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

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

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

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

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

**GRIT**
Gain +1 strain threshold.

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**Rapid Recovery**
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**GRIT**
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**HEALING TRANCE**
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**RAPID RECOVERY**
When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

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

**GRIT**
Gain +1 strain threshold.

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

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

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

**Toughened**
Gain +2 wound threshold.

**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.

**Dedication**
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**CONSULAR NIMAN DISCIPLE**

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

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**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.

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

**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.

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**NOBODY’S FOOL**
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody’s Fool.

**SENSE EMOTIONS**
Add \(b\) to all Charm, Coercion, and Deception checks unless the target is immune to Force Powers.

**FORCE RATING**
Gain +1 Force rating.

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

**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.

**IMPROVED CENTER OF BEING**
Suffer 1 strain to perform Center of Being as an incidental.

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**GRIT**
Gain +1 strain threshold.

**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.

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

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

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

**TOUGHENED**
Gain +2 wound threshold.

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**SUM DJEM**
May spend \(\) or \(\) with a successful Lightsaber attack to disarm opponent.

**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.

---

**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.

**FORCE ASSAULT**
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.

---

**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.

Find more handouts at BeggingForXP.com
**GUARDIAN PEACEKEEPER**

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

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

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

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

**COMMANDING PRESENCE**
Remove ▶️ per rank of Commanding Presence from Leadership and Cool checks.

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**COMMANDING PRESENCE**
Remove ▶️ per rank of Commanding Presence from Leadership and Cool checks.

**TOUGHENED**
Gain +2 wound threshold.

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

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

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**TOUGHENED**
Gain +2 wound threshold.

**ENHANCED LEADER**
When making a Leadership check, add ▶️ up to Force rating. Spend ▶️ to add ⚡ or ⚡ to the result.

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

**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.

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

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

**TOUGHENED**
Gain +2 wound threshold.

**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.

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

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

**FORCE RATING**
Gain +1 Force rating.

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

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

GRIT
Gain +1 strain threshold.

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

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

STIMPACK SPECIALIZATION
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

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 9

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 10

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

COST 15

STIMPACK SPECIALIZATION
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 15

TOUGHENED
Gain +2 wound threshold.

COST 9

TOUGHENED
Gain +2 wound threshold.

COST 9

GRIT
Gain +1 strain threshold.

COST 5

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

COST 5

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 10

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

FORCE RATING
Gain +1 Force rating.

COST 25

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

COST 25

MOURNING
Gain +2 wound threshold.

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
As an action, make a Lightsaber (Intellect) check. The character, plus 1 ally within short range per success, gains X defense until the beginning of the next turn. X equals 1, plus 1 per additional success.

As an action, make a Lightsaber (Intellect) check, adding C up to Force rating. If successful, a target in short range may only attack character for 1 round, plus 1 per additional F spent.

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

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

Gain +1 strain threshold.

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

Once per round, as a maneuver suffer a number of strain up to ranks in Defensive Stance to upgrade difficulty of all incoming melee attacks by an equal number for the next round.
KNOWLEDGE IS POWER
Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

COST 10

TOUGHENED
Gain +2 wound threshold.

COST 10

KNOW SOMEBODY
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 5

GRIT
Gain +1 strain threshold.

COST 10

KNOW SOMEBODY
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 5

KNOW SOMEBODY
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

COST 5

GRIT
Gain +1 strain threshold.

COST 10

PLAUSIBLE DENIABILITY
Remove b per rank of Plausible Deniability from all Coercion and Deception checks.

COST 5

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

COST 15

SMOOTH TALKER
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend x to gain additional s equal to ranks in Smooth Talker.

COST 15

SENSE ADVANTAGE
Once per session, may add to 1 NPC's skill check.

COST 25

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

COST 15

FORCE RATING
Gain +1 Force rating.

COST 25

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

COST 20

SMOOTH TALKER
When first acquired, choose Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.

COST 15

CONTINGENCY PLAN
Spend 1 Destiny Point to recover strain equal to Cunning rating.

COST 20

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

COST 20

CONTINGENCY PLAN
Spend 1 Destiny Point to recover strain equal to Cunning rating.

COST 20

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GRIT
Gain +1 strain threshold.

RESIST DISARM
Suffer 2 strain to avoid being disarmed or having the character’s weapon be damaged or destroyed.

GRIT
Gain +1 strain threshold.

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.

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

FEINT
Spend  or  generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting the character by ranks in Feint.

MAKASHI FINISH
As an action, make a Lightsaber (Presence) attack against engaged target, adding  up to Force rating. Spend  to add +10 to any resulting Critical Injury rolls.

MAKASHI FLOURISH
Once per encounter, as an action make a Lightsaber (Presence) check. 1 engaged opponent suffers strain equal to , and heal an equal amount of strain.

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

FEINT
Spend  or  generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting the character by ranks in Feint.

GRIT
Gain +1 strain threshold.

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.

INTENSE PRESENCE
Spend 1 Destiny Point to recover strain equal to Presence rating.

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.

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

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

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.

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.

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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.

FEINT
Spend  or  generated on a missed melee attack to upgrade difficulty of opponent’s next attack targeting the character by ranks in Feint.

DUELIST’S TRAINING
Add  to Melee and Lightsaber checks when engaged with only one opponent.
FOREWARNING
As an action, give all allies within medium range an increase in defense equal to the character's Force rating until they act in the encounter.

PREEMPTIVE AVOIDANCE
May spend 1 Destiny Point to disengage from engaged enemy as an out-of-turn incidental.

SENSE ADVANTAGE
Once per session, may add to 1 NPC's skill check.

THE FORCE IS MY ALLY
Once per session, may suffer 2 strain to perform a Force power action as a maneuver.

NATURAL MYSTIC
Once per session, may re-roll any 1 Force power check.

FORCE RATING
Gain +1 Force rating.

TOUGHENED
Gain +2 wound threshold.

TOUGHENED
Gain +2 wound threshold.

TOUGHENED
Gain +2 wound threshold.

EXPERT TRACKER
Remove per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

DODGE
When targeted in combat, may perform a Dodge incidental. Suffer strain no greater than ranks in Dodge to upgrade the difficulty of the attack by that number.

KEEN EYED
Remove per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

UNCANNY REACTIONS
Add per rank of Uncanny Reactions to all Vigilance checks.

UNCANNY REACTIONS
Add per rank of Uncanny Reactions to all Vigilance checks.

FORCE RATING
Gain +1 Force rating.

FORCE RATING
Gain +1 Force rating.

GRIT
Gain +1 strain threshold.

GRIT
Gain +1 strain threshold.

SENSE DANGER
Once per session, remove from any 1 check.

SENSE DANGER
Once per session, remove from any 1 check.

RAPID REACTION
Suffer a number of strain up to ranks in Rapid Reaction to add an equal number to initiative checks.

RAPID REACTION
Suffer a number of strain up to ranks in Rapid Reaction to add an equal number to initiative checks.

FORAGER
Remove up to from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

FORAGER
Remove up to from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

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

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**ATARU TECHNIQUE**

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

**HAWK BAT SWOOP**

As an action, make a Lightsaber (Agility) attack against a target within short range, adding \( \text{C} \) up to Force rating. Spend \( \text{F} \) to engage target and \( \text{F} \) to add \( \text{A} \) to check.

**SABER SWARM**

As a maneuver, spend 1 strain to give the next Lightsaber (Agility) combat check this turn the Linked quality equal to Force rating during the check.

**DEDICATION**

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

**SABER THROW**

As an action, make a Lightsaber attack as a ranged attack at a target within medium range. Add \( \text{C} \) up to Force rating. Must spend \( \text{F} \) and succeed to hit target. Spend \( \text{F} \) to return weapon to hand.

**BALANCE**

When the character heals strain at the end of the encounter, he may add \( \text{F} \) per Force rating. He recovers additional strain equal to \( \text{F} \) generated.
**Rapid Recovery**
When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

**Cost**: 5

**Toughened**
Gain +2 wound threshold.

**Cost**: 5

**Hunter**
Add \( \Box \) per rank of Hunter to all checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

**Expert Tracker**
Remove \( \Box \) per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

**Cost**: 5

**Keen Eyed**
Remove \( \Box \) per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

**Cost**: 10

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

**Cost**: 15

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

**Cost**: 20

**Soft Spot**
After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.

**Cost**: 20

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

**Cost**: 25

**Intuitive Shot**
When making a Ranged (Light) or (Heavy) combat check, add \( \Box \) up to Force rating to the check. May spend \( \Box \) to add \( \star \) or \( \star \).

**Cost**: 25

**Uncanny Senses**
Add \( \Box \) per rank of Uncanny Senses to all Perception checks.

**Cost**: 10

**Natural Hunter**
Once per session, may re-roll any 1 Perception or Vigilance check.

**Cost**: 15

**Keen Eyed**
Remove \( \Box \) per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

**Cost**: 10

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

**Cost**: 25

**Toughened**
Gain +2 wound threshold.

**Cost**: 5

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

**Cost**: 20

**Sixth Sense**
Gain +1 ranged defense.

**Cost**: 20

**Uncanny Reactions**
Add \( \Box \) per rank of Uncanny Reactions to all Vigilance checks.

**Cost**: 15

**Force Rating**
Gain +1 Force rating.

**Cost**: 25

**Spec Bonus Career Skills**: Coordination, Ranged (Heavy), Stealth, Vigilance
## Animal Empathy
When making checks to handle or tame animals, add +1 up to Force rating to the check. Spend +1 to add +1, or +2 to a check.

## Animal Bond
Develop a long-term bond with a single animal of silhouette no greater than half Force rating, rounded down.

## Keen Eyed
Remove +1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

## Forager
Remove +1 up to Force rating from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

## Swift
Do not suffer usual penalties for moving through difficult terrain.

## Keen Eyed
Remove +1 per rank of Keen Eyed from Perception and Vigilance checks. Decrease the time to search a specific area by half.

## OutdoorSMAN
Remove +1 per rank of OutdoorSMAN from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

## Grit
Gain +1 strain threshold.

## Sleight of Mind
Add +1 to all Stealth checks unless the opposition is immune to Force powers.

## OutdoorSMAN
Remove +1 per rank of OutdoorSMAN from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

## Forager
Remove +1 up to Force rating from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

## Toughness
Gain +2 wound threshold.

## OutdoorSMAN
Remove +1 per rank of OutdoorSMAN from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

## Force Rating
Gain +1 Force rating.

## Quick Movement
As an incidental, suffer 2 strain and add +1 up to Force rating to next check. May spend +2 to perform one additional Move maneuver after the action (can be 3rd that turn).

## Toughness
Gain +2 wound threshold.

## Enduring
Gain +1 soak value.

## Natural OutdoorSMAN
Once per session, may re-roll any 1 Resilience or Survival check.

## Dedication
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
**Spec Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SOLID REPAIRS</strong></td>
<td>The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.</td>
<td>$\text{COST 5}$</td>
</tr>
<tr>
<td><strong>FINE TUNING</strong></td>
<td>When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.</td>
<td>$\text{COST 5}$</td>
</tr>
<tr>
<td><strong>MENTAL TOOLS</strong></td>
<td>Always count as having the right tools for the job when performing Mechanics checks.</td>
<td>$\text{COST 5}$</td>
</tr>
<tr>
<td><strong>TECHNICAL APTITUDE</strong></td>
<td>Reduce time needed to complete Computer-related tasks by 25% per rank in Technical Aptitude.</td>
<td>$\text{COST 5}$</td>
</tr>
<tr>
<td><strong>GRIT</strong></td>
<td>Gain +1 strain threshold.</td>
<td>$\text{COST 10}$</td>
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<tr>
<td><strong>INVENTOR</strong></td>
<td>When constructing new items or modifying attachments, add or remove per rank of Inventor.</td>
<td>$\text{COST 15}$</td>
</tr>
<tr>
<td><strong>IMBUE ITEM</strong></td>
<td>As a maneuver, suffer 1 strain and commit to grant one weapon, piece of armor, or item an improvement while committed. Suffer 1 strain every round remains committed.</td>
<td>$\text{COST 15}$</td>
</tr>
<tr>
<td><strong>NATURAL TINKERER</strong></td>
<td>Once per session, re-roll any 1 Mechanics check.</td>
<td>$\text{COST 15}$</td>
</tr>
<tr>
<td><strong>DEFENSIVE SLICING</strong></td>
<td>When defending computer systems, add per rank of Defensive Slicing to opponents' checks.</td>
<td>$\text{COST 15}$</td>
</tr>
<tr>
<td><strong>FORCE RATING</strong></td>
<td>Gain +1 Force rating.</td>
<td>$\text{COST 20}$</td>
</tr>
<tr>
<td><strong>DEFENSIVE SLICING</strong></td>
<td>When defending computer systems, add per rank of Defensive Slicing to opponents' checks.</td>
<td>$\text{COST 20}$</td>
</tr>
<tr>
<td><strong>MENTAL FORTRESS</strong></td>
<td>Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.</td>
<td>$\text{COST 20}$</td>
</tr>
<tr>
<td><strong>MASTER ARTISAN</strong></td>
<td>Once per round, as an incidental, suffer 2 strain to decrease the difficulty of the next Mechanics check by 1, to a minimum of .</td>
<td>$\text{COST 25}$</td>
</tr>
<tr>
<td><strong>INTUITE IMPROVEMENTS</strong></td>
<td>When making check to craft or repair item, may add up to Force rating. Spend to increase hard points by 1, to a maximum of +2.</td>
<td>$\text{COST 25}$</td>
</tr>
<tr>
<td><strong>DEDICATION</strong></td>
<td>Gain +1 to a single characteristic. This cannot bring a characteristic above 6.</td>
<td>$\text{COST 25}$</td>
</tr>
<tr>
<td><strong>COMPREHEND TECHNOLOGY</strong></td>
<td>As an action make a Knowledge (Education) check to use Force rating as ranks in skills to use a single item.</td>
<td>$\text{COST 25}$</td>
</tr>
</tbody>
</table>
When an attack misses the character and generates y or tt, may upgrade next Lightsaber (Cunning) attack against the attacker during the encounter once.

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

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

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

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

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

**IMPROVED REFLECT**
When parrying a hit that generated y or tt, may hit one attacker in medium range with the same damage as the initial hit, after original attack resolves.

**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.

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

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

**TOUGHENED**
Gain +2 wound threshold.

**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.

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

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

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

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

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

**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.

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

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

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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.

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

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

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

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

**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.

**REFLECT**
When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
**TERRIFY**
As an action, make a Coercion check, adding no greater than Force rating. Disorient 1 target within medium range per Coercion checks or upgrade difficulty when targeted by Coercion checks by an equal number.

**FEARSOME**
When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

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**GRIT**
Gain +1 strain threshold.

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When an enemy becomes engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

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

**AGAINST ALL ODDS**
When incapacitated, perform an Against all Odds action; make a Resilience check with equal to Force rating. Heal wounds equal to , spend to add .

**SENSE ADVANTAGE**
Once per session, may add to 1 NPC’s skill check.

**IMPROVED TERRIFY**
Reduce the difficulty of Terrify’s check to and may spend to stagger an affected target.

**PREY ON THE WEAK**
Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

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Gain +2 wound threshold.

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**SENSE ADVANTAGE**
Once per session, may add to 1 NPC’s skill check.

**COERCION**
Gain +1 Force rating.

**FORCE RATING**
Gain +1 Force rating.
CONDITIONED
Remove [ ] per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling 1 per rank of Conditioned.

MULTIPLE OPPONENTS
Add [ ] to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.

TOUGHENED
Gain +2 wound threshold.

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.

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

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

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

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

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

GRIT
Gain +1 strain threshold.

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.

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.

SUM DJEM
May spend [ ] or [ ] with a successful Lightsaber attack to disarm opponent.

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.

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

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.

SARLACC SWEEP
Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. May spend [ ] to hit additional engaged targets.
INTUITIVE EVASION
As a maneuver suffer 1 strain and commit up to ranks of Intuitive Evasion. Upgrade difficulty of attacks targeting starship or vehicle by an equal amount. Suffer 1 strain each round stay committed.

SKILLED JOCKEY
Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

RAPID REACTION
Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of to initiative checks.

SOLID REPAIRS
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

GRIT
Gain +1 strain threshold.

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

SOLID REPAIRS
The character repairs 1 additional hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

INTUITIVE STRIKE
When making a combat check with a planetary scale weapon, add up to Force rating to the check. Spend or .

TOUCH OF FATE
Once per session, add to any 1 check.

GRIT
Gain +1 strain threshold.

SKILLED JOCKEY
Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

FULL THROTTLE
Take a Full Throttle action; make a Piloting check to increase a vehicle’s top speed by 1 for a number of rounds equal to Cunning.

Rapid Reaction
Suffer a number of strain up to ranks in Rapid Reaction to add an equal number of to initiative checks.

EXHAUST PORT
Before attacking a starship or vehicle, may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

SKILL JOCKEY
Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks.

GRIT
Gain +1 strain threshold.

FORCE RATING
Gain +1 Force rating.

THICK TARGET
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

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

INTUITIVE EVASION
As a maneuver suffer 1 strain and commit up to ranks of Intuitive Evasion. Upgrade difficulty of attacks targeting starship or vehicle by an equal amount. Suffer 1 strain each round stay committed.
**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 s 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 f to generate f, 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.

---

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

---

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

---

**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.

---

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

---

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

---

**MASTERY**
If no f were used to generate f, 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 f to generate f, each affected character must make a ♦ Discipline check if he wishes to resist obeying orders given by the user as part of this power.
**BIND BASIC POWER**

The Force user restrains an enemy, preventing the target from acting.

The user may spend \(\bullet\) to immobilize a target within short range until the end of the user's next turn. If the user used any \(\bullet\) to generate \(\bullet\), the target also suffers 1 wound per \(\bullet\) spent on the check (ignoring soak).

**RANGE**

Spend \(\bullet\) to increase power’s range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend \(\bullet\) to affect 1 additional target within range per rank of Magnitude purchased.

**STRENGTH**

Spend \(\bullet\) to disorient the target for a number of rounds equal to Strength upgrades purchased.

**CONTROL**

Spend \(\bullet\). While affected by Bind, a target suffers strain equal to the user’s Willpower whenever the target takes an action.

**RANGE**

Spend \(\bullet\) to increase power’s range by a number of range bands equal to Range upgrades purchased.

**MAGNITUDE**

Spend \(\bullet\) to affect 1 additional target within range per rank of Magnitude purchased.

**STRENGTH**

Spend \(\bullet\) to disorient the target for a number of rounds equal to Strength upgrades purchased.

**DURATION**

Commit \(\bullet\) \(\bullet\) \(\bullet\) to sustain the ongoing effects of the power on each affected target.

**RANGE**

Spend \(\bullet\) to increase power’s range by a number of range bands equal to Range upgrades purchased.

**CONTROL**

Spend \(\bullet\) to move the target one range band closer or farther away.

**MAGNITUDE**

Spend \(\bullet\) to affect 1 additional target within range per rank of Magnitude purchased.

**STRENGTH**

Spend \(\bullet\) to disorient the target for a number of rounds equal to Strength upgrades purchased.

**MASTERY**

When the user is making a Bind power check, if the check was not already opposed, the user may roll an opposed Discipline vs. Discipline check against one target of the power. If no \(\bullet\) were used to generate \(\bullet\) and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any \(\bullet\) were used to generate \(\bullet\) and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per \(\bullet\) spent on the check.
**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 "F" to gain "S" or "A" (user's choice) on the check.

**Control**

- Enhance can be used with the Coordination skill.
  - Cost: 5

- Enhance can be used with the Resilience skill.
  - Cost: 5

- Enhance can be used with the Piloting (Planetary) skill.
  - Cost: 5

- Enhance can be used with the Brawl skill.
  - Cost: 5

**Control**

- Take a Force leap action; make an Enhance power check. The user may spend "F" to jump horizontally to any location in short range.
  - Cost: 10

**Control**

- When performing a Force Leap, the user can jump vertically in addition to horizontally.
  - Cost: 10

**Control**

- Ongoing effect: Commit "C". The user increases his Agility characteristic by 1 (to a maximum of 6).
  - Cost: 10

**Control**

- Ongoing effect: Commit "C". The user increases his Brawn characteristic by 1 (to a maximum of 6).
  - Cost: 10

**Range**

- Spend "F" to increase power’s range by a number of range bands equal to Range upgrades purchased.
  - Cost: 10

**Prerequisites:** Force Rating 1+
**FORESEE BASIC POWER**

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

**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 ⚫ to gain ⚫ per point on the check.

**STRENGTH**

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

**MAGNITUDE**

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

**RANGE**

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

**CONTROL**

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

**DURATION**

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

**STRENGTH**

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

**MAGNITUDE**

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

**RANGE**

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

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

**STANCE**

When performing a Foresee power check as part of an initiative check, the Force user may spend ⚫ to allow all affected targets to take one free maneuver before the first round of combat begins.
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.
The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

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

The character may spend [O] to stress the mind of one living target he is engaged with, inflicting 1 strain.
MISDIRECT BASIC POWER
The Force user creates illusions to fool those around him. The user may spend ☰️ 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.

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

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

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

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

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

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

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

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

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

CONTROL
Commit one or more ☰️. Add ☰️ per ☰️ to all combat checks targeting the Force user.

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

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

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

STRENGTH
Spend ☰️ to increase the silhouette of the object obscured or illusion created by 1 per Strength upgrade purchased.
**FORCE POWER**

**MOVE**

Prerequisites: Force Rating 1+

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.

---

**MOVE BASIC POWER**

The Force user can move small objects via the power of the Force. The user may spend $F$ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

---

**MAGNITUDE**

Spend $F$ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

---

**STRENGTH**

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

COST 10

---

**RANGE**

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

COST 5

---

**CONTROL**

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

COST 5

---

**MAGNITUDE**

Spend $F$ to increase targets affected equal to Magnitude upgrades purchased.

COST 5

---

**STRENGTH**

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

COST 10

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**RANGE**

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

COST 5

---

**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 $F$ to increase targets affected equal to Magnitude upgrades purchased.

COST 10

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**STRENGTH**

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

COST 15

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**RANGE**

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

COST 5

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**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

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**MAGNITUDE**

Spend $F$ to increase targets affected equal to Magnitude upgrades purchased.

COST 10

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**STRENGTH**

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

COST 20

---

**RANGE**

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

COST 15

---

**CONTROL**

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

COST 5

---

**MAGNITUDE**

Spend $F$ to increase targets affected equal to Magnitude upgrades purchased.

COST 10

---

**STRENGTH**

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

COST 15

---

**RANGE**

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

COST 15

---

**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
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 FF to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per F. 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 F, 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.

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

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

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

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

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

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

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

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

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

**MASTERY**
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.

**CONTROL**
Protect: Light side Force users may spend F to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.
Unleash: Dark side Force users may spend F to reduce critical rating of attacks to 1.
**Seek Basic Power**
The Force user allows the will of the Force to lead the way to something lost or forgotten. The user may spend \(F\) to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance. The user may spend \(F\) and succeed at a \(\bullet\bullet\) Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

**Strength**
Spend \(F\) to eliminate 1 Force-based illusion per rank of Strength upgrade purchased.

**Magnitude**
Spend \(F\) to gain one additional detail per Magnitude upgrade purchased.

**Control**
Ongoing effect: Commit \(F\). Upgrade the ability of Vigilance and Perception checks once.

**Duration**
Commit \(F\) to continue tracking target even when it moves.

**Mastery**
Make Seek power check and spend \(F\) to add \(F\) to combat checks against one target until the end of the encounter.

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**Prerequisites: Force Rating 1+**

Find more handouts at BeggingForXP.com
SENSE BASIC POWER
The Force User can sense the Force interacting with the world around him.
The user may spend ⋄ to sense all living things within short range (including sentient and non-sentient beings).
The user may spend ⋄ to sense the current emotional state of one living target with whom he is engaged.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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