

# CONSULAR HEALER


ACTIVE 


PASSIVE 

RANKED 

FORCE TALENT 

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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

**SURGEON** 


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

**COST 5**

**HEALING TRANCE** 


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

**COST 5**

**RAPID RECOVERY** 


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

**COST 5**

**PHYSICIAN** 


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

**COST 5**

**PHYSICIAN** 

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

**COST 10**

**PHYSICIAN** 

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

**COST 10**

**GRIT** 


Gain +1 strain threshold.



**COST 10**

**HEALING TRANCE** 


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

**COST 10**

**HEALING TRANCE** 


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

**COST 15**

**GRIT** 


Gain +1 strain threshold.

**COST 15**

**KNOWLEDGEABLE HEALING** 


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

**COST 15**

**RAPID RECOVERY** 


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

**COST 15**

**SURGEON** 


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


**COST 20**

**IMPROVED HEALING TRANCE** 


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

**COST 20**

**CALMING AURA** 


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

**COST 20**

**TOUGHENED** 


Gain +2 wound threshold.

**COST 20**

**DEDICATION** 

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

**COST 25**

**NATURAL DOCTOR** 

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

**COST 25**

**FORCE RATING** 

Gain +1 Force rating.

**COST 25**

**IMPROVED CALMING AURA** 


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


**COST 25**

# CONSULAR NIMAN DISCIPLE

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


- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

**PARRY** 



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

**COST 5**

**NOBODY'S FOOL** 


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

**COST 5**

**REFLECT**  


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

**COST 5**

**GRIT** 



Gain +1 strain threshold.

**COST 5**

**DEFENSIVE TRAINING** 


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

**COST 10**

**NIMAN TECHNIQUE**  



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

**COST 10**

**TOUGHENED** 



Gain +2 wound threshold.

**COST 10**

**PARRY**  



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


**COST 10**

**PARRY**  



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

**COST 15**

**SENSE EMOTIONS**  



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

**COST 15**

**REFLECT**  



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



**COST 15**

**DEFENSIVE TRAINING**  



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

**COST 15**

**SUM DJEM**  



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




**COST 20**

**REFLECT**  



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

**COST 20**

**DRAW CLOSER**  



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

**COST 20**

**CENTER OF BEING**  



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



**COST 20**

**DEDICATION**  


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

**COST 25**

**FORCE ASSAULT**  



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

**COST 25**

**FORCE RATING**  

Gain +1 Force rating.

**COST 25**

**IMPROVED CENTER OF BEING**  

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


**COST 25**






# GUARDIAN PEACEKEEPER

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


ACTIVE   
 PASSIVE   
 RANKED   
 FORCE TALENT 

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

**COMMAND** 


Add  per rank of Command to Leadership checks. Affected targets add  to Discipline checks for the next 24 hours.

**COST 5**

**CONFIDENCE** 


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.


**COST 5**

**SECOND WIND** 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.


**COST 5**

**COMMANDING PRESENCE** 


Remove  per rank of Commanding Presence from Leadership and Cool checks.

**COST 5**

**COMMANDING PRESENCE** 


Remove  per rank of Commanding Presence from Leadership and Cool checks.

**COST 10**

**TOUGHENED** 


Gain +2 wound threshold.

**COST 10**

**SECOND WIND** 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 10**

**CONFIDENCE** 


May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.





**COST 10**

**TOUGHENED** 


Gain +2 wound threshold.



**COST 15**

**ENHANCED LEADER** 


When making a Leadership check, add  up to Force rating. Spend  to add  or  to the result.



**COST 15**

**COMMAND** 


Add  per rank of Command to Leadership checks. Affected targets add  to Discipline checks for the next 24 hours.

**COST 15**

**FIELD COMMANDER** 


Take the Field Commander action; make a   Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

**COST 15**

**STEELY NERVES** 


Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

**COST 20**

**SECOND WIND** 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.


**COST 20**

**TOUGHENED** 


Gain +2 wound threshold.






**COST 20**

**IMPROVED FIELD COMMANDER** 


Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 strain to perform 1 action instead.

**COST 20**

**UNITY ASSAULT** 

If a missed attack generates  or    , may spend to perform Force power targeting allies as a maneuver.

**COST 25**

**DEDICATION** 


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

**COST 25**

**FORCE RATING** 

Gain +1 Force rating.

**COST 25**

**NATURAL LEADER** 

Once per session, may re-roll any 1 Cool or Leadership check.

**COST 25**

# GUARDIAN PROTECTOR


ACTIVE 


PASSIVE 

RANKED 

FORCE TALENT 


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

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

**TOUGHENED** 


Gain +2 wound threshold.

**COST 5**

**BODY GUARD** 


Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.

**COST 5**

**GRIT** 


Gain +1 strain threshold.

**COST 5**

**TOUGHENED** 


Gain +2 wound threshold.

**COST 5**

**PARRY** 


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

**COST 10**

**PHYSICIAN** 


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



**COST 10**

**STIMPACK SPECIALIZATION** 


Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 10**

**FORCE PROTECTION** 


As a maneuver, suffer 1 strain and commit  up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn  are committed.

**COST 10**

**REFLECT** 


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



**COST 15**

**STIMPACK SPECIALIZATION** 


Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

**COST 15**

**HEIGHTENED AWARENESS** 


Allies within short range add  to Perception or Vigilance checks. Engaged allies add .

**COST 15**

**CENTER OF BEING** 


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



**COST 15**

**CIRCLE OF SHELTER** 


When an engaged ally suffers a hit., may use Parry or Reflect incidental against the hit.

**COST 20**

**FORCE PROTECTION** 


As a maneuver, suffer 1 strain and commit  up to ranks in Force Protection. Increase soak by amount committed until start of next turn. Suffer 1 strain each turn  are committed.

**COST 20**

**GRIT** 


Gain +1 strain threshold.

**COST 20**

**BODY GUARD** 

Once per round, perform a maneuver to guard an engaged ally. Suffer strain up to ranks to upgrade difficulty of attacks against them by that number until the start of next turn.

**COST 20**

**CENTER OF BEING** 


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

**COST 25**

**FORCE RATING** 


Gain +1 Force rating.

**COST 25**

**DEDICATION** 

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

**COST 25**

**IMPROVED BODY GUARD** 

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

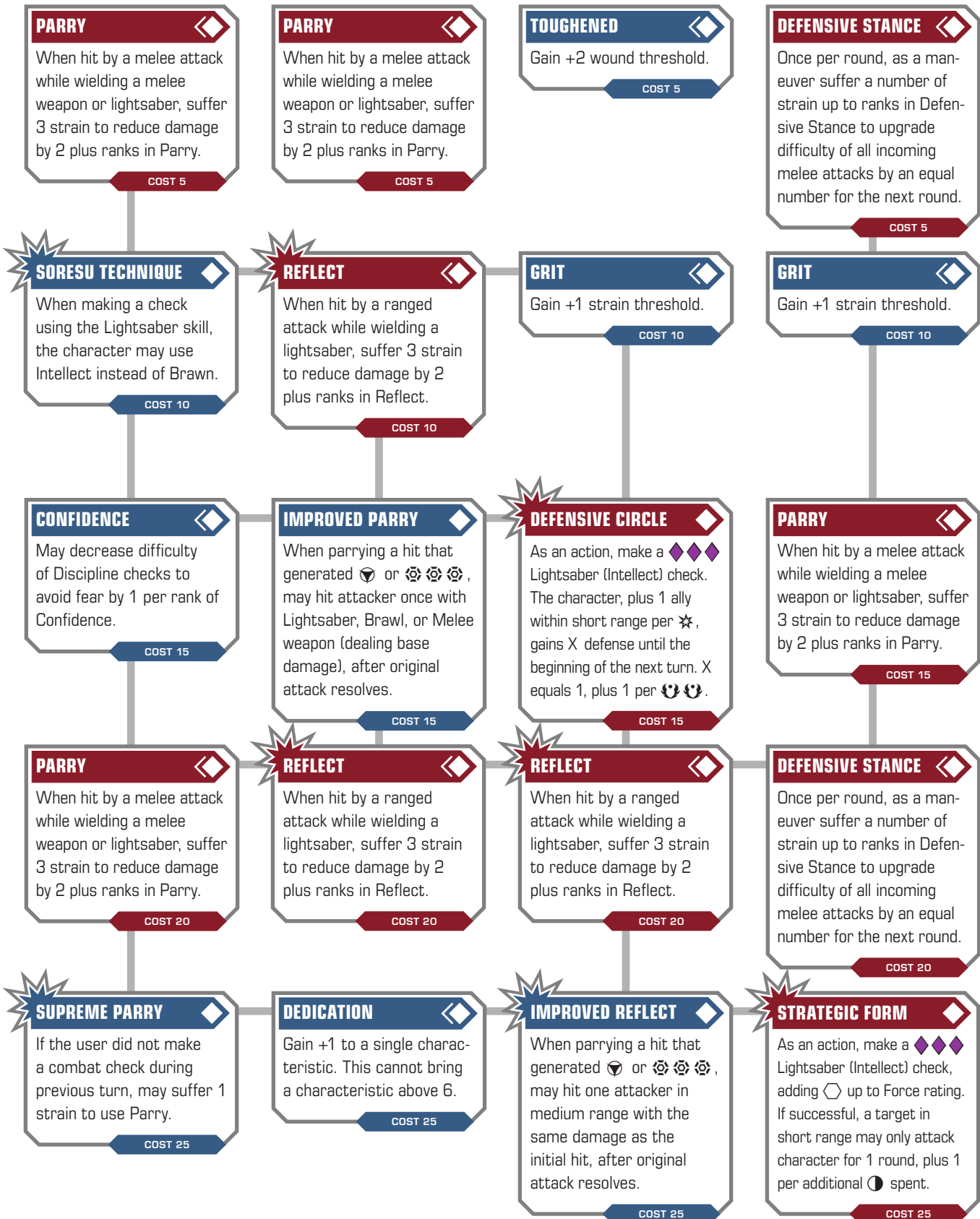
**COST 25**

# GUARDIAN SORESU DEFENDER

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 
- XP 

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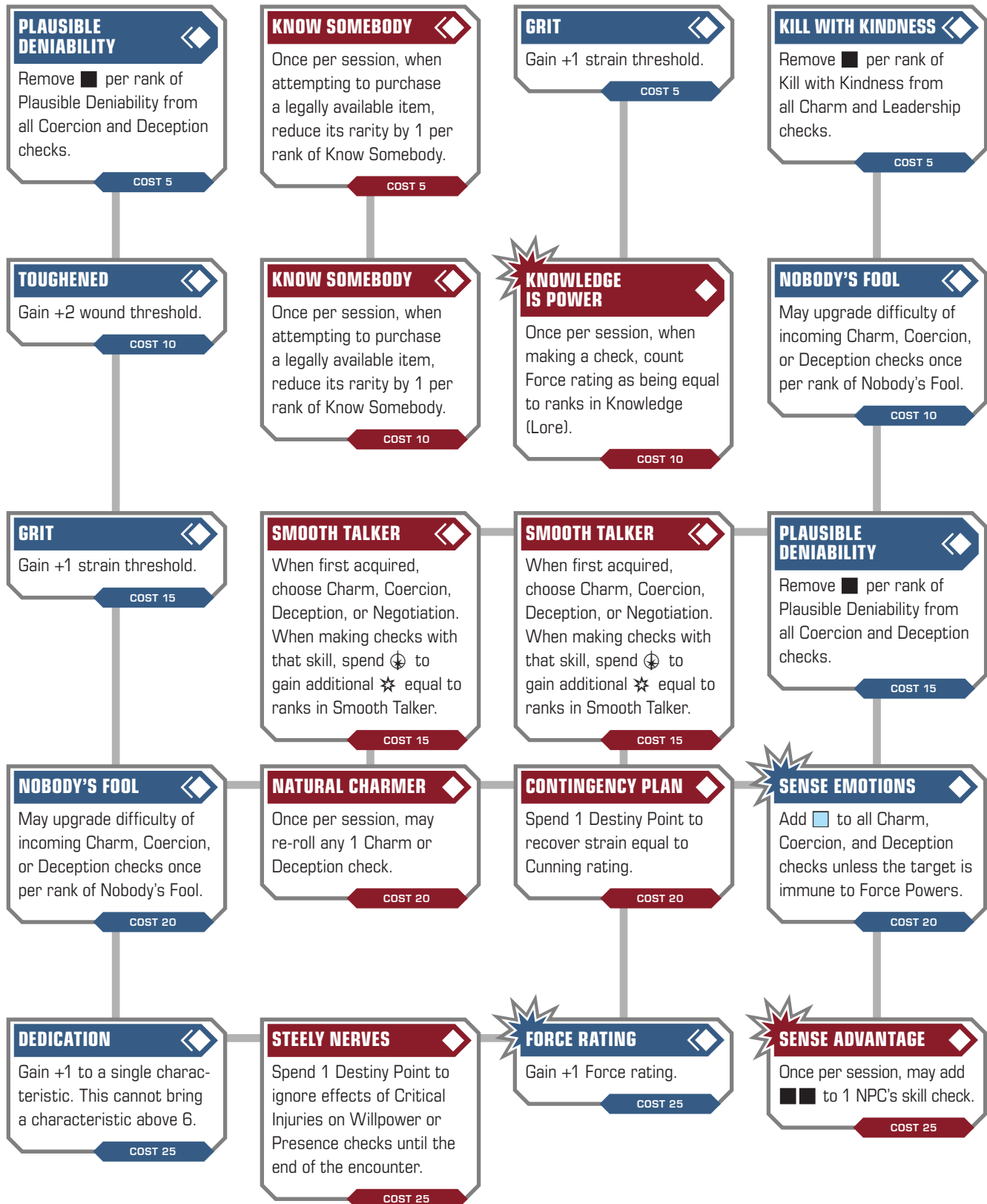


# MYSTIC ADVISOR

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 


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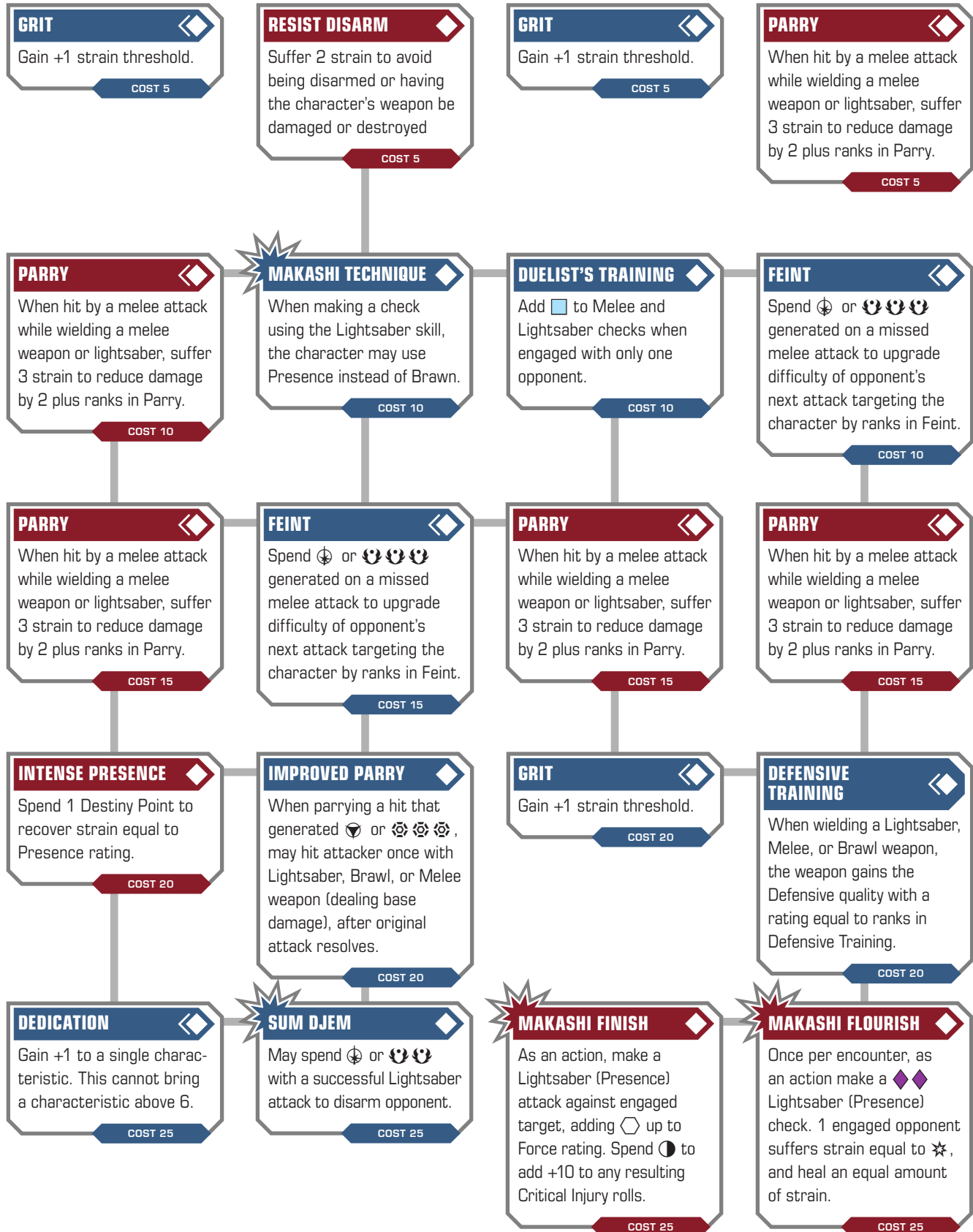


# MYSTIC MAKASHI DUELIST

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 





# MYSTIC SEER


ACTIVE 

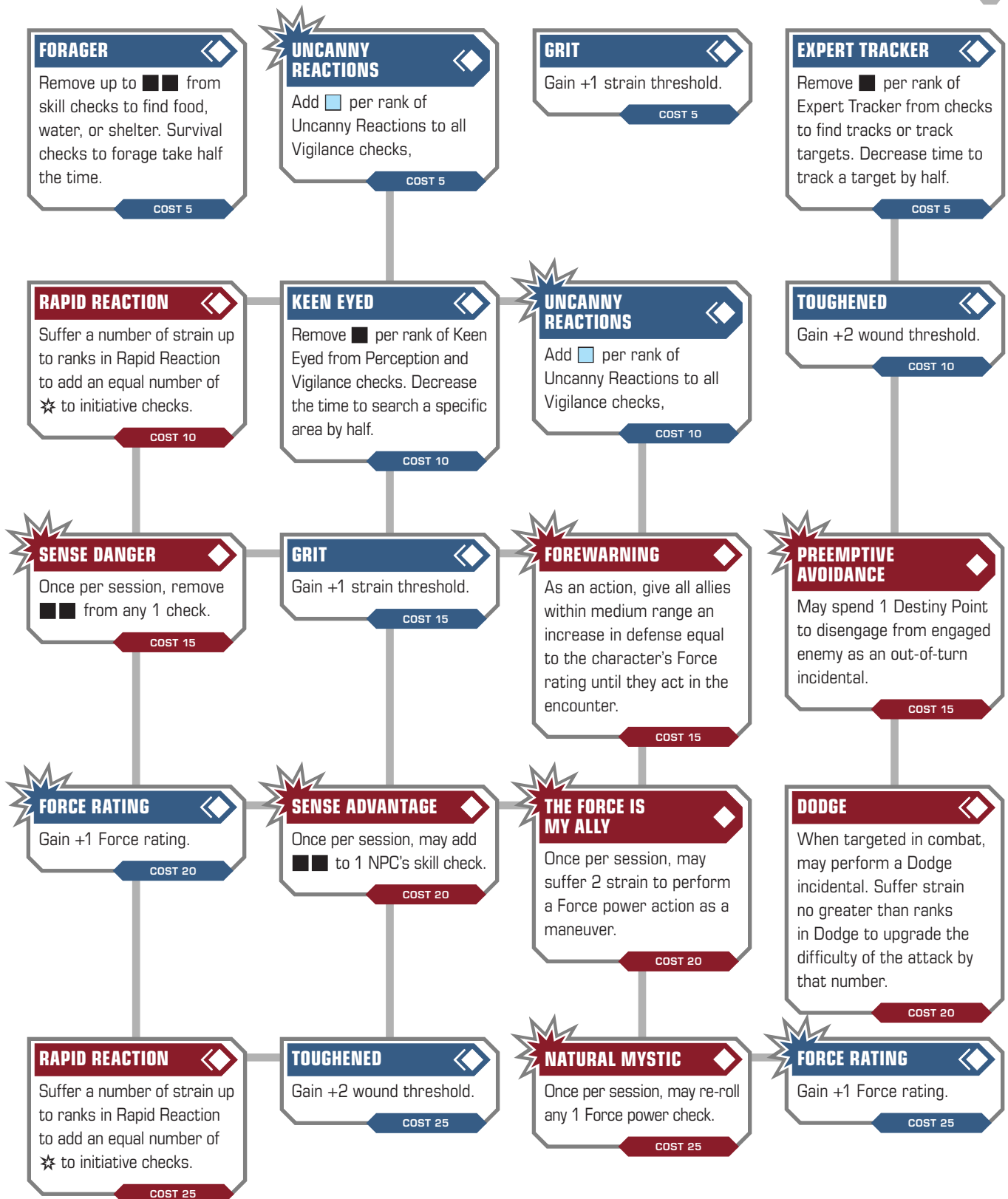
PASSIVE 

RANKED 

FORCE TALENT 

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

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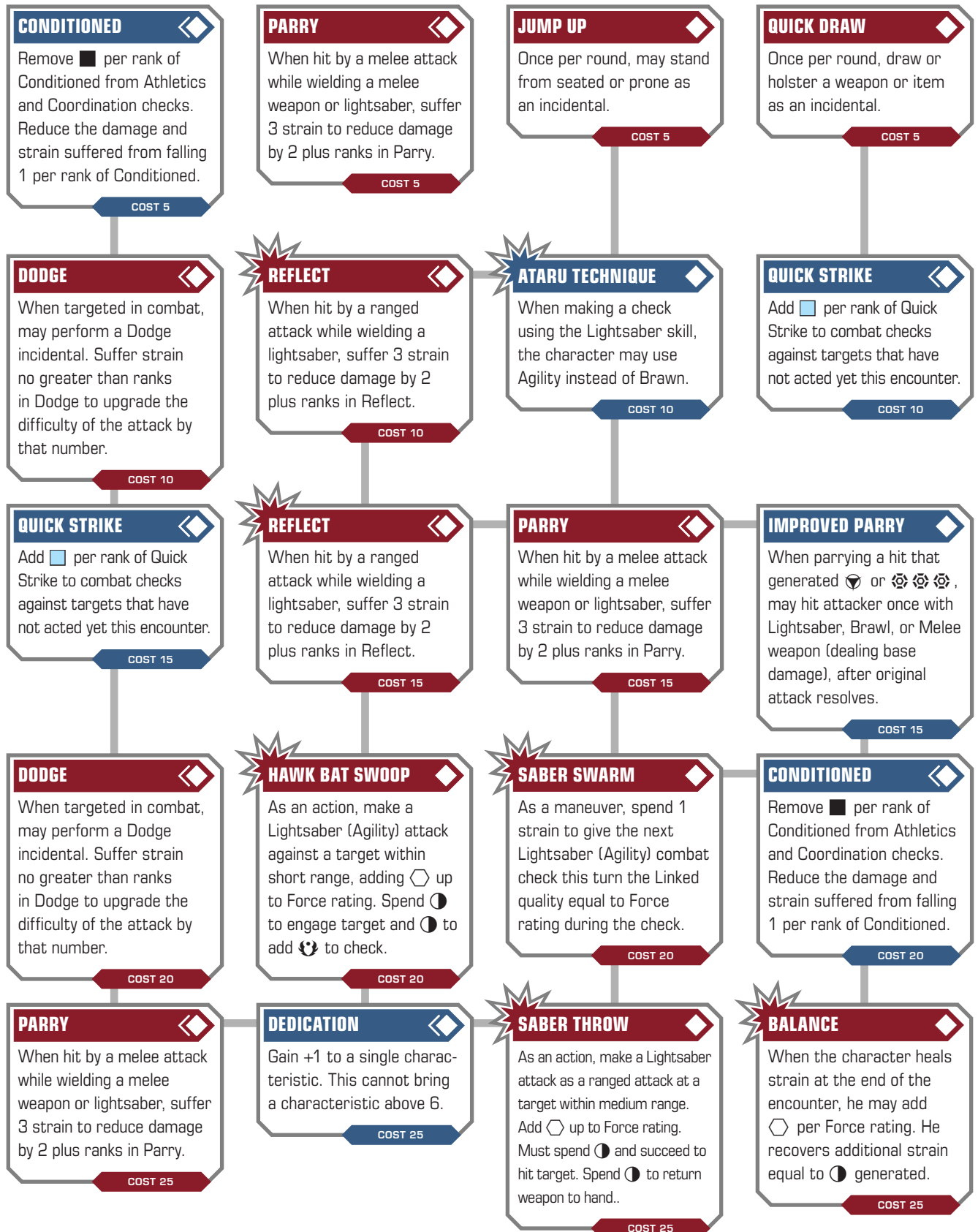
# SEEKER

## ATARU STRIKER

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

ACTIVE   
 PASSIVE   
 RANKED   
 FORCE TALENT 


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

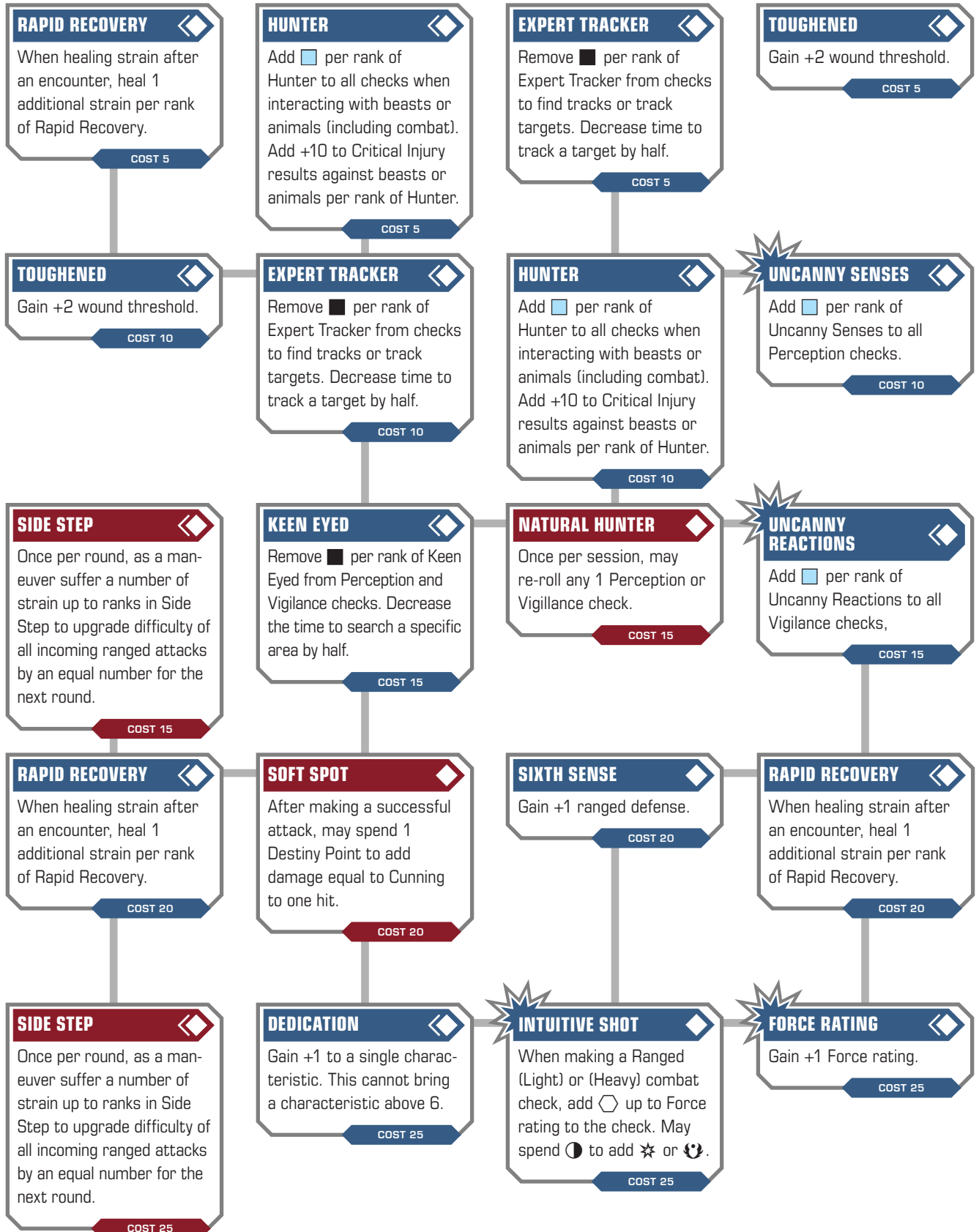


# SEEKER HUNTER

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

ACTIVE   
 PASSIVE   
 RANKED   
 FORCE TALENT 

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

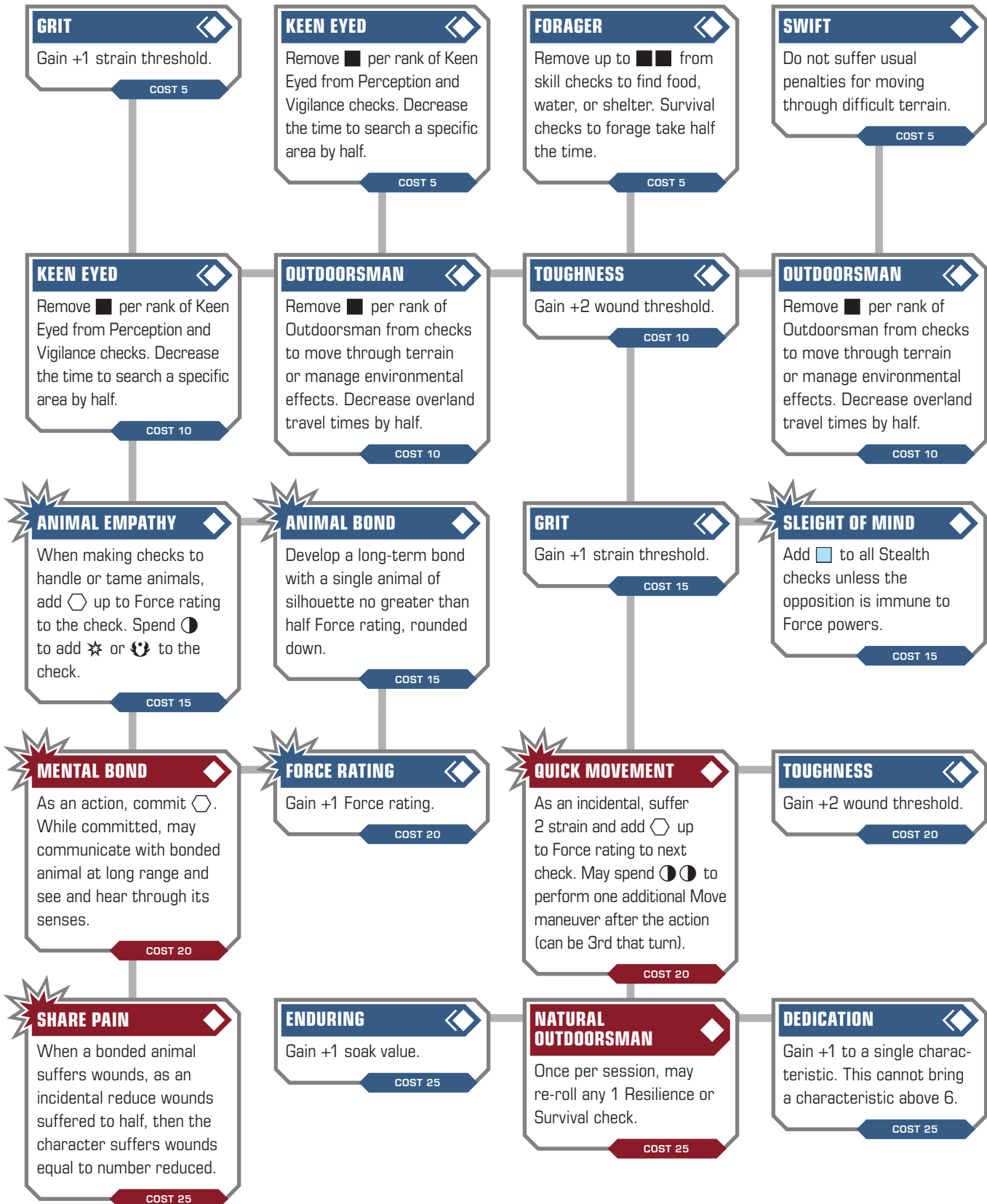


# SEEKER PATHFINDER

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

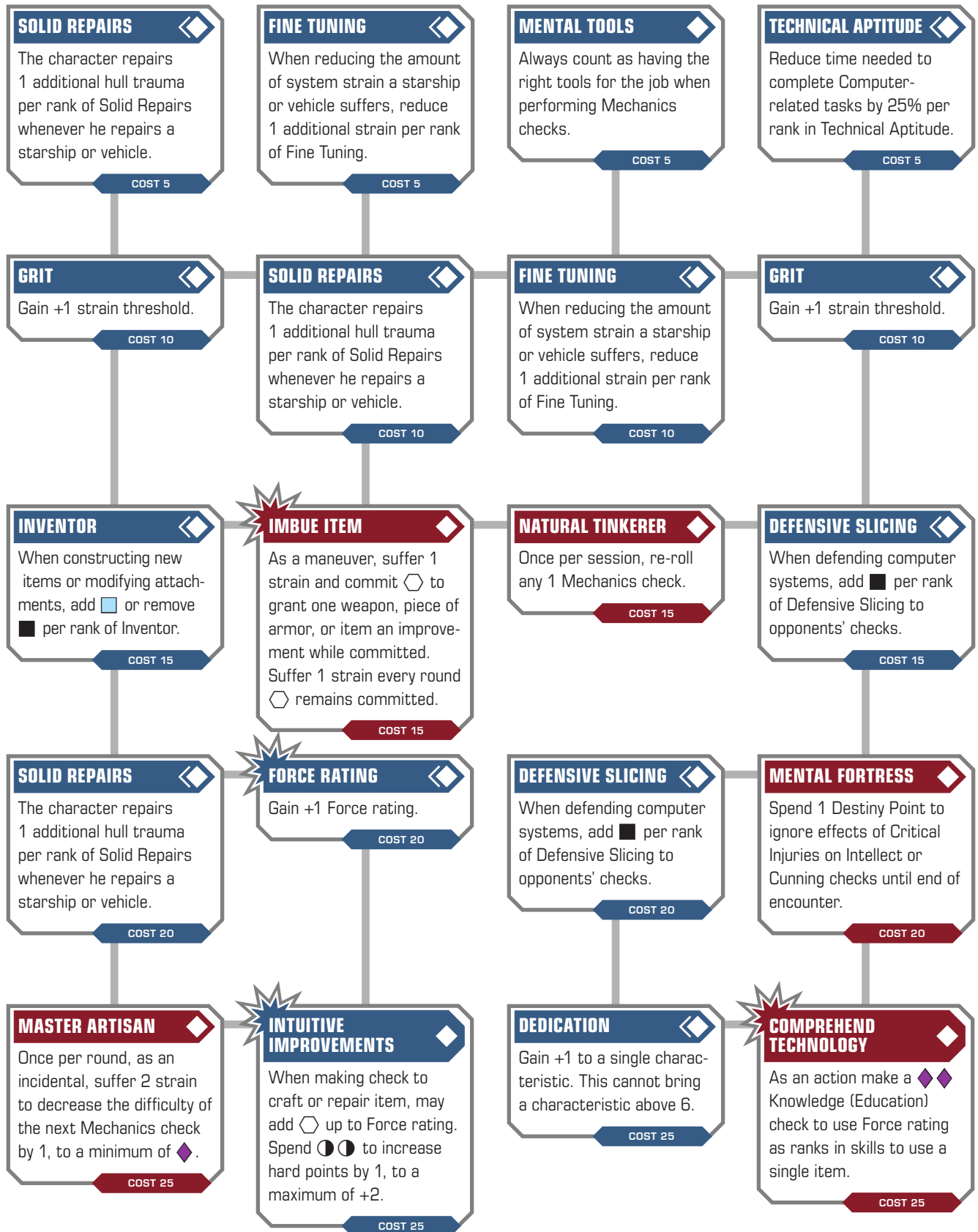


# SENTINEL ARTISAN

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

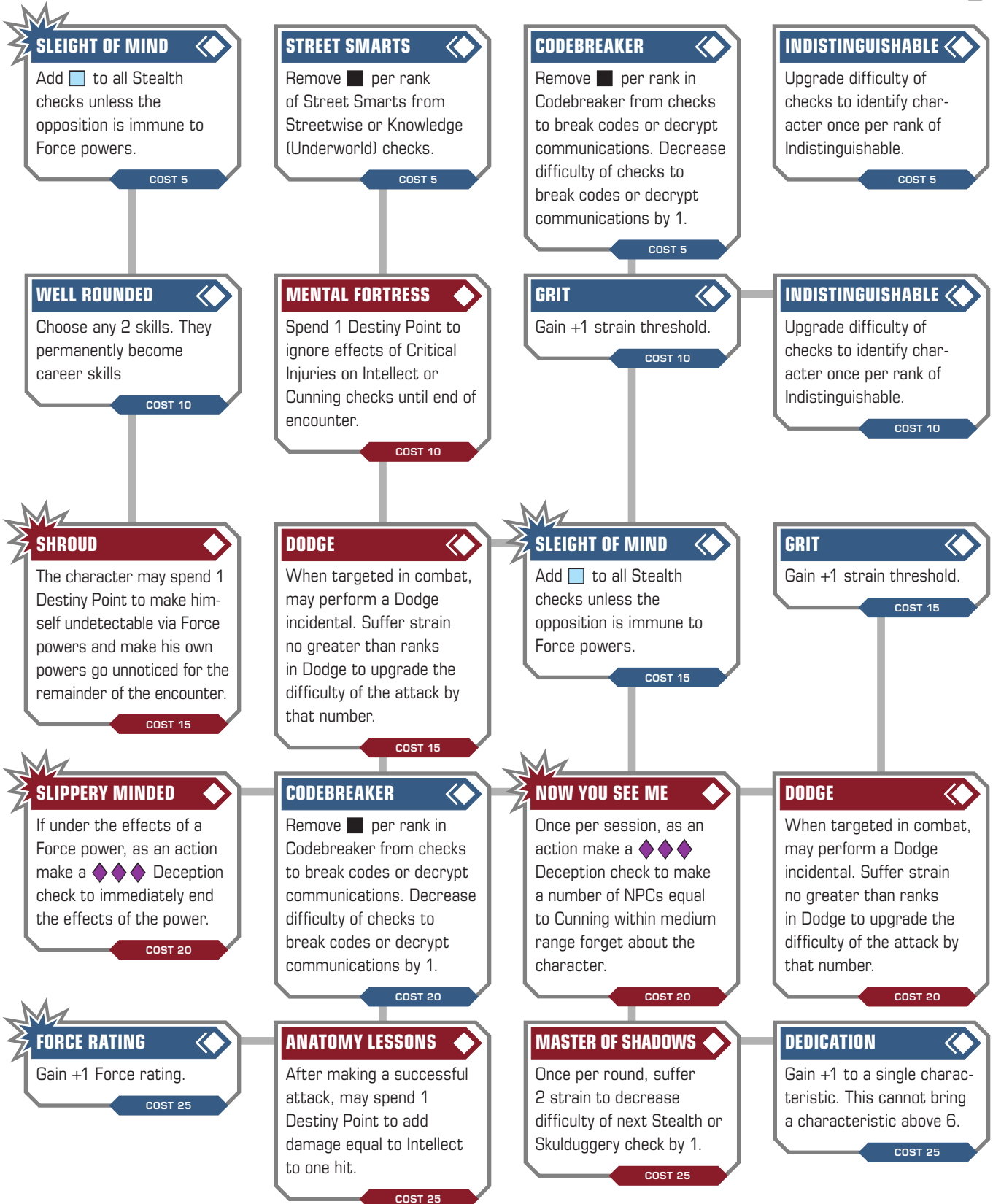


# SENTINEL SHADOW

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 
- XP 


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com)

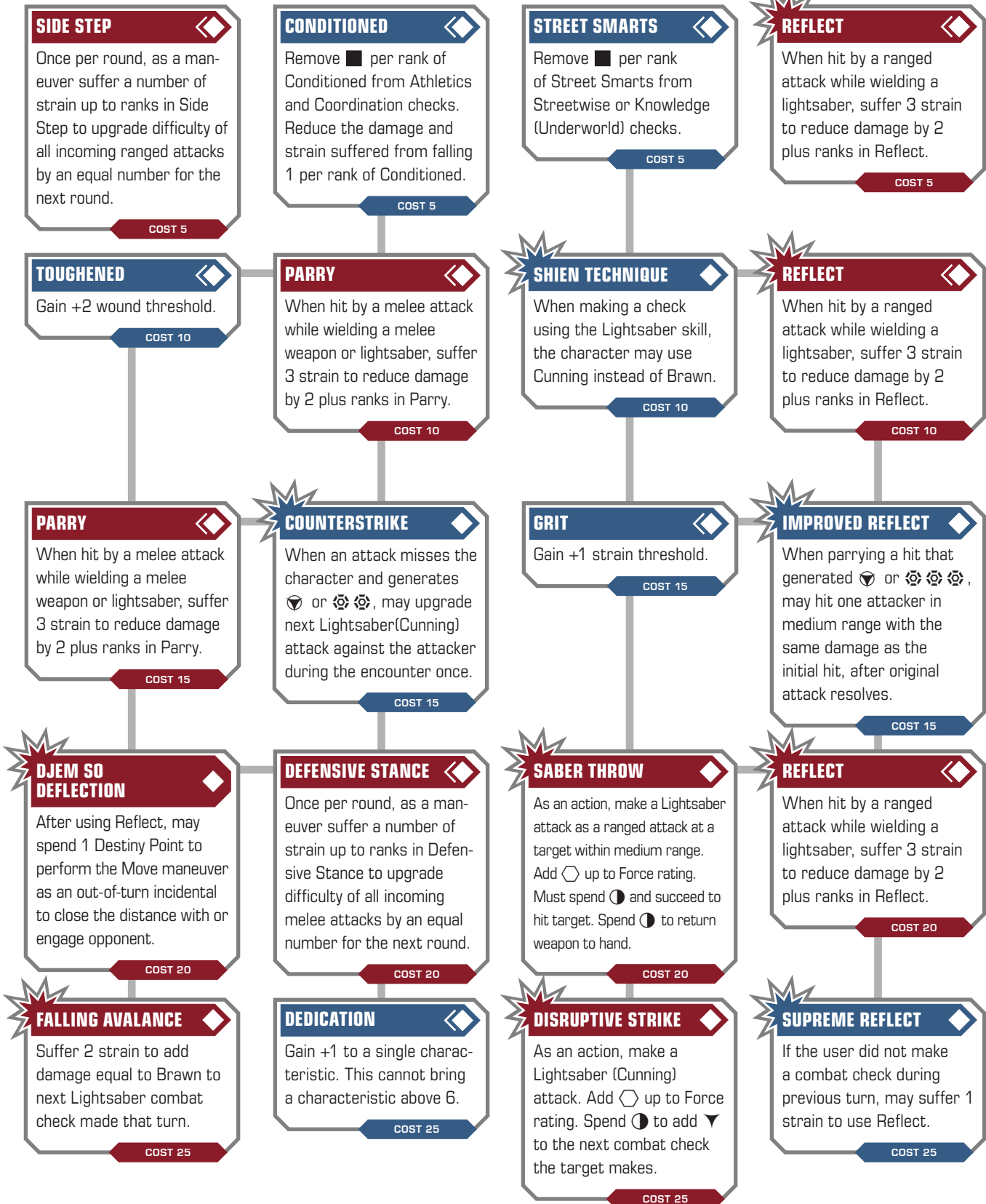


# SENTINEL SHIEN EXPERT

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 


Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

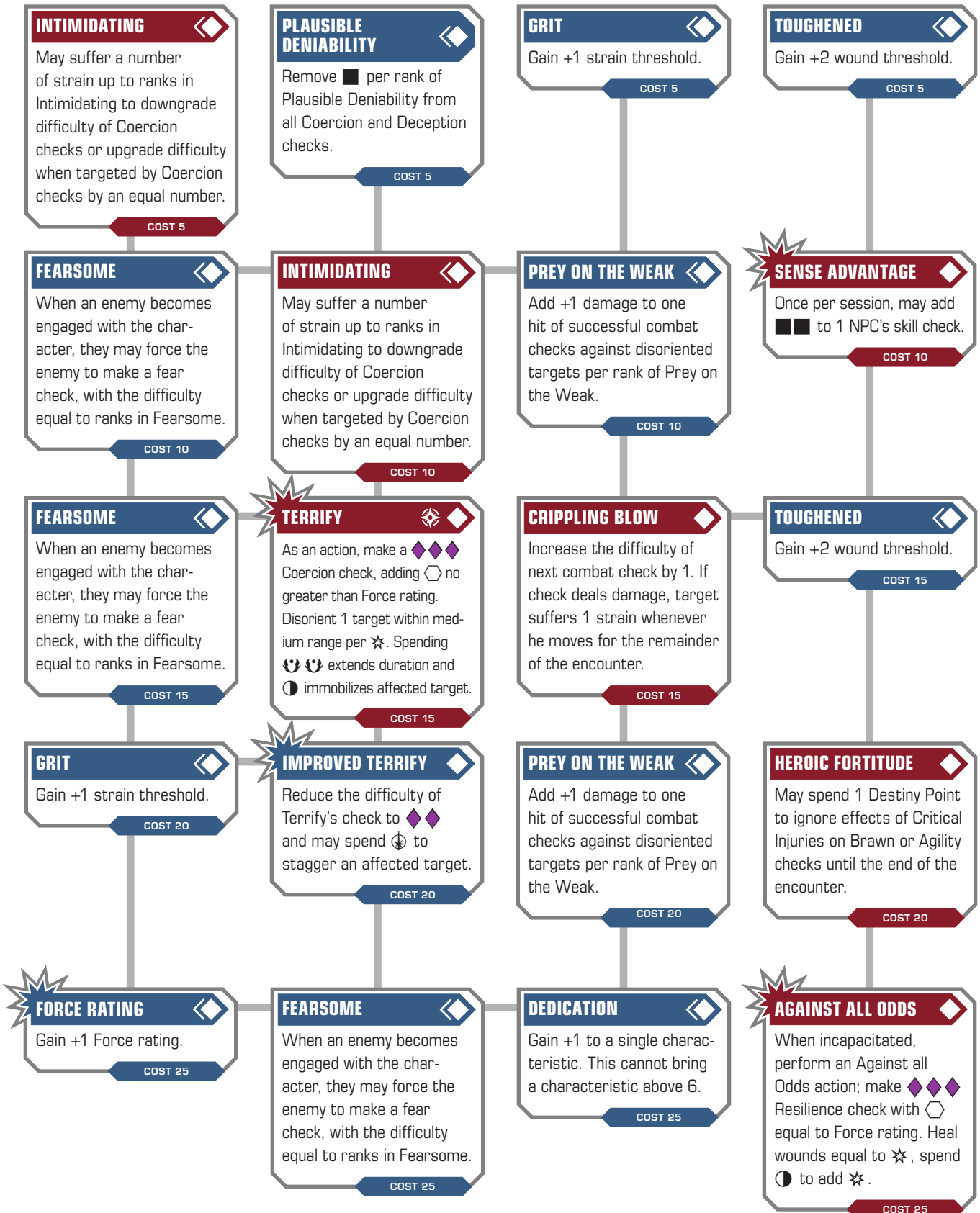


# WARRIOR AGGRESSOR

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

CONFLICT COST  ACTIVE   
 PASSIVE   
 RANKED   
 FORCE TALENT 

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# WARRIOR SHI-CHO KNIGHT

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


ACTIVE   
 PASSIVE   
 RANKED   
 FORCE TALENT 

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

**PARRY** 

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

**COST 5**

**SECOND WIND** 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 5**

**TOUGHENED** 


Gain +2 wound threshold.

**COST 5**

**PARRY** 


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


**COST 5**

**SECOND WIND** 


Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.


**COST 10**

**CONDITIONED** 


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

**COST 10**

**MULTIPLE OPPONENTS** 


Add  to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.

**COST 10**

**DURABLE** 


May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

**COST 10**

**QUICK DRAW** 


Once per round, draw or holster a weapon or item as an incidental.

**COST 15**

**GRIT** 


Gain +1 strain threshold.

**COST 15**

**PARRY** 


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

**COST 15**

**DEFENSIVE TRAINING** 


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


**COST 15**

**NATURAL BLADEMASTER** 


Once per session, may re-roll any 1 Lightsaber or Melee check.



**COST 20**

**SARLACC SWEEP** 


Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May spend  to hit additional engaged targets.



**COST 20**

**IMPROVED PARRY** 


When parrying a hit that generated  or , may hit attacker once with Lightsaber, Brawl, or Melee weapon (dealing base damage), after original attack resolves.

**COST 20**

**SUM DJEM** 


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

**COST 20**

**CENTER OF BEING** 


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

**COST 25**

**DURABLE** 


May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

**COST 25**

**DEDICATION** 

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

**COST 25**

**PARRY** 

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

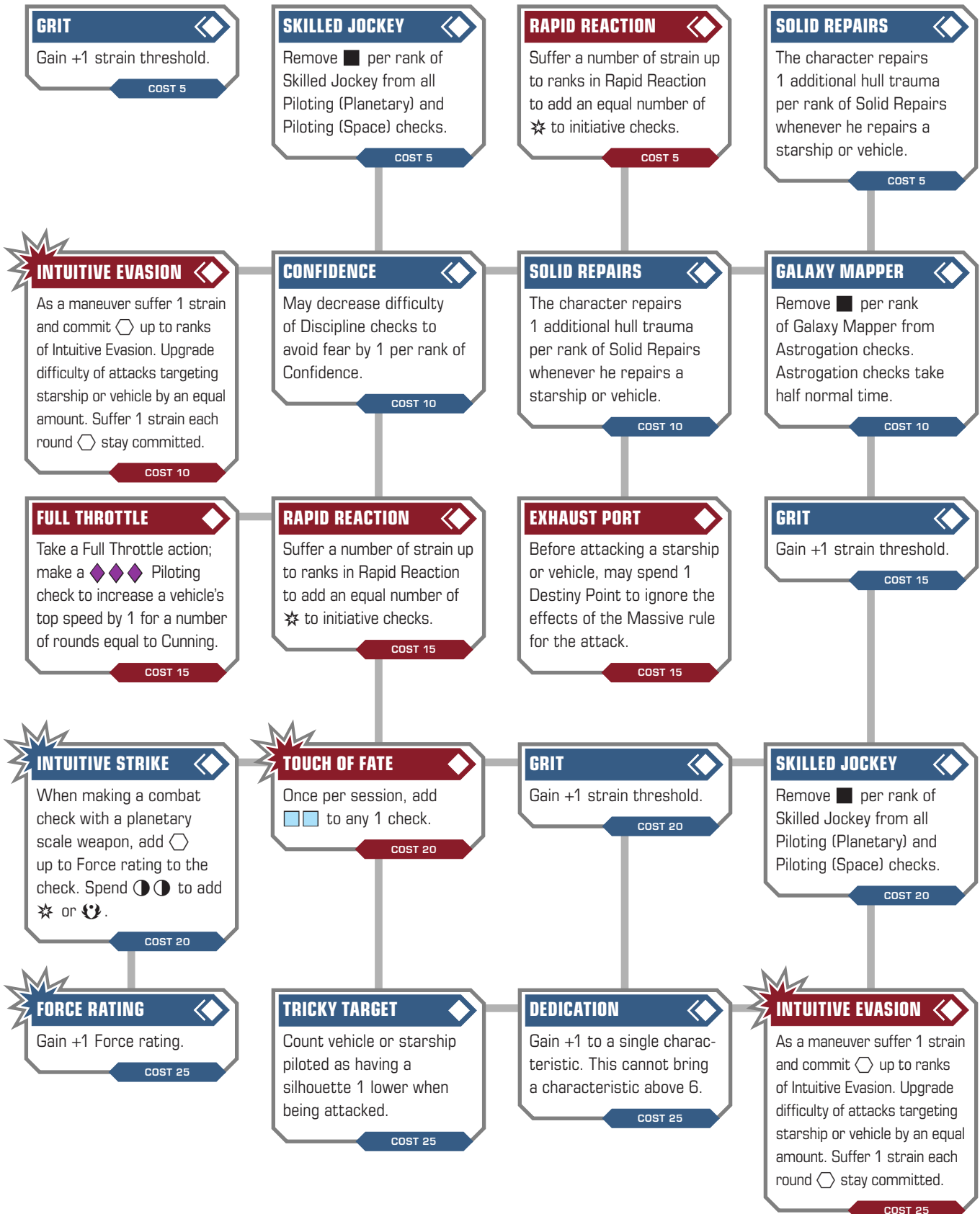
**COST 25**

# WARRIOR STARFIGHTER ACE

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

- ACTIVE 
- PASSIVE 
- RANKED 
- FORCE TALENT 
- XP 

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# FORCE POWER

# BATTLE MEDITATION

RANKED

Prerequisites: **Force Rating 2+**

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## BATTLE MEDITATION BASIC POWER

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

The user may spend 1 to add one automatic ✨ to all checks made by a number of engaged friendly targets up to his Presence before the end of this next turn. If the user used any ● to generate 1, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter. The user may not activate this multiple times.

COST 15

### MAGNITUDE

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

COST 5

### RANGE

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

COST 5

### CONTROL

When making a Battle Meditation power check, the user may make a ♦ Leadership check as part of the pool. If the user is able to activate the power and succeeds on the check, he may send simple orders as part of the power.

COST 10

### MAGNITUDE

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

COST 10

### RANGE

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

COST 10

### STRENGTH

Spend 1 to add one additional automatic s to affected characters. The user may activate this multiple times.

COST 10

### MAGNITUDE

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

COST 15

### RANGE

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

COST 15

### DURATION

Commit 3 to sustain the ongoing effects of the power on each affected target while it remains in range.

COST 25

### MAGNITUDE

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

COST 20

### CONTROL

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

COST 20

### MASTERY

If no ● were used to generate 1, choose one skill. While under the effects of the power, each affected target counts as having the same number ranks in the chosen skill as the target with the most ranks in the skill.

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

COST 25

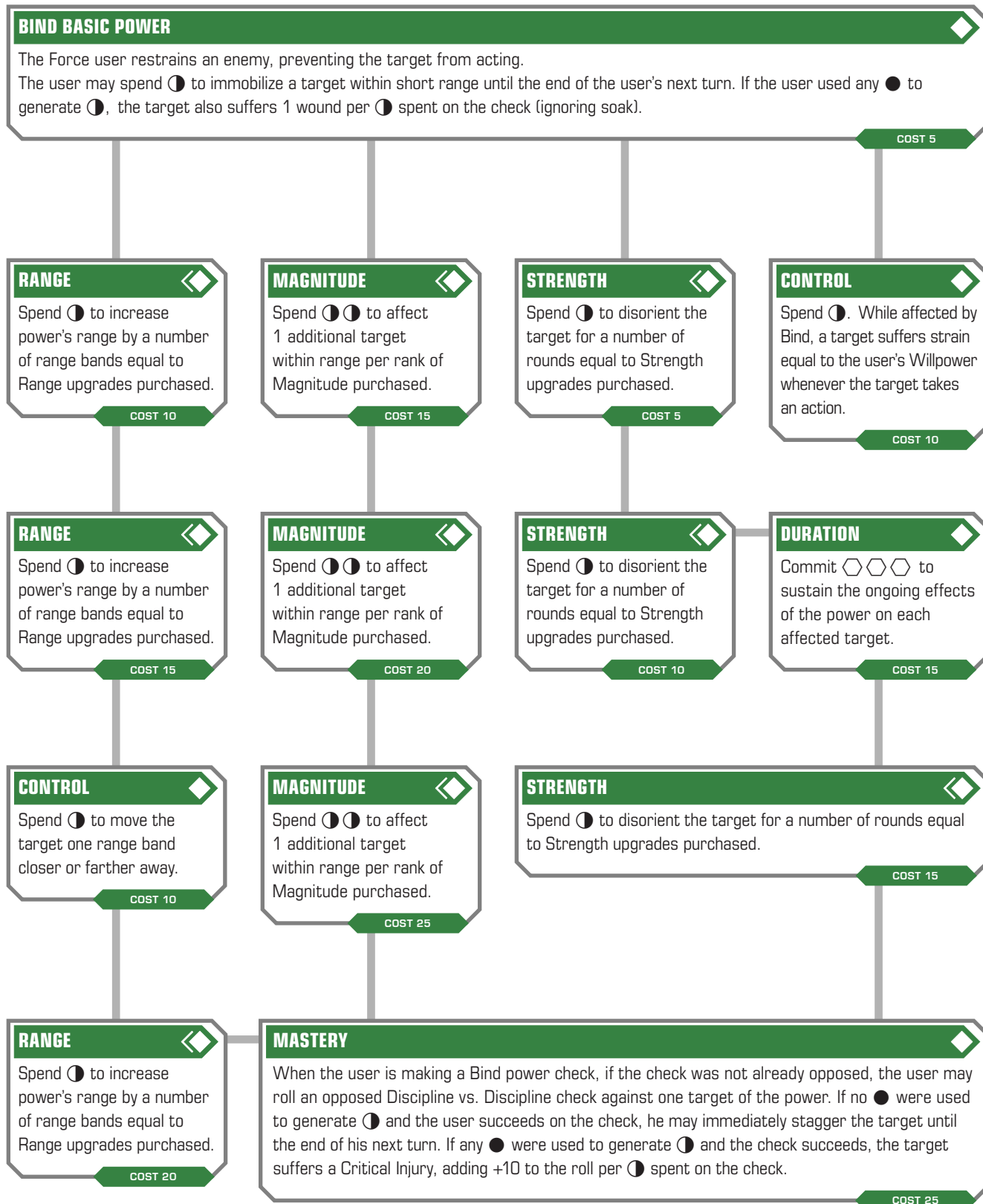
# FORCE POWER

## BIND

RANKED 

Prerequisites: **Force Rating 2+**


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# FORCE POWER ENHANCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

## ENHANCE BASIC POWER

When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. The user may spend 1 to gain \* or (user's choice) on the check.

COST 10

### CONTROL

Enhance can be used with the Coordination skill.

COST 5

### CONTROL

Enhance can be used with the Resilience skill.

COST 5

### CONTROL

Take a Force leap action; make an Enhance power check. The user may spend 1 to jump horizontally to any location in short range.

COST 10

### CONTROL

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

COST 5

### CONTROL

Enhance can be used with the Brawl skill.

COST 5

### CONTROL

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

COST 10

### CONTROL

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

COST 5

### CONTROL

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

COST 10

### RANGE

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

COST 10

### CONTROL

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

COST 10

### CONTROL

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

COST 10

# FORCE POWER FORESEE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

## FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be. The user may spend 1 to gain vague hints of events to come up to a day into his future.

COST 10

## CONTROL

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend 1 to gain ☆ per point on the check.

COST 10

## STRENGTH

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

COST 5

## MAGNITUDE

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

COST 5

## RANGE

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

COST 5

## CONTROL

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

COST 10

## DURATION

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

COST 5

## MAGNITUDE

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

COST 5

## RANGE

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

COST 5

## RANGE

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

COST 5

## STRENGTH

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

COST 5

## CONTROL

When performing a Foresee power check as part of an initiative check, the Force user may spend 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

## DURATION

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

COST 5

# FORCE POWER

## HEAL/HARM

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

### HEAL/HARM BASIC POWER

The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.

**Heal (light side Force user only):** Spend 1 to heal a number of wounds equal to Intellect from an engaged living creature (including the user). The user may not activate this multiple times.

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

COST 15

#### RANGE

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

COST 15

#### MAGNITUDE

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

COST 5

#### MAGNITUDE

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

COST 5

#### CONTROL

**Heal:** If no ● generated, target heals strain equal to wounds healed.  
**Harm:** If any ● generated, user heals strain equal to wounds inflicted.

COST 20

#### RANGE

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

COST 20

#### MAGNITUDE

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

COST 10

#### STRENGTH

**Heal:** Spend 1 to increase wounds healed by 1 per rank of Strength upgrades.  
**Harm:** Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

#### CONTROL

**Heal:** Spend 1 to remove 1 status effect from target.  
**Harm:** The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

COST 20

#### CONTROL

**Heal:** Heal additional wounds equal to ranks in Medicine.  
**Harm:** Inflict additional wounds equal to ranks in Medicine.

COST 20

#### CONTROL

**Heal:** May make a Heal power check combined with a ♦♦♦ Medicine check. If check succeeds, one target who heals wounds also heals 1 Critical Injury.  
**Harm:** May make a Harm power check combined with an opposed Medicine vs. Resilience check. If check succeeds, one target who suffers wounds also suffers 1 Critical Injury (adding +10 to the roll per ☹☹).

COST 20

#### MASTERY

**Heal:** Once per session, spend 1 to restore 1 target who died after end of user's last turn to life.  
**Harm:** Once per session, when this power kills a target, restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

COST 20

#### STRENGTH

**Heal:** Spend 1 to increase wounds healed by 1 per rank of Strength upgrades.  
**Harm:** Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades.

COST 15

# FORCE POWER INFLUENCE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

## INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

**Special Rule (○/● use):** When guiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either ○ or ●.

The character may spend ● to stress the mind of one living target he is engaged with, inflicting 1 strain.

COST 10

### RANGE

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

COST 5

### MAGNITUDE

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

COST 5

### CONTROL

The Force user may make an opposed Discipline vs Discipline check combined with an Influence Power check. If the user spends ● and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

COST 10

### CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ● to gain ✨ or ☹ (user's choice) on the check.

COST 15

### STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

COST 10

### RANGE

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

COST 10

### MAGNITUDE

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

COST 5

### DURATION

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

COST 5

### DURATION

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

COST 5

### RANGE

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

COST 10

### MAGNITUDE

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

COST 10

### DURATION

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

COST 5

### DURATION

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

COST 5



# FORCE POWER

## MISDIRECT

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

### MISDIRECT BASIC POWER

The Force user creates illusions to fool those around him.

The user may spend 1 to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller. Until the beginning of the user's turn, the target cannot see or sense the hidden person or object.

COST 15

#### RANGE

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

COST 5

#### DURATION

Commit 2 to sustain this power while the beguiled target remains in range.

COST 5

#### STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 5

#### CONTROL

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

COST 10

#### MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

#### MAGNITUDE

Spend 1 to affect additional targets equal to Presence per rank of Magnitude purchased.

COST 10

#### STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 10

#### CONTROL

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

COST 15

#### RANGE

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

COST 10

#### CONTROL

Commit one or more 2. Add 1 per 2 to all combat checks targeting the Force user.

COST 15

#### STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

#### MASTERY

Spend 1 to obscure additional objects or create illusions equal to Cunning plus Deception.

COST 20

#### RANGE

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

COST 15

#### STRENGTH

Spend 1 to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.

COST 15

# FORCE POWER MOVE

RANKED ◀

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) XP

## MOVE BASIC POWER

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

The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

### MAGNITUDE

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

COST 5

### STRENGTH

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

COST 10

### RANGE

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

COST 5

### RANGE

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

COST 5

### MAGNITUDE

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

COST 5

### STRENGTH

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

COST 10

### CONTROL

The Force user can hurl objects to damage targets, by making a Discipline ranged combat check combined with a Move Power check, dealing damage equal to 10 times silhouette.

COST 10

### MAGNITUDE

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

COST 10

### STRENGTH

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

COST 15

### CONTROL

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

COST 5

### RANGE

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

COST 15

### MAGNITUDE

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

COST 10

### STRENGTH

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

COST 20

### CONTROL

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


COST 15

# FORCE POWER

## PROTECT/UNLEASH






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Prerequisites: **Force Rating 3+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

### PROTECT/UNLEASH BASIC POWER



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

**Protect:** The user makes a Protect power check and rolls a   Discipline check as part of the pool. Spend   to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per . Dark side Force users may only protect themselves.

**Unleash:** The user makes an Unleash power check as ranged attack and rolls a   Discipline check. If check succeeds and spends  , the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.


COST 20

#### RANGE

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


COST 5

#### STRENGTH

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




COST 5

#### STRENGTH

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



COST 10

#### CONTROL

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


COST 10

#### RANGE

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



COST 10

#### MAGNITUDE

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



COST 10

#### RANGE

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


COST 10

#### CONTROL

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


COST 15

#### MAGNITUDE

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


COST 20

#### STRENGTH

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




COST 15

#### STRENGTH

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

COST 20

#### DURATION

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




COST 20

#### CONTROL

**Protect:** Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session.  
**Unleash:** Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.

COST 25

#### MASTERY

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

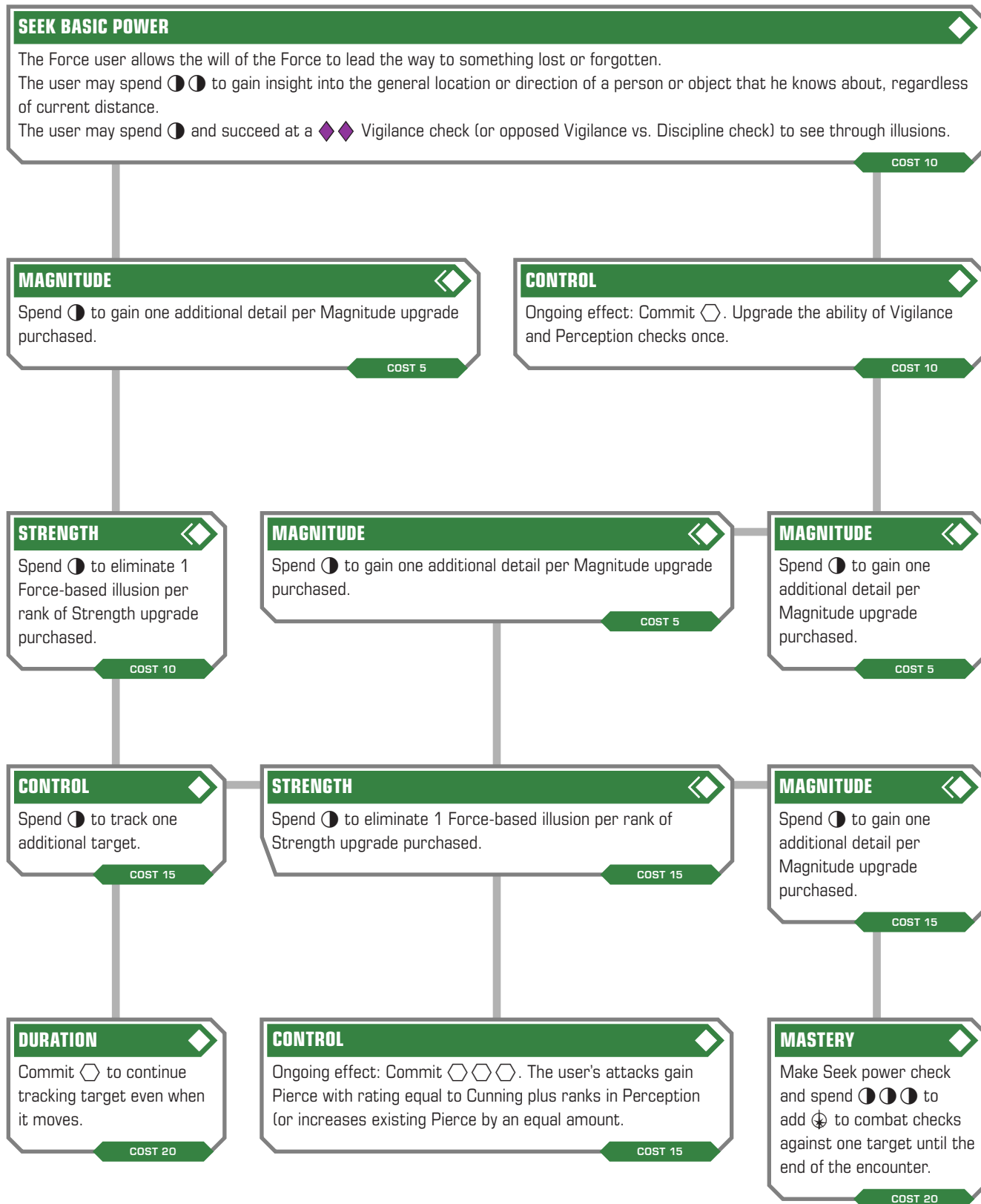
COST 25

# FORCE POWER SEEK

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 




# FORCE POWER

## SENSE

RANKED 

Prerequisites: **Force Rating 1+**

Find more handouts at [BeggingForXP.com](http://BeggingForXP.com) 

### SENSE BASIC POWER


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

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

The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

COST 10

### CONTROL

Ongoing effect: Commit . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

COST 10

### CONTROL

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

COST 10

### DURATION

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

COST 10

### RANGE

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

COST 5

### MAGNITUDE

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

COST 5

### STRENGTH

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

COST 10

### RANGE

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


COST 10

### MAGNITUDE

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

COST 10

### CONTROL

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

COST 10

### RANGE

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

COST 10

### MAGNITUDE

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

COST 10