steps along the condition track each time it uses a Force power in the same timeframe.

Surge

The Force enables you to jump great heights and distances as well as move quickly. **Time:** Free action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 10: You gain a +10 Force bonus on Jump checks and your speed increases by 2 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed.

DC 15: As DC 10 except: +20 Force bonus on Jump checks, speed increases by 4 squares.

DC 20: As DC 10 except: +30 Force bonus on Jump checks, speed increases by 6 squares.

Vital Transfer [light side]

You use your own life force to heal another living creature, using the Force as a conduit. **Time:** Standard action. **Target:** One creature touched.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: The target heals hit points equal to 2 x its character level.

DC 20: The target heals hit points equal to 3 x its character level.

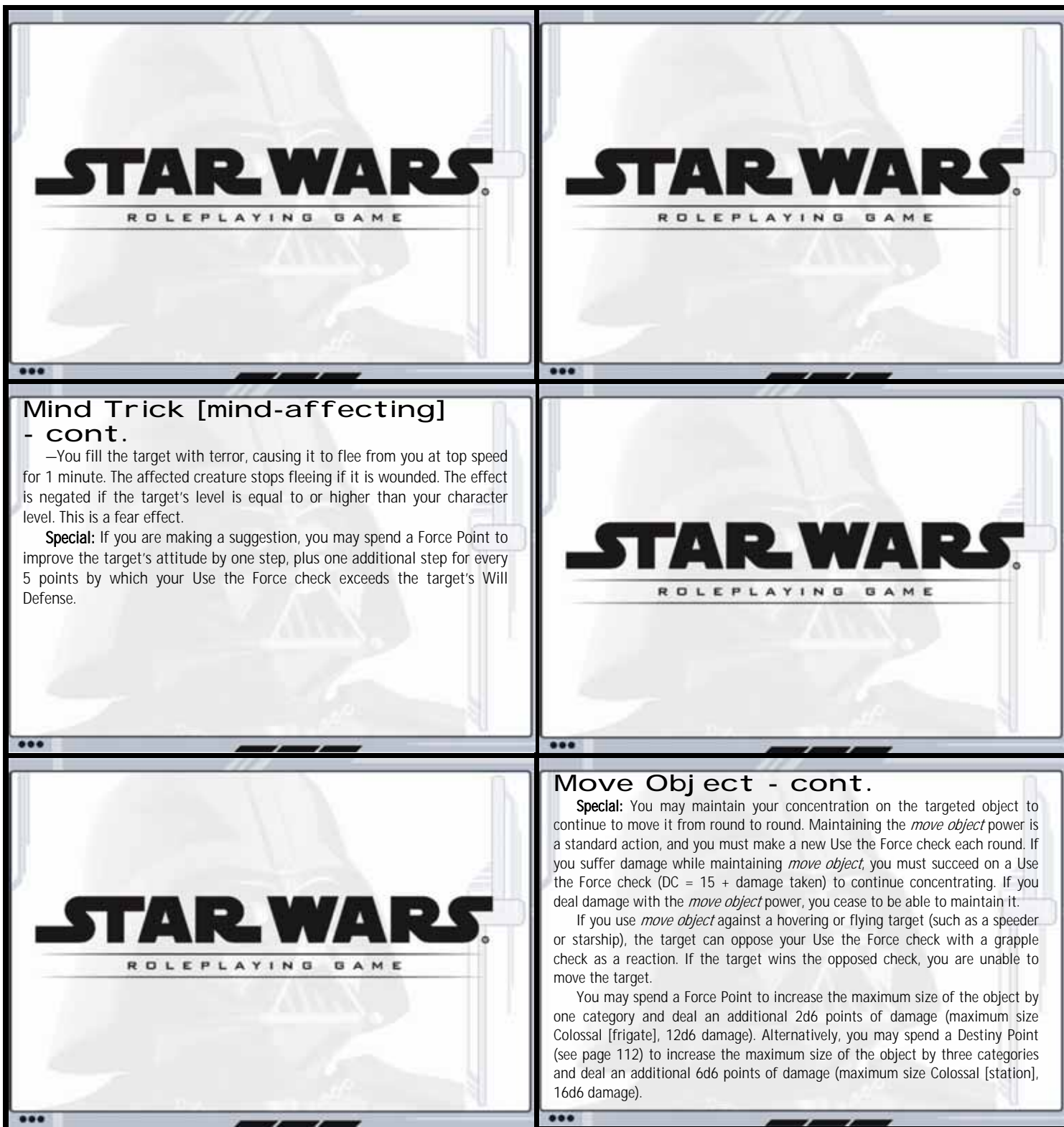
DC 25: The target heals hit points equal to 4 x its character level.

Each time you use *vital transfer*, you take half as much damage as you heal (rounded down).

Special: You may spend a Force Point to avoid taking any damage when you use this Force power. You may spend a Destiny Point (see page 112) to move the target +5 steps on the condition track in addition to healing it normally.



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Mind Trick [mind-affecting] - cont.

—You fill the target with terror, causing it to flee from you at top speed for 1 minute. The affected creature stops fleeing if it is wounded. The effect is negated if the target's level is equal to or higher than your character level. This is a fear effect.

Special: If you are making a suggestion, you may spend a Force Point to improve the target's attitude by one step, plus one additional step for every 5 points by which your Use the Force check exceeds the target's Will Defense.

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Move Object - cont.

Special: You may maintain your concentration on the targeted object to continue to move it from round to round. Maintaining the *move object* power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining *move object*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating. If you deal damage with the *move object* power, you cease to be able to maintain it.

If you use *move object* against a hovering or flying target (such as a speeder or starship), the target can oppose your Use the Force check with a grapple check as a reaction. If the target wins the opposed check, you are unable to move the target.

You may spend a Force Point to increase the maximum size of the object by one category and deal an additional 2d6 points of damage (maximum size Colossal [frigate], 12d6 damage). Alternatively, you may spend a Destiny Point (see page 112) to increase the maximum size of the object by three categories and deal an additional 6d6 points of damage (maximum size Colossal [station], 16d6 damage).

Sever Force [light side]
- cont.

Special: This Force power has no effect on targets with a Dark Side Score of 0.

You can spend a Force Point to double the duration of the effect. Alternatively, you can spend a Destiny Point (see page 112) to increase the duration to a number of days equal to the target's Dark Side Score.

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Surge - cont.

Special: You can spend a Force Point to increase the power's Force bonus on Jump checks by 10 and increase your speed by an additional 2 squares.

Using the *surge* power counts as a running start for determining a Jump DC. You may spend a Destiny Point (see page 112) to gain an additional 4 squares of movement; when you do so, you may also use any and all movement for the round as a part of a jump (no Jump check required).

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