

EXPANDED FORCE POWERS

AT-WILL POWERS (0 LEVEL)

Animating Charge
Banishing Charge
Dark Transfer
Force Light
Guiding Technique
Judgment
Luminous Technique
Meditative Technique
Nature Trick
Saber Burst
Sprout Flora
Torment
Vengeful Charge

1ST LEVEL

Chastisement
Cleanse Mind
Dark Rejuvenation
Destructive Blow
Force Armor
Force Defense
Force Intuition
Foresight
Land Stride
Lightning Assault
Manipulation
Mind Lash
Plant Growth
Retribution
Saber Assault
Seize Life
Share Memory
Skill Understanding
Wrathful Blow

CREDITS

- *Dungeons and Dragons Fifth Edition Player's Handbook* by Wizards of the Coast
- *Xanathar's Guide to Everything* by Wizards of the Coast
- *Explorer's Guide to Wildemount* by Wizards of the Coast
- *Book of Lost Spells* by Necromancer Games
- *The Blackstaff's Book of 1000 Spells* by Scott Bean and Heath Harris
- Vesh, SW5e Discord - Sundering Throw, Dispatch, Master Saber Throw
- Aziz, SW5e Discord - Force Burst, Force Destruction, Force Assist, Sound Trick, Pyrokinesis, Improved Pyrokinesis, Greater Pyrokinesis, Force Imbuement, Luminous Technique, Banishing Charge
- Drake, SW5e Discord - Force Reflect
- Chromatic Blue, SW5e Discord - Force Imbuement
- Lore Guy, SW5e Discord - Force Current

2ND LEVEL

Channel Pain
Control Force
Falling Star
Force Grip
Force Lift
Force Listening
Force Thrust
Forked Lightning
Freedom of Will
Healing Meditation
Lightning Surge
Mass Dun Möch
Mass Mind Trick
Mind Whip
Preservation
Respite
Skill Proficiency
Transfer Force

3RD LEVEL

Aura of Vitality
Disruption
Farseeing
Force Concurrence
Force Stealth
Greater Tapas
Hatred
Lesser Whirlwind
Lightning Discharge
Moment Reading
Steal Knowledge
Sustaining Meditation
Telekinetic Wall

4TH LEVEL

Center of Being
Electrocution
Force Burst
Greater Battle Precognition
Greater Force Intuition
Greater Manipulation
Greater Pyrokinesis
Greater Retribution
Improved Dark Shear
Mind Shatter
Mind Twist
Pain
Premonitory Vision
Protection Bubble
Staggering Blow
Thought Shield

5TH LEVEL

Deadly Sight
Dream-walking
Force Temperance
Greater Forked Lightning
Greater Plant Surge
Mass Sanctuary
Master Dark Side Tendrils
Memory Rub
Overturn
Protection from Force
Ravage
Refute
Shared Pain
Shattering Blow

6TH LEVEL

Aura of Hunger
Aura of Terror
Empathy

- TLhikan, SW5e Discord - Aura of Hunger, Rebuke, Break, Extinguish, Falling Star, Saber Assault, Lightning Discharge, Lightning Assault, Master Dark Side Tendrils, and Unstable Prototype
- Frankto, SW5e Discord - Force Leap, Seethe, Had the idea for Memory Rub before I did, and a better name for it
- Helcack, SW5e Discord - Delta Wave Inducer, Detonator, Proximity Sensor, Overload Blaster, Repulsorlift Boost, Frequency Scan, Sensor Scrambler, Thermal Scan

Force Drain
Force Empowerment
Greater Dark Shear
Greater Psychometry
Master Tapas
Wall of Thorns

7TH LEVEL

Force Confluence
Improved Animate Weapon
Light Burst
Master Kinetite
Master Pyrokinesis

8TH LEVEL

Control Weather
Crucitorn
Drain Knowledge
Force Assimilation
Mass Probe Mind
Master Dark Shear
Reality Break

9TH LEVEL

Call Storm
Censure
Consume Force
Flow-walking
Force Awakening
Lesser Thought Bomb
Maelstrom
Master Animate Weapon
Master Darkness
Master Psychometry

- u/KibblesTasty, Reddit - Master Animate Weapon (Mordenkainen's Unsheathed Sword)
- u/TheArenaGuy, Reddit - Vertical Maneuvering (Soaring Vines)
- BlackSoul566, SW5e Discord - Steal Knowledge
- u/meowmagic, Reddit - Ripping Shot
- u/adam_bomb93, Reddit - Bacta Pack, Bacta Well
- u/Arcane_Aegis, Reddit - Sprout Flora, Steal Knowledge v2
- u/aripockily, Reddit - Duplicate Tech, Fluctuate Gravity, Force Concurrence, Lash Object, Suppress Gravity
- Zepavil, SW5e Discord - Alter Self, Greater Plant Surge
- u/dmforeva, Reddit - Arc Trap
- Slen, SW5e Discord - Pummel

POWER DESCRIPTIONS

ANIMATING CHARGE

At-will universal power

Casting Time: 1 action

Range: Varies

Duration: Instantaneous

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you briefly animate the weapon with the Force to follow up your attack. The target can use its reaction to avoid the strike, or it takes 1d8 damage of the weapon's type.

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

AURA OF HUNGER

6th-level dark side power

Prerequisite: Dark Aura

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You summon a powerful halo of dark side energy that surrounds you. Whenever a creature enters a space within 10 feet of you for the first time during a turn, or starts its turn there, it gains a level of slowed until the end of its turn, and it must make a Constitution saving throw. On a failed save, it takes 5d10 necrotic damage, or half as much damage on a successful one. Whenever a creature takes damage from this effect, you gain temporary hit points equal to half the damage dealt. You can choose to suppress or emit this dark halo as a bonus action.

Force Potency. When you cast this power using a force slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

AURA OF TERROR

6th-level dark side power

Prerequisite: Horror

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

An aura of fear emanates from you in a 30-foot radius and moves with you for the power's duration. Each creature that enters the aura for the first time, or starts its turn there, must succeed on a Wisdom saving throw or become frightened for the duration. You can choose to suppress or emit this aura as a bonus action.

A creature frightened by this power can make another saving throw if it ends its turn where it can no longer see you. On a successful save, the creature is no longer frightened.

AURA OF VITALITY

3rd-level light side power

Prerequisite: Healing Meditation

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

The healing power of the Force radiates from you in an aura with a 30-foot radius. Until the power ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

AVALANCHE

3rd-level universal power

Prerequisite: Pummel

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You telekinetically gather debris and cause it to rain down in a 20-foot radius sphere centered on a point you can see within range. Each creature in the area must make a Dexterity saving throw or take 2d8 kinetic damage and be stunned until the end of its next turn. On a success, a creature takes half as much damage and is not stunned.

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

BANISHING CHARGE

At-will universal power

Casting Time: 1 action

Range: Varies

Duration: Instantaneous

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and if it is a Medium creature or smaller, it is pushed 10 feet away from you. If the target collides with a creature or object, it takes kinetic damage equal to your forcecasting ability modifier.

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

CALL STORM

9th-level light side power

Prerequisite: Control Weather

Casting Time: 1 action

Range: Sight

Duration: Concentration, up to 1 minute

Using the Force to align yourself with nature, you generate a deadly storm. A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 sonic damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this power, the storm produces different effects on your turn.

Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

Round 5–10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on powers. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether unenhanced or enhanced.

CENSURE

9th-level universal power

Prerequisite: Force Breach

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You point at a creature you can see within range and temporarily fracture its connection to the Force. For the duration, the creature cannot cast force powers, use any features that require it to spend force points, or expend a usage of Force Shield or Channel the Force. As an action, it can make an ability check using its forcecasting ability against your force save DC. A success ends this power's effect.

CENTER OF BEING

4th-level universal power

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

You attune yourself to either the light or dark side of the Force to bolster your skill in combat. Until the power ends, you gain a benefit, determined by your forcecasting ability:

Wisdom. Each time you take the Dodge action in combat, you accumulate one charge. When you hit with a melee weapon attack during the power's duration, you can expend one charge to add your forcecasting modifier to the attack's damage roll.

Charisma. Each time a creature hits you with an attack, you accumulate one charge. When you hit with a melee weapon attack during the power's duration, you can expend one charge to add your forcecasting modifier to the attack's damage roll.

CHANNEL PAIN

2nd-level dark side power

Prerequisite: Seethe

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You draw power from your pain. If you have taken 15 or more damage since the end of your last turn, you gain advantage on melee attack rolls and saving throws. Damage to temporary hit points is not included in this calculation. This benefit lasts until the start of your next turn. For the duration of the power, if you start your turn having taken 15 points of damage since the end of your last turn, you will get the bonus again.

CHASTISEMENT

1st-level dark side power

Prerequisite: Feedback

Casting Time: 1 reaction, which you take when a creature you can see and can hear you within range misses an attack

Range: 30 feet

Duration: 1 round

You berate a creature for its failure. The creature may add 1d6 to the attack roll and damage of its next attack before the end of its next turn. If it does so and hits, the creature gains temporary hit points equal to 1d6 + your forcecasting ability modifier. However, if it does so and misses the attack, it instead takes psychic damage equal to 1d8 + your forcecasting ability modifier. This psychic damage cannot be reduced or prevented in any way. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage of the target's attack increases by an additional 1d6 per slot level above 1st if it hits. If it misses, the psychic damage it receives increases by 1d8 per slot level above 1st.

CLEANSE MIND

1st-level light side power

Prerequisite: Resistance

Casting Time: 1 reaction, which you take when you would fail a Wisdom or Intelligence saving throw

Range: Self

Duration: 1 round

You clear your mind and repudiate your passions, temporarily making your thoughts a blank and protecting yourself against attempts to invade or control your mind. You can reroll the failed saving throw that triggered this power, but must use the new roll, even if it is lower. In addition, until the end of your next turn, you have resistance against psychic damage.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you cannot be charmed or frightened until the end of your next turn. If you are already charmed or frightened, then the condition is suppressed until the end of your next turn. While the condition is suppressed it doesn't function but the time spent suppressed counts against its duration.

CONSUME FORCE

9th-level dark side power

Prerequisite: Death Field

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You pry the very life-animating Force away from a creature within range, using it to power your own Force abilities. The target must make a Constitution saving throw. The target takes 20d8 necrotic damage on a failed save, or half as much damage on a successful one. In addition, its hit point maximum is reduced by the amount of damage it takes. The target's hit point maximum returns to normal after a long rest. For every 10 points of necrotic damage you inflict, you regain 1 force point.

CONTROL FORCE

2nd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 1 round

You harness discipline to prevent damage to unwanted targets of your force powers. Choose a number of creatures within range up to your forcecasting modifier (minimum of one). Until the end of your next turn, those creatures take no damage from force powers you cast.

CONTROL WEATHER

8th-level light side power

Casting Time: 10 minutes

Range: Self (5 miles)

Duration: Concentration, up to 8 hours

Aligning yourself with nature through the Force, you take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this power. Moving to a place where you don't have a clear path to the sky ends the power early.

When you cast the power, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes $1d4 \times 10$ minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the power ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

CRUCITORN

8th-level universal power

Prerequisite: Control Pain

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 round

You focus on a creature within range, intensifying the pain it feels through the Force. The creature must make a Wisdom saving throw. On a failed save, until the end of your next turn, whenever the target takes damage, it takes extra psychic damage equal to half the amount of damage it took. On a successful save, the target takes $6d10$ psychic damage if it is missing any hit points, and the power ends. This power has no effect on droids or constructs.

DARK REJUVENATION

1st-level dark side power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Through the Dark Side, you thrive on the destruction of your enemies. For the duration of this power, at the start of each of your turns, if you made one or more melee attacks that inflicted at least 5 points of damage since the start of your previous turn, you gain 1 temporary hit point for every 5 points of damage you inflicted with your most damaging attack. The maximum number of temporary hit points you can gain in this way in one turn is equal to your forcecasting ability modifier.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the duration of the power is concentration, up to 10 minutes. If you use a force slot of 3rd level or higher, the duration is 1 hour. Using a force slot of 3rd level or higher grants a duration that doesn't require concentration. In addition, the maximum number of temporary hit points you can gain from this power in one turn is equal to your forcecasting ability modifier or the level of the slot you used to cast this power, whichever is higher.

DARK TRANSFER

At-will dark side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You erode the vitality of one creature you can see in range. Make a ranged force attack against the creature. On a hit, the target takes $1d8$ necrotic damage, and it can't regain hit points until the start of your next turn.

This power's damage increases by $1d8$ when you reach 5th level ($2d8$), 11th level ($3d8$), and 17th level ($4d8$).

DEADLY SIGHT

5th-level dark side power

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Duration: Instantaneous

You turn your hate-filled gaze on your attacker. The creature must make a Wisdom saving throw. On a failed save, it takes 5d10 necrotic damage and is paralyzed until the start of your next turn. On a successful save, it takes half as much damage and is not paralyzed. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

DESTRUCTIVE BLOW

1st-level dark side power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack (that is not a critical hit) during this power's duration, you double the weapon's damage dice. This power then ends.

DISRUPTION

3rd-level light side power

Prerequisite: Sense Emotion

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

Through gentle use of the Force, you disrupt the focus of a creature you can see within range without harming it. The creature must make a Wisdom saving throw. On a success, it suffers no effect, and this power ends. On a failed save, the creature becomes unable to maintain concentration on powers for the duration of this power. Any ongoing power cast by the creature with a duration of concentration ends immediately, and it can't cast powers requiring concentration. The creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success. This power has no effect on droids or constructs.

DRAIN KNOWLEDGE

8th-level dark side power

Prerequisite: Steal Knowledge

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You steal knowledge from a creature that you can see within range, shattering its intellect and personality in the process. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast powers, activate enhanced items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

In addition, if the target fails its save, choose one of the following benefits to gain:

- You can recall anything the target has witnessed in its recent past, up to 7 days before the casting of this power.
- You learn one language of your choice that the target knows.
- You gain proficiency in a skill or tool the target has proficiency with. If you are already proficient in this skill or tool, you gain expertise instead.

At the end of every 10 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power's effect ends. When the effect ends, you lose the benefits you gained. The power can also be ended by *improved heal* or *greater heal*. This power has no effect on droids or constructs.

DREAM-WALKING

5th-level universal power

Prerequisite: Farseeing

Casting Time: 1 minute

Range: Self

Duration: 8 hours

This power allows you to reach through the Force and shape a creature's dreams. Choose a creature known to you as the target of this power. Creatures that don't sleep, such as droids, can't be contacted by this power. You, or a willing creature you touch (that is not a droid or construct), enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the power. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the power early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the power, the messenger knows it, and can either end the trance (and the power) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

ELECTROCUTION

4th-level dark side power

Prerequisite: Sustained Lightning

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You cause an arc of blue lightning to leap from you to a creature you can see within range. The creature must make a Dexterity saving throw. The target takes 6d10 lightning damage on a failed save or half as much damage on a success. The creature has disadvantage on the saving throw if it is made of metal or wearing metal armor.

Force Potency. When you cast this power using a force slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

EMPATHY

6th-level light side power

Prerequisite: Shared Pain

Casting Time: 1 reaction, which you take in response to an attack made by a creature within range that inflicts damage reducing you to half your maximum hit points or fewer

Range: 30 feet

Duration: Concentration, up to 1 minute

You bridge your mind with that of your attacker, weakening them as well. The creature who damaged you takes 2d12 psychic damage and must succeed on a Charisma saving throw or become frightened and restrained for the duration. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the power ends on the target. It also ends if you regain hit points that bring your current total to higher than half your maximum. This power has no effect on droids or constructs.

FALLING NOVA

3rd-level universal power

Prerequisite: Falling Star

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You leap to an unoccupied space on the ground that you can see within 60 feet of you without provoking opportunity attacks. This power fails if you don't have room to leap at least 10 feet in the air.

Each creature within 10 feet of you when you land must make a Dexterity saving throw. A creature takes 4d10 force damage on a failed save, or half as much damage on a successful one.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

FALLING STAR

2nd-level universal power

Prerequisite: Slow Descent

Casting Time: 1 reaction, which you take when you are falling or after jumping

Range: 15 feet

Duration: Instantaneous

When you cast this power, choose an unoccupied space within range. You move to that location and instantly crash to the ground directly beneath that space, accompanied by a flash of power. As long as your fall was no more than 100 feet, you take no falling damage, and each creature within 5 feet of you when you land must make a Strength saving throw. On a failed save, a creature takes force damage equal to the amount of falling damage you would have taken, or half as much damage on a successful one. For example, if you fell a total of 20 feet, a creature would take 2d6 force damage. If you would land on a creature, you immediately move to the nearest open space. If you fell 30 feet or more, you are stunned until the end of your next turn.

Force Potency. When you cast this power using a force slot of 5th level or higher, there is no longer any restriction on the length of your fall, and you are not stunned after falling.

FARSEEING

3rd-level universal power

Prerequisite: Remote Viewing

Casting Time: 1 minute

Range: Unlimited

Duration: 1 round

You gain a vague, momentary impression of events happening around a particular creature in some distant place. The target must make a Wisdom saving throw, which is modified by how well you know the target. A dead target automatically fails this saving throw. If a target knows you're casting this power, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge

Save Modifier

Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5

On a successful save, the target isn't affected, and you can't target it with this power again for 24 hours.

On a failed save, you learn the target's location if it is on the same planet as you. Otherwise, you gain a vague sense of its surroundings. You also learn its general state of health--unharmed, wounded (has more than half of its maximum hit points), badly wounded (has 25 to 50 percent of its maximum hit points), near death (has less than 25 percent of its maximum hit points), dying (has 0 hit points), or dead. Finally, you learn what it's currently doing, and any strong emotions it is presently feeling. You can also impart a message of 10 words or less to it.

FLOW-WALKING

9th-level universal power

Prerequisite: Master Speed

Casting Time: 1 action; or 1 reaction, which you take when when you are hit by an attack or fail a saving throw

Range: Self

Duration: Instantaneous

You immerse yourself in the Force and move at impossible speed, effectively stopping the flow of time around you. No time passes, while you gain benefits depending on whether you used an action or a reaction to cast this power:

Action. You take 3 extra turns in a row, during which you can use actions and move as normal.

Reaction. You get out of harm's way, causing the attack to miss you or for you to succeed the saving throw instead, and immediately take an extra turn.

When you take an extra turn granted by this power:

- Your attack rolls are made with advantage.
- Any attack that hits counts as a critical hit.
- Creatures other than you automatically fail Strength and Dexterity saving throws.
- Creatures other than you can't take reactions or legendary actions.

FORCE ARMOR

1st-level universal power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

A wave of energy washes over you and creatures of your choice within range. You have a pool of 8 temporary hit points, divided as you choose among any number of creatures that you can see within range.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the pool of temporary hit points increases by 8 for each slot level above 1st.

FORCE ASSIMILATION

8th-level universal power

Prerequisite: Center of Being

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You embody your affinity in the Force, taking on new attributes. The exact attributes depend on your alignment:

- *Lawful Light Side:* This power is treated as a light side power when you cast it. You gain a +2 bonus to AC, 30 temporary hit points, and resistance to kinetic and energy damage. Chaotic dark side creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *Neutral Light Side:* This power is treated as a light side power when you cast it. You can use a bonus action on each of your turns to cause any number of creatures of your choice within 30 feet of you to regain 4d6 hit points. You cannot restore hit points to a droid or construct in this way. You can only do so a number of times equal to your forcecasting ability modifier. In addition, any creature who targets you with an attack, a harmful power, or a hostile action must first make a Charisma saving throw; if the saving throw fails, they can take no action that turn. Neutral dark side creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *Chaotic Light Side:* This power is treated as a light side power when you cast it. Once per turn, if you miss with an attack roll, or fail an ability check or saving throw, you can roll an additional d20 and choose either result. Lawful dark side creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *Lawful Balanced:* You gain a +4 bonus to AC and are immune to the frightened and charmed conditions, as well as exhaustion. Chaotic balanced creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *True Balanced:* You can choose the effects of one other alignment when you first cast this power; you must always then use that choice when you cast it again.
- *Chaotic Balanced:* You add 1d4 to your attack rolls, ability checks, and saving throws. Additionally, you are also considered to be under the effects of the *sense force* power for the duration, as though you had cast it at your maximum power level. Lawful balanced creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *Lawful Dark Side:* This power is treated as a dark side power when you cast it. You add 2d6 to your melee damage rolls, and your weapon is considered enhanced. Chaotic light side creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *Neutral Dark Side:* This power is treated as a dark side power when you cast it. You can use an action to make a melee force attack against a creature within your reach. On a hit, the target takes 5d8 necrotic damage and must make a Constitution saving throw. On a failed save, the creature becomes paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns; a successful save ends the paralysis. Neutral light side creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.
- *Chaotic Dark Side:* This power is treated as a dark side power when you cast it. You are surrounded by crackling lightning, and considered to be under the effects of the *shocking shield* power for the duration. As an action, you can cause the lightning to briefly lash out at those around you; each creature within 20 feet of you must make a Dexterity saving throw. A creature takes 6d8 lightning damage on a failed save, or half as much damage on a successful one. Lawful light side creatures must make a Wisdom saving throw when they first see you; on a failed save, a creature is frightened for the duration of the power.

FORCE AWAKENING

9th-level universal power

Prerequisite: Force Assimilation

Casting Time: 1 action

Range: Self

Duration: 1 minute

When you cast this power, you open yourself to the full power of one side of the Force, depending on your affinity.

If your alignment is light side, this power is treated as a light side power when you cast it, and you have the following qualities for the duration:

- You have a flying speed equal to twice your walking speed. If you end your turn in midair, you fall if nothing is keeping you aloft.
- You gain a +1 bonus to your AC.
- You gain a pool of temporary hit points equal to your forcecasting ability modifier \times 5. You can immediately distribute these temporary hit points among any number of creatures within 60 feet of you that you can see.
- You gain darkvision out to 60 feet, and can see through enhanced darkness with this darkvision.
- You gain resistance to all damage.
- You are immune to poison and disease. If you are already suffering from a poison or disease, it is suppressed for the duration.
- You have advantage on all ability checks and saving throws against powers.

If your alignment is dark side, this power is treated as a dark side power when you cast it, and you have the following qualities for the duration:

- You have a flying speed equal to twice your walking speed. If you end your turn in midair, you fall if nothing is keeping you aloft.
- You gain a +1 bonus to your AC.
- Upon seeing you for the first time, creatures of your choice within 60 feet of you must make a Wisdom saving throw. On a failed save, a creature is frightened for the duration. A frightened creature makes a Wisdom saving throw at the end of each of its turns, ending the condition on itself on a success.
- You gain darkvision out to 60 feet, and can see through enhanced darkness with this darkvision.
- You gain resistance to all damage.
- You are immune to poison and disease. If you are already suffering from a poison or disease, it is suppressed for the duration.
- You have advantage on all ability checks and saving throws against powers.

If your alignment is balanced, you can choose either set of qualities.

FORCE BURST

4th-level universal power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You form a dense sphere of gathered Force energy and hurl it at a target within range at high speed. Make a ranged force attack against the target. On a hit, the target takes 2d10 force damage. Hit or miss, the sphere then explodes, and the target and each creature within 5 feet of it must make a Constitution saving throw. On a failed save, a creature takes 4d6 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

Force Potency. When you cast this power using a force slot of 5th level or higher, the damage increases by 1d6 and the explosion's range increases by 5 feet for each slot level above 4th.

FORCE CONCURRENCE

3rd-level universal power

Casting Time: 1 reaction, which you take when you see an ally within 30 feet of you casting a force power of 1st level or higher

Range: 30 feet

Duration: Special

You lend a willing allied creature your strength in the Force as it casts a force power. The power is treated as being cast at one slot level higher. The duration of this power matches that of the target power. If the target power has a duration of concentration, you must also maintain concentration as though you had cast it. If you lose concentration, both this power and the target power end.

Force Potency. When you cast this power using a force slot of 4th level or higher, you increase the target power's level by a number of levels equal to half the level of the force slot you used (rounded down), to a maximum of 9th level.

FORCE CONFLUENCE

7th-level universal power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

Two creatures you can see within range must make a Constitution saving throw, with disadvantage if they are within 30 feet of each other. Either creature can willingly fail the save. If either save succeeds, the power has no effect. If both saves fail, the creatures are linked through the Force for the duration, regardless of the distance between them. When damage is dealt to one of them, the same damage is dealt to the other one. If hit points are restored to one of them, the same number of hit points are restored to the other one. If either of the linked creatures is reduced to 0 hit points, the power ends on both. If the power ends on one creature, it ends on both. This power has no effect on droids or constructs.

FORCE DEFENSE

1st-level universal power

Prerequisite: Resistance

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

Once during the duration, you can grant yourself advantage on a saving throw. When you do so, the power ends.

FORCE DRAIN

6th-level dark side power

Prerequisite: Siphon Life

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You can rob a creature of one of its inherent aptitudes and strengthen yourself. Choose one ability score. One creature you touch makes a saving throw with that ability score. On a failed save, the target has disadvantage on ability checks and saving throws with the chosen ability score. In addition, the target has disadvantage on attack rolls using the chosen ability score, and deals only half damage with such attacks if they are weapon attacks.

Furthermore, if the target fails its save, you gain advantage on all ability checks and saving throws with the ability score you chose for the duration. In addition, you gain 25 temporary hit points, which also last for the duration.

At the end of each of the target's turns, it can make a saving throw against the power. It makes the saving throw with the ability score you chose, but the disadvantage inflicted by this power does not affect saving throws against it. On a successful save, the power ends.

FORCE EMPOWERMENT

6th-level light side power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You channel the Force and let it guide you, gaining the following benefits for the duration:

- You are under the effects of the *force sight* power.
- As an action, you can leap up to 60 feet to an unoccupied space you can see.
- When you cast this power, and as a bonus action on subsequent turns, you can expel a burst of telekinetic energy in a 30-foot cone originating from you. Each creature in the area must make a Dexterity saving throw, taking 3d8 force damage on a failed save or half as much damage on a successful one.

FORCE GRIP

2nd-level dark side power

Prerequisite: Force Push/Pull

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You reach out with the Force and attempt to throttle a creature you can see within range that breathes. The creature must be Medium or smaller. At the start of its next turn, the target must make a Constitution saving throw. On a failed save, the target gains a level of slowed and begins to suffocate for the duration of the power. While suffocating, the target can still speak, but only falteringly. The target can repeat the save at the start of each of its turns, ending this power on itself on a successful save. The power also ends for an affected creature if it is ever outside the power's range.

You must use your action on each of your subsequent turns to continue this power. If you use your action to do anything else, the power ends.

Force Potency. When you cast this power using a force slot of 4th level or higher, the target gains an additional level of slowed for every two slot levels above 2nd.

FORCE LIFT

2nd-level universal power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. This power can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the power's range.

When the power ends, the target floats gently to the ground if it is still aloft.

FORCE LIGHT

At-will light side power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the power ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like, but has a hazy, ethereal quality. Completely covering the object with something opaque blocks the light. The power ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power.

FORCE LISTENING

2nd-level universal power

Prerequisite: Tremor

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You use the Force to extend your senses through the earth. For the duration, while you remain on the ground, you gain the following benefits:

- You cannot be deafened.
- You have advantage on Wisdom (Perception) checks that rely on hearing.
- You gain tremorsense out to 60 feet. Using tremorsense, you can detect and pinpoint the origin of vibrations within a specific radius, provided you and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. In addition, you can clearly hear the speech of any creature you detect in this manner.

FORCE STEALTH

3rd-level universal power

Prerequisite: Force Camouflage

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. The target must make a Wisdom saving throw. On a failed save, you disappear before the target's eyes, appearing to fade from existence. For the duration of the power, the target cannot see you, hear you, or perceive you in any way, and it doesn't know where you are, even if explicitly told. At the end of each of the target's turns, if you damaged it or targeted it with a power or other hostile action since its last turn, it can repeat the saving throw, ending the effect on itself on a success. This power has no effect on droids or constructs.

Force Potency. When you cast this power with a force slot of 4th level or higher, you can target an additional creature for each slot level above 3rd. If you cast this power using a tech slot of 5th level or higher, the duration is concentration, up to 10 minutes. If you cast this power using a tech slot of 7th level or higher, the duration is concentration, up to 1 hour.

FORCE TEMPERANCE

5th-level universal power

Prerequisite: Sustaining Meditation

Casting Time: 1 minute

Range: Self

Duration: 8 hours

You enter a trance, in which you are in complete command of your body's functions. For the duration, you have the following benefits:

- You ignore the effects of any levels of exhaustion you have.
- You do not need to eat, drink, sleep, or breathe. You can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading and keeping watch.

- You are immune to poison and disease, and have resistance to poison damage. A poison or disease you are already affected by is suspended, but not neutralized.
- You can survive in the vacuum of space.
- You have advantage on Constitution checks and saving throws.

FORCE WAVE

5th-level universal power

Prerequisite: Force Current

Casting Time: 1 action

Range: Self (120-foot line)

Duration: Instantaneous

You send out a powerful wave of Force energy in a line 120 feet long and 15 feet wide. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 5d6 force damage and 5d6 kinetic damage and is pushed back 30 feet in the line. On a successful save, it takes half as much damage and is not pushed.

Force Potency. When you cast this power using a force slot of 6th level or higher, your choice of either the force or kinetic damage increases by 1d6 for each slot level above 5th.

FORESIGHT

1st-level universal power

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of yourself succeeds on an attack roll, an ability check, or a saving throw

Range: 60 feet

Duration: Instantaneous

You can sense the immediate future through the Force, and act on it to change fate in an instant. The triggering creature must reroll the d20 and use the lower roll.

You can then choose a different creature you can see within range (you can choose yourself). The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A creature can be empowered by only one use of this power at a time.

FORKED LIGHTNING

2nd-level dark side power

Prerequisite: Sustained Lightning

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create three arcs of lightning that streak toward targets of your choice within range. Make a ranged force attack for each arc. On a hit, the target takes 1d12 lightning damage. If two or more arcs hit the same target, it must make a Constitution saving throw. On a failed save, it becomes shocked until the end of its next turn.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you create two additional bolts for each slot level above 2nd.

FREEDOM OF WILL

2nd-level light side power

Prerequisite: Cleanse Mind

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and end one mind-affecting condition afflicting it. The condition can be frightened, charmed, paralyzed, or stunned. This power has no effect on droids or constructs.

GUIDING TECHNIQUE

At-will light side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and is marked until the start of your next turn. The next time a creature other than you hits the marked creature with an attack, the attack deals additional force damage equal to your forcecasting modifier and the mark is consumed, as the attack is guided by the Force.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an additional 1d8 force damage, and the damage from consuming the mark is increased by 1d6 (1d6 + modifier). Both damage rolls increase by one die again at 11th level (2d8, 2d6 + modifier) and 17th level (3d8, 3d6 + modifier).

GREATER BATTLE PRECOGNITION

4th-level universal power

Prerequisite: Battle Precognition

Casting Time: 1 action

Range: Self

Duration: 8 hours

You attain an even more sensitive level of attunement to the Force, which warns you of incoming danger. Until the power ends, your base AC becomes 15 + your Dexterity modifier. This power has no effect if you are wearing armor.

GREATER DARK SHEAR

6th-level dark side power

Prerequisite: Improved Dark Shear

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

You create a dark shimmering spectral blade that appears in your hand. For the duration, you can use your action to make a melee force attack using the blade. On a hit, you can choose one of three effects:

- The blade deals 3d10 necrotic damage to the target.
- The target must make a Constitution saving throw or be paralyzed until the end of its next turn.
- The blade deals 3d4 necrotic damage to the target and you regain the same amount of hit points.

GREATER FORCE BODY

5th-level universal power

Prerequisite: Force Body

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Your mastery of the Force in concert with your own body makes concentration trivial. When you cast this power, choose a force power of 1st or 2nd level with a casting time of 1 action or 1 bonus action that you can cast and requires concentration. You immediately cast that power without expending a force slot. It doesn't require concentration, but instead lasts for the duration, or until you cast this power again.

Force Potency. When you cast this power using a force slot of 6th level or higher, you can instead cast a force power of a level up to half the level (rounded up) of the force slot used to cast this power.

GREATER FORCE INTUITION

4th-level universal power

Prerequisite: Improved Force Intuition

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You suffuse your senses with the Force to improve your reflexes in combat, causing your senses to border on precognition. For the duration of the power, you gain the following benefits:

- You have advantage on all Wisdom checks and initiative checks.
- Once per round, when you hit a creature that has not yet acted in this combat with an attack, that attack deals an extra 1d8 damage.
- If you are surprised, you can end this power immediately to no longer be surprised.
- If you are attacked, you can use your reaction to end this power immediately and give yourself a +5 to AC, including against the triggering attack, until the start of your next turn.
- If you roll a Dexterity save, you can use your reaction to end this power immediately and give yourself advantage on that Dexterity save and all other Dexterity saves until the start of your next turn.

GREATER FORKED LIGHTNING

5th-level dark side power

Prerequisite: Forked Lightning

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous, or up to 3 rounds

When you cast this power, a current of lightning surrounds you in the form of three arcs, and you can direct each arc to strike a target within the power's range. You can direct the arcs to strike a single target or separate targets. Make a separate ranged force attack for each arc. On a hit, the arc deals 4d6 lightning damage, and then fades away. You do not have to fire all the arcs on the round you cast the power. On your subsequent turns, you can use an action to fire any remaining arcs. A creature hit by two or more arcs at once is shocked until the start of your next turn. If a turn passes without firing any arcs, the power ends, and all remaining arcs vanish.

Force Potency. When you cast this power with a force slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

GREATER MANIPULATION

4th-level universal power

Prerequisite: Manipulation

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

Through the Force, you attempt to sway a creature you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the power ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the power ends, the creature knows it was charmed by you. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

GREATER PLANT SURGE

5th-level light side power

Prerequisite: Plant Surge

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You channel your connection with the Force through the nature around you. Choose a point you can see within range. The Force causes all plant life in a 60-foot cube centered on that point to become animated for the duration of the power, causing the following effects for each natural object within the area.

Grasses and Undergrowth. Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for creatures of your choice.

Trees. At the start of each of your turns, creatures of your choice within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 kinetic damage from whipping branches.

Roots and Vines. At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the power ends. A restrained creature can use an action to make a Strength (Athletics) check against your force save DC, ending the effect on itself on a success.

Rocks. As a bonus action on your turn, you can cause a loose rock in the cube to be thrown by a plant at a creature you can see in the cube. Make a ranged force attack against the target. On a hit, the target takes 3d8 kinetic damage, and it must succeed on a Strength saving throw or fall prone.

GREATER PSYCHOMETRY

6th-level universal power

Prerequisite: Psychometry

Casting Time: 10 minutes

Range: Touch

Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading impressions in the Force left on it by recent events. At the end of the time you spend casting this power, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time. You experience these events in real time.

You also see a mental image of the last creature that handled the object (also from the object's perspective), no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you don't necessarily see any other creatures that might have been there), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead. If the object you are casting this power on is a dead creature, you instead learn as much of the above information as the DM considers applicable to the creature that killed it, if the target was directly killed by a creature.

Force Potency. When you cast this power using a force slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time the same way you would normally receive about the last creature who handled it.

GREATER RETRIBUTION

4th-level dark side power

Prerequisite: Retribution

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: Self (30-foot radius)

Duration: Instantaneous

When harmed, you release a thunderous explosion of Force energy, audible out to 500 feet, in response. Each creature within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 force damage and is pushed 10 feet away from you and is knocked prone. On a successful save, the creature takes half as much damage and isn't pushed.

All Medium or smaller objects within range that are not worn or carried are also pushed 10 feet back.

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

GREATER TAPAS

3rd-level universal power

Prerequisite: Tapas

Casting Time: 1 action

Range: Self

Duration: 8 hours

When you cast this power, you gain 20 temporary hit points, and have resistance to your choice of either cold or fire damage for the duration.

Force Potency. When you cast this power using a force slot of 4th level or higher, you gain 5 more temporary hit points for each slot level above 3rd.

HATRED

3rd-level dark side power

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: Self

Duration: Concentration, up to 1 minute

For the duration of this power, you add 1d6 to your attack rolls against the creature that attacked you. If another creature that you can see within 60 feet damages you during the duration of this power, you can use your reaction to target it and gain the bonus against that creature instead.

HEALING MEDITATION

2nd-level light side power

Casting Time: 10 minutes

Range: 30 feet

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your forcecasting ability modifier. This power has no effect on droids or constructs.

IMPROVED ANIMATE WEAPON

7th-level universal power

Prerequisite: Mass Animation

Casting Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You select a melee weapon you wield, or one melee weapon within range that is not worn or carried by a conscious creature, and use the Force to cause it to levitate, acting as an extension of your will for the duration or until you cast this power again. When you cast this power, and as a bonus action on subsequent turns, you can move it up to 30 feet, or give the weapon a command:

Attack. The weapon moves up to 20 feet toward a creature and attacks it, making a melee force attack. On a hit, the target takes 3d10 + your forcecasting ability modifier damage. The type is of the normal damage dealt by the weapon.

Guard. The weapon moves up to 20 feet toward a creature. It grants half cover to the creature while it shares that creature's space as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the weapon, it will attack that creature, making a melee force attack. On a hit, the target takes 3d10 + your forcecasting ability modifier damage. The type is of the normal damage dealt by the weapon. It cannot attack again until you issue another command to it.

Spin. The weapon moves up to 20 feet to a point, then spins in a deadly whirl. Each creature that starts its turn within 5 feet of the weapon or enters a space within 5 feet of it for the first time on a turn must make a Dexterity saving throw. A creature takes 4d10 damage on a failed save, or no damage on a successful one.

At any time, you can end this power to return the animated weapon to your hand.

IMPROVED DARK SHEAR

4th-level dark side power

Prerequisite: Dark Shear

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create a weapon of shadowy, imperceptible Force energy, and throw it at a creature within range. Make a ranged force attack against that creature. If you are within dim light or darkness when you cast this power, you make the attack with advantage. On a hit, the creature takes 5d8 psychic damage and must make a Constitution saving throw. On a failed save, the creature is blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blindness on itself on a successful save.

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

JUDGMENT

At-will light side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You channel righteous Force energy manifested as a streak of light at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 1d6 force damage.

The power creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

LESSER THOUGHT BOMB

9th-level dark side power

Casting Time: 1 action

Range: 1,000 feet

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of malevolent Force energy centered on a point you can see within range. For the power's duration, the sphere and any space within 100 feet of it are difficult terrain, and unenhanced objects fully inside the sphere are destroyed if they aren't being worn or carried.

When the sphere appears and at the start of each of your turns until the power ends, unsecured objects within 100 feet of the sphere are pulled toward the sphere's center, ending in an unoccupied space as close to the center as possible.

A creature that starts its turn within 100 feet of the sphere must succeed on a Strength saving throw or be pulled straight toward the sphere's center, ending in an unoccupied space as close to the center as possible. A creature that enters the sphere for the first time on a turn or starts its turn there takes 5d10 force damage and is restrained until it is no longer in the sphere. If the sphere is in the air, the restrained creature hovers inside the sphere. A creature can use its action to make a Strength check against your forcecasting save DC, ending this restrained condition on itself or another creature in the sphere that it can reach. A creature reduced to 0 hit points by this power is annihilated, along with any unenhanced items it is wearing or carrying.

LESSER WHIRLWIND

3rd-level universal power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A swirling whirlwind, stirred up by the Force, appears in a 5-foot radius sphere centered on a point you can see within range. The area is difficult terrain for the duration. Whenever a creature ends its turn within 15 feet of the whirlwind, it is pulled up to 10 feet toward the center. If it ends this movement within the whirlwind, it must make a successful Dexterity saving throw or take 3d6 kinetic damage and fall prone. As a bonus action on each of your turns for the duration, you may move the whirlwind up to 15 feet in any direction. If it enters the space of a creature for the first time on a turn, that creature must make a successful Dexterity saving throw or take 2d6 kinetic damage. The whirlwind sucks up any Small or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

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

LIGHT BURST

7th-level light side power

Prerequisite: Force Burst

Casting Time: 1 action

Range: 300 feet

Duration: Instantaneous

You gather purified Force energy into an orb, and send it at a creature you can see. The creature must make a Dexterity saving throw. On a failure, it takes 3d10 + 10 force damage, or half as much damage on a success. Then, the orb emits a brilliant pulse of light. The target, and each creature within 20 feet of it, must make a Constitution saving throw, which the target makes with disadvantage. On a failed save, a creature takes 3d10 + 10 psychic damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and is not blinded. At the end of each of its turns, a creature blinded by this power can repeat the saving throw, ending the effect on itself on a success.

Force Potency. When you cast this power using a force slot of 8th level or higher, both damage rolls increase by 1d10 for each slot level above 7th.

LIGHTNING ASSAULT

1st-level dark side power

Prerequisite: Lightning Charge

Casting Time: Special

Range: Self

Duration: 1 turn

The first time you take the Attack action during your turn, you can simultaneously cast this power to infuse a melee weapon you are wielding with Force lightning. The first time you hit with this weapon, the target takes an additional 1d6 lightning damage, and the static within the weapon discharges. The target must make a Constitution saving throw. On a failed save, the target and up to two creatures of your choice within 10 feet of the target take 1d6 lightning damage.

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

LIGHTNING DISCHARGE

3rd-level dark side power

Prerequisite: Lightning Assault

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

As part of the action used to cast this power, you must make an attack with a melee weapon against one creature within the power's range. On a hit, the target suffers the attack's normal effects. Whether you hit or miss, you then choose one of the following effects:

- Each creature in a 15-foot cone in the direction of the target from you must make a Dexterity saving throw.
- Each creature in a 30-foot line, 5 foot wide line from you in the direction of the target must make a Dexterity saving throw.
- Each creature other than you within 10 feet of the target must make a Dexterity saving throw.

A creature that fails its saving throw takes 2d10 lightning damage, is pushed 10 feet back, and falls prone. A creature that was hit by your attack has disadvantage on the saving throw.

Force Potency. When you cast this power using a force slot of 4th level or higher, the lightning damage increases by 1d10 for each slot level above 3rd.

LIGHTNING SURGE

2nd-level dark side power

Prerequisite: Shock

Casting Time: 1 action

Range: Self (20-foot radius)

Duration: Instantaneous

You unleash a burst of Force lightning around yourself, causing bolts to leap from you and arc toward each creature of your choice within range. Each target must make a Dexterity saving throw, taking 2d6 lightning damage on a failed save, or half as much damage on a successful one.

In addition, residual electricity continues crackling around you. The next time a creature hits you with a melee attack before the end of your next turn, that creature takes 1d6 lightning damage, can't make any more attacks for the rest of the turn, and can't take reactions until the start of its next turn. The residual electricity then fades.

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

LINGERING WILL

4th-level dark side power

Casting Time: 1 reaction, which you take in response to taking damage that would reduce you to 0 hit points

Range: 60 feet

Duration: 1 round

Clinging to life through the Dark Side of the Force, you send out your spirit to impose your will on others. You speak a one-word command (such as approach, drop, flee, grovel or halt) to up to three creatures you can see within range. The creatures must be within 30 feet of each other. Each target must succeed on a Wisdom saving throw or follow the command to the best of its ability on its next turn. This power has no effect on a target if it is a droid or construct, or if your command is directly harmful to it.

When you cast this power, you automatically fail your first death saving throw. You may immediately fail an additional death saving throw to instead issue a more detailed command to the targets, which, on a failed Wisdom saving throw, do their best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." You may instead immediately fail two additional death saving throws to take total and precise control of the targets on a failed save. Until the end of its next turn, each creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction.

LUMINOUS TECHNIQUE

At-will light side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and an aura of energy wreathes it until the start of your next turn. If the target performs more than one melee or ranged weapon attack before then, it immediately takes energy damage equal to your forcecasting ability modifier, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 energy damage to the target, and the damage the target takes performing more than one attack increases to 1d8 + your forcecasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

MAELSTROM

9th-level universal power

Prerequisite: Whirlwind

Casting Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 minute

You generate an even more potent whirlwind--a Force-empowered maelstrom. The maelstrom touches the ground at a point you choose within range. Its area is a 20-foot radius by 60-foot high cylinder centered on that point. Until the power ends, you can use an action on each of your turns to move the maelstrom up to 30 feet in any direction along the ground. The whirlwind sucks up any Large or smaller objects in its area that aren't secured, worn, or carried by any creature.

A creature must make a Dexterity saving throw the first time on a turn that it enters the maelstrom's area, or when the maelstrom enters its space, including when the maelstrom first appears. A creature takes 15d6 kinetic damage on a failed saving throw, or half that on a successful one. In addition, a Huge or smaller creature that fails its save must succeed on a Strength saving throw or become restrained within the maelstrom. A restrained creature is pulled 5 feet higher at the start of each of its turns while inside the maelstrom unless it is already at the top. The creature moves with the maelstrom and falls when the power ends, unless it has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your force save DC. If successful, the creature is no longer restrained by the maelstrom and is hurled 3d6x10 feet away from it in a random direction. A thrown creature takes 1d6 kinetic damage per 10 feet thrown if it strikes a solid object.

MANIPULATION

1st-level universal power

Prerequisite: Affect Mind

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

Through the Force, you attempt to sway a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the power ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the power ends, the creature knows it was charmed by you.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

MASS DUN MOCH

2nd-level dark side power

Prerequisite: Dun Moch

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You manipulate numerous creatures into fighting you. Creatures of your choice within 30 feet of you that you can see and can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this power.

An affected creature can't move away from you, and any attack it makes or offensive power it casts must include you as one of the targets. At the end of each of its turns, an affected creature can repeat the saving throw, ending this power on itself on a success. If you choose, you can end this power on your turn (no action required). This power has no effect on droids or constructs.

MASS MIND TRICK

2nd-level universal power

Prerequisite: Mind Trick

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

You manipulate the perception of others with the Force to draw attention to yourself, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the power ends. The power ends if you are incapacitated.

MASS PROBE MIND

8th-level universal power

Prerequisite: Probe Mind

Casting Time: 1 action

Range: 300 feet

Duration: Concentration, up to 10 minutes

Through the Force, you can eavesdrop on the thoughts of up to eight thinking creatures within range. The targets must each make an Intelligence saving throw. You are mentally connected to each creature that fails its saving throw for 1 minute, learning your choice of the following. You make a new choice at the end of each minute, causing all targeted creatures to make a new Intelligence saving throw.

- The surface thoughts of all creatures who failed their saving throw, in any order.
- Information from the minds of all creatures who failed their saving throw on one subject of your choice.
- Insight from one of the target creatures into its reasoning (if any), its emotional state, and information on either one subject of your choice of your choice or on something that looms large in its mind (such as something it worries over, loves, or hates).

For the duration, as an action on your turn, you can attempt to implant a suggestion in the mind of one of the creatures with whom you are connected, as per the *coerce mind* power. If a creature resists your suggestion, it is immune to any further attempts, but it is not freed from this power. This power has no effect on droids or constructs.

MASS SANCTUARY

5th-level light side power

Prerequisite: Sanctuary

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

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

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

MASTER ANIMATE WEAPON

9th-level universal power

Prerequisite: Improved Animate Weapon

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You select a melee weapon you wield, or one melee weapon within range that is not worn or carried by a conscious creature, and use the Force to cause it to levitate, acting as an extension of your will for the duration or until you cast this power again.

When you cast this power, you can cause the weapon to move up to 30 feet and make up to two melee force attacks, each one against a creature, loose object, or structure within 5 feet of the weapon. On a hit, the target takes 4d12 damage of the weapon's type. The critical hit range for this attack is 3. On a critical hit, instead of rolling the attack's damage dice twice, the weapon deals an extra 8d12 damage (for a total of 12d12 damage).

As a bonus action on your turn, you can move the weapon up to 30 feet and then make up to two melee force attacks with it again.

When this power ends, you can have the animated weapon return to your hand.

MASTER DARK SHEAR

8th-level dark side power

Prerequisite: Greater Dark Shear

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You create a weapon of shadowy, imperceptible Force energy, and throw it to a point within range, where it unleashes dark side energy in a 15-foot radius, 60-foot-high cylinder centered on that point. Each creature in the area must make a Dexterity saving throw. A creature makes this saving throw with disadvantage if it is in dim light or darkness. A creature takes 6d6 necrotic damage and 6d6 psychic damage on a failed save, or half as much damage on a successful one.

Additionally, each creature within the cylinder or within 15 feet of it that can see must make a Constitution saving throw. On a failed save, the creature is blinded until the condition is removed. An effect that cures disease can end this blindness.

MASTER DARKNESS

9th-level dark side power

Prerequisite: Maddening Darkness

Casting Time: 10 minutes

Range: Self (10-mile radius)

Duration: 24 hours

When you cast this power, you manifest a massive sphere of enhanced darkness far above the world that moves perfectly in tune with the rise and set of the sun. The area within the range of this power is heavily obscured by enhanced darkness to all creatures, excluding you. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Unenhanced light, as well as light created by powers of 8th level or lower, can't illuminate the area. This area of darkness moves with you. If you are in space when you cast this power, the sphere remains in orbit around the nearest star, blocking starlight in the range of the power relative to you.

MASTER DARK SIDE TENDRILS

5th-level dark side power

Prerequisite: Improved Dark Side Tendrils

Casting Time: 1 action

Range: Self (60-foot radius)

Duration: Concentration, up to 1 minute

You summon tendrils of darkness that fill the area within range. When you cast the power, and as your action on each of your turns for the duration, you can create one of the following effects:

Grasp. Dark coils of shadow form and attempt to grasp one creature that you can see within range. The target must make a Strength saving throw. On a failed save, it is restrained until the start of your next turn.

Impale. Dangerous needles of shadow skewer forth from the ground, stabbing at up to three creatures you can see within range. Each must make a Dexterity saving throw. On a failed save, a creature takes 4d10 necrotic damage.

Horridify. Horrible visages form around you and rush outward. All creatures within range that can see you must make a Wisdom saving throw. On a failed save, a creature is frightened of you until the start of your next turn. A droid or construct target automatically succeeds on this save.

MASTER KINETITE

7th-level dark side power

Prerequisite: Greater Kinetite

Casting Time: 1 action

Range: 300 feet

Duration: Instantaneous

You create a 1-foot diameter sphere of compressed lightning and throw it at a creature you can see within range. The creature must make a Dexterity saving throw. On a failed save, it takes $3d10 + 10$ lightning damage, or half as much damage on a success. Then, the disc detonates with a shattering crack of thunder, which can be heard up to 1,000 feet away. The target, and each creature within 20 feet of it, must make a Constitution saving throw. On a failed save, a creature takes $3d10 + 10$ sonic damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and is not deafened. At the end of each of its turns, a creature deafened by this power can repeat the saving throw, ending the effect on itself on a success.

Force Potency. When you cast this power with a force slot of 8th level or higher, both damage rolls increase by $1d10$ for each slot level above 7th.

MASTER PSYCHOMETRY

9th-level universal power

Prerequisite: Greater Psychometry

Casting Time: 1 hour

Range: Self (60-foot radius)

Duration: Instantaneous

Ghostly images recreate the events of the past, centered on the spot where you cast the power. The amount of detail in the images depends on how much time you wish to see and hear. When you cast the power, you must choose one unit of time to view.

- **Days.** You view the events of the last 20 days. You get detailed knowledge of the conversations, people, and events.
- **Weeks.** You see a summary of the events of the past 20 weeks. You will not hear and see everything that happens, but you will understand the gist of conversations and events. You will see important people and events in greater detail.
- **Years.** You see the noteworthy events of the past 20 years. Major participants and events, like executions, battles, and discoveries, will play out in greater detail.
- **Centuries.** You gain a general sense of the last 500 years. You will only see the most important events and most remarkable people.

MASTER TAPAS

6th-level universal power

Prerequisite: Greater Tapas

Casting Time: 1 action

Range: Self

Duration: 1 hour

When you cast this power, choose one of the following damage types: acid, cold, fire, lightning, or sonic. For the duration, you are immune to damage of the chosen type.

MEDITATIVE TECHNIQUE

At-will light side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you channel the Force to gain battlefield wisdom, which manifests as one of the following benefits of your choice:

- The next time you make an attack roll against the same target before the end of your next turn, you can roll $1d4$ and add the number rolled to your attack roll.
- The next time an ally of your choice within 5 feet of you is attacked before the end of your next turn, it can roll $1d4$ and add the number rolled to its AC against that attack.
- As part of the action used to cast this power, you can move up to 5 feet without provoking opportunity attacks.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals extra force damage to the target equal to your forcecasting ability modifier. This extra force damage increases to $1d10 +$ your forcecasting ability modifier at 11th level, and $2d10 +$ your forcecasting ability modifier at 17th level.

MEMORY RUB

5th-level universal power

Prerequisite: Sense Emotion

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Using the Force, you attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another power, this power ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the power ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the power ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed huffing dioxis, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* power cast on the target restores the creature's true memory. This power has no effect on droids or constructs.

Force Potency. If you cast this power using a force slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

MIND HAZE

2nd-level universal power

Prerequisite: Mind Trick

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You confuse and overwhelm the senses of a creature, putting it into a waking dream-like state. Choose up to six creatures within range that you can see. Each target must succeed on a Wisdom saving throw or take 3d4 psychic damage and be affected for the duration. An affected creature has disadvantage on attack rolls and cannot take reactions for the duration. A creature affected by this power makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

MIND SHATTER

4th-level dark side power

Prerequisite: Probe Mind

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You attempt to overwhelm the mind of a thinking creature you can see within range. Alternatively, you can reach out through the Force, and attempt to sense the presence of a thinking creature within range that you are familiar with. If the creature you designate isn't within range, the power fails, and you do not expend any force points.

The target must succeed on an Intelligence saving throw or take 10d6 psychic damage and be incapacitated until the start of your next turn. Whether the target passes or fails this saving throw, you immediately learn its location.

This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

MIND TWIST

4th-level universal power

Prerequisite: Manipulation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Creatures of your choice within range that you can see must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed.

Until the power ends, you can use your bonus action to designate a direction horizontal to you. Each target must use its movement to move in that direction on its turn. It can take its action before it moves. After moving, it can make another Wisdom save.

A target isn't compelled to move into a deadly hazard, but is willing to provoke opportunity attacks. This power has no effect on droids or constructs.

MIND LASH

1st-level dark side power

Prerequisite: Feedback

Casting Time: 1 action

Range: 30 feet

Duration: 1 round

You lash out with mental energy against a creature within range. Make a melee force attack against the target. If the attack hits, the creature takes 3d8 psychic damage, and it must make an Intelligence saving throw. On a failed save, it cannot take reactions until the end of your next turn.

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

MIND WHIP

2nd-level dark side power

Prerequisite: Mind Lash

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the power's other effects.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

MOMENT READING

3rd-level universal power

Prerequisite: Danger Sense

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

You feel out the circumstances of your current situation through the Force. The DM will tell you in no more than two words the situation's current conditions. Some examples of replies could be "pit trap," "impending danger," or "double cross."

NATURE TRICK

At-will light side power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Drawing on a connection to nature through the Force, you create one of the following effects within range:

- You immediately gain knowledge of what the weather will be at your location for the next 24 hours.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of eopie droppings. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

OVERTURN

5th-level universal power

Prerequisite: Avalanche

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You tear your surroundings asunder as you telekinetically lift debris into the air, and cast it back down on the area of effect, which consists of up to four 10-foot cubes which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 kinetic damage, falls prone, and is restrained beneath the debris until it escapes or the debris is cleared. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained.

A restrained creature can free itself from the debris by using an action and making a successful Strength check against your force save DC. The ground in the area is difficult terrain for 1 hour, or until cleared. It takes 1 minute to clear a 5-foot square of affected terrain by hand.

This power also damages structures and objects (that are not being worn or carried) in the area.

Force Potency. When you cast this power using a force slot of 6th level or higher, the maximum number of 10-by-10-foot cubes you can affect increases by one for each slot level above 5th.

PAIN

4th-level dark side power

Prerequisite: Wound

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Roll 12d8, and total the dice. The number rolled is the number of hit points of creatures this power can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures and droids and constructs, who are not affected by this power). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Starting with the creature that has the lowest current hit points, each creature affected by this power has disadvantage on attack rolls and ability checks until the power ends. Each creature can attempt to resist, but only at the risk of making its agony even worse. Each creature affected by the power can choose whether to make a Constitution saving throw to try to resist the power's effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails the saving throw, it takes 3d6 necrotic damage. A creature that fails this saving throw four times in a row is incapacitated with pain, in addition to the power's other effects.

Force Potency. When you cast this power using a force slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th.

PLANT GROWTH

1st-level light side power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the power must succeed on a Strength saving throw or be restrained by the entangling plants until the power ends. A creature restrained by the plants can use its action to make a Strength check against your force save DC. On a success, it frees itself.

When the power ends, the plants wilt away.

PREMONITORY VISION

4th-level universal power

Prerequisite: Force Vision

Casting Time: 1 reaction, which you take when you finish a short or long rest spent in meditation

Range: Self

Duration: Instantaneous

You perceive a series of images that show you future events. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The DM offers a truthful reply. The reply might be a short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

The power doesn't consider any possible circumstances that might change the outcome, such as the casting of additional powers, or the loss or gain of a companion.

If you cast the power two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, there is a cumulative 25 percent chance that the information you perceive is random and possibly unrelated to the question you asked. The DM makes this roll in secret.

PRESERVATION

2nd-level light side power

Prerequisite: Spare the Dying

Casting Time: 1 action

Range: Touch

Duration: Special

You touch a corpse or other remains. For the next 10 days, the target is protected from decay and can't become undead.

The power also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this power don't count against the time limit of powers such as *revitalize*.

Alternatively, you can touch a living creature when you cast this power. For the next hour, the target can survive within the vacuum of space. If the target breathes, it still requires oxygen to breathe. This power has no effect on dead droids or constructs.

PROTECTION BUBBLE

4th-level light side power

Prerequisite: Sanctuary

Casting Time: 1 action

Range: Self (20-foot radius)

Duration: Concentration, up to 10 minutes

A protective Force aura emanates from you, moving with you. For the duration, each creature you choose within 20 feet of you (including yourself) has a +3 bonus to AC and Dexterity saving throws. The effect ends for a creature if it leaves the area of effect, makes an attack, casts a power that affects an enemy creature, or otherwise takes a hostile action. This power ends when there are no creatures benefiting from its effect.

PROTECTION FROM FORCE

5th-level universal power

Prerequisite: Force Defense

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

The creature you touch has advantage on saving throws against force powers, and has resistance to damage from force powers for the duration. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 7th level or higher, you can touch and affect an additional creature for every two slot levels above 5th.

PUMMEL

1st-level universal power

Prerequisite: Force Push/Pull

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You continually pummel a creature you can see within range with debris. Make a ranged force attack against that creature. On a hit, the target takes 1d6 kinetic damage, and on each of your subsequent turns for the duration, you can use a bonus action to deal 1d6 kinetic damage to the target automatically. The power ends if the target is ever outside the power's range or if it has total cover from you.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the initial damage increases by 1d6 and you can target an additional creature for each slot level above 1st. The creatures must be within 10 feet of each other when you target them.

RAVAGE

5th-level dark side power

Prerequisite: Force Lightning

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A vast amount of dark side energy is channeled through your body and unleashed upon a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 lightning damage and 4d6 necrotic damage on a failed save, or half as much damage on a successful one.

Force Potency. When you cast this power using a force slot of 6th level or higher, the lightning damage or the necrotic damage (your choice) increases by 1d6 for each slot level above 5th.

REALITY BREAK

8th-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You shatter the barrier to the World Between Worlds, thrusting a creature into turmoil and madness. The target must succeed on a Charisma saving throw, or it can't take reactions until the power ends. The affected target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target, as shown on the Reality Break Effects table.

At the end of each of its turns, the affected target can repeat the Charisma saving throw, ending the power on itself on a success.

REALITY BREAK EFFECTS

d10	Effect
1-2	Vision from Beyond. The target takes 6d12 psychic damage, and it is stunned until the end of the turn.
3-5	Rending Rift. The target must make a Dexterity saving throw, taking 8d12 force damage on a failed save, or half as much damage on a successful one.
6-8	Wormhole. The target is teleported, along with everything it is wearing and carrying, up to 30 feet to an unoccupied space of your choice that you can see. The target also takes 10d12 force damage and is knocked prone.
9-10	Oblivion. The target takes 10d12 necrotic damage, and it is blinded until the end of the turn.

REFUTE

5th-level light side power

Prerequisite: Retribution

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Duration: Instantaneous

You channel the power of the Force back at your attacker. The creature must make a Charisma saving throw. On a failed save, it is blinded until the start of your next turn and takes 5d10 force damage. On a successful save, it takes half as much damage and is not blinded.

Force Potency. When you cast this power using a force slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

REMOTE VIEWING

At-will universal power

Casting Time: 1 bonus action

Range: Self

Duration: 1 round

An image forms in your mind, revealing what you would see if you were standing some distance away. Choose a point within 30 feet of you that you can see. Until the end of your next turn, you can perceive visually from that point instead of where you actually are. You determine line of sight from that point as well.

RESPITE

2nd-level light side power

Prerequisite: Heal

Casting Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

Choose one creature that you can see within range. The creature can immediately use its reaction to regain hit points equal to 2d6 + your forcecasting ability modifier. This power has no effect on droids or constructs.

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

RETRIBUTION

1st-level dark side power

Prerequisite: Force Push/Pull

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 10 feet of you that you can see

Range: Self (10-foot radius)

Duration: Instantaneous

When harmed, you release a thunderous explosion of Force energy, audible out to 300 feet, in response. Each creature within 10 feet of you must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage and is pushed 5 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

All small objects within range that are not worn or carried are also pushed 5 feet back.

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

SABER BURST

At-will universal power

Casting Time: 1 action

Range: Self (5-foot sphere)

Duration: Instantaneous

A light- or vibro-weapon you are wearing or carrying briefly animates and sweeps around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 damage of the weapon's type.

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

SEIZE LIFE

1st-level dark side power

Prerequisite: Dark Transfer

Casting Time: 1 reaction, which you take when you are reduced to 0 hit points

Range: 30 feet

Duration: Instantaneous

In a split second before losing your senses, you point towards a creature within range, forcing it to make a Charisma saving throw. If that creature reduced you to 0 hit points, it has disadvantage on this saving throw. A willing creature can choose to fail this saving throw. On a failed save, the target takes 1d6 + your forcecasting ability modifier necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. This power has no effect on droids or constructs.

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

SHARE MEMORY

1st-level light side power

Prerequisite: Share Life

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A willing creature you touch shares a memory with you and up to five other willing creatures within 30 feet of the target. You designate which memories the target shares when you cast this power, although the target can guide you in this designation. The designated memory can be as specific as “the conversation you just had with the captain” or as vague as “your favorite childhood memory of being with your father.” For the duration, those sharing the memory experience it through the target’s senses as the target did. Anyone sharing the memory can cease participation at any time. If you end the effect for yourself, or the target ceases sharing, the power ends. If the memory’s length exceeds 1 minute, it continues to play out as long as you maintain concentration on this power. This power does not work on memories that have been altered or removed through powers such as *memory rub*.

SHARED PAIN

5th-level light side power

Prerequisite: Share Life

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You create an aura around you that echoes the harm done to you through the Force. For the duration, whenever a creature hostile to you deals damage to you, each creature within 30 feet of you must make a Charisma saving throw. On a failed save, a creature takes 2d8 psychic damage, or no damage on a successful one.

When you cast this power, you can designate any number of creatures you can see to be unaffected by it. You can use a bonus action to end this power early.

SHATTERING BLOW

5th-level dark side power

Prerequisite: Destructive Blow

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack that is not a critical hit during this power's duration, the attack deals maximum damage. Treat this as if the dice had rolled their maximum value. The power then ends.

SKILL PROFICIENCY

2nd-level universal power

Prerequisite: Skill Understanding

Casting Time: 1 action

Range: Self

Duration: 1 hour

Through the Force, you gain greater knowledge from those who came before you. Choose one skill in which you lack proficiency. For the power's duration, you have proficiency in the chosen skill. The power ends early if you cast it again.

SKILL UNDERSTANDING

1st-level universal power

Prerequisite: Guidance

Casting Time: 1 action

Range: Self

Duration: 8 hours

Through the Force, you gain residual knowledge from those who came before you. Choose one skill in which you are not trained. For the power's duration, you are trained in the chosen skill. The power ends early if you cast it again.

SPROUT FLORA

At-will light side power

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

You cause a tangle of thorny vines to sprout in a 5-foot cube on the ground within range. The ground must be capable of supporting plant life, or this power fails. The tangle has an AC equal to your force save DC, 1 hit point, and immunity to all damage not dealt by melee weapons. This power ends if the tangle is reduced to 0 hit points, or if you cast this power again while a tangle is still active, causing the vines to wilt.

The affected area is considered difficult terrain for the duration. You choose whether the tangle deals kinetic or poison damage. Any creature in the tangle's space when you cast this power must succeed on a Strength saving throw or take 1d6 kinetic or poison damage, depending upon the choice you made for the power. A creature must also make the saving throw when it moves into the tangle's space for the first time on a turn or ends its turn there.

The tangle's hit points and damage increase by 1d6 when you reach 5th level (2d6 damage), 11th level (3d6 damage), and 17th level (4d6 damage).

STAGGERING BLOW

4th-level dark side power

Prerequisite: Wrathful Blow

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this power's duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions until the end of its next turn. The power then ends.

Force Potency. When you cast this power using a force slot of 5th level or higher, the psychic damage increases by 1d6 for each slot level above 4th.

STEAL KNOWLEDGE

3rd-level dark side power

Prerequisite: Probe Mind

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You reach into a the mind of a creature you touch and siphon out its thoughts, draining it of the information while gaining it for yourself. Make a melee force attack against the target. On a hit, you deal 4d10 psychic damage and gain insight into the targets surface thoughts and basic memories, as determined by the DM. This could be the names of immediate friends and family, events of the last 30 minutes, and the name or location of significant places in this creature's life. Attempting to probe deeper forces the target to make an Intelligence saving throw. On a failure, you are able to ask your DM about a specific memory in the creature's mind relating to one name, object or location you name. Examples include what the last thing this creature said to someone you name or what city they saw a given object in. The information cannot exceed one minute of the target's memory. You can choose to remove the information you learn from the target's mind when you learn about it.

If the target is conscious when you cast this power, it knows you gained access to and potentially altered its memory in some way. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d10 and you are able to learn and steal memories about one additional name, specific object, or specific location for each slot level above 4th.

SUSTAINING MEDITATION

3rd-level universal power

Prerequisite: Wakefulness

Casting Time: 10 minutes

Range: Self

Duration: Concentration, up to 24 hours

You enter a heightened state of consciousness in which you have complete awareness and control of your body's natural processes. Until this power ends, you are able to heal yourself for a limited number of hit points. You gain a pool of 20 hit points worth of self-healing. As a bonus action on your turn, you can draw self-healing from the pool to restore a number of hit points to yourself, up to the maximum amount remaining in your pool.

Once all the self-healing of the pool is expended, it does not replenish unless you cast the power again. When this power ends, any unused healing in the pool is lost.

Alternatively, if you have at least 5 hit points remaining in your self-healing pool, you can use a bonus action to cure yourself of one disease or end one of the following conditions on yourself: blinded, deafened, or poisoned. When you do this, the power ends immediately.

In addition, for the duration of this power, you don't need to eat or sleep, and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as keeping watch or reading. Also, whenever you hold your breath, you can do so for five times as long as normal. If you have at least 1 hit point remaining in your self-healing pool, you have advantage on saving throws against poison and resistance to poison damage.

Force Potency. When you cast this power using a force slot of 4th level or higher, the pool of self-healing it confers is increased by 5 hit points for each slot level above 3rd.

TELEKINETIC WALL

3rd-level universal power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a wall of Force energy at a point you choose on the ground within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 kinetic damage on a failed save, or half as much damage on a successful one.

The wall can even keep fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Slug cartridges, blaster bolts, and other ordinary projectiles launched at targets behind the wall are deflected away and automatically miss. (Large or larger projectiles, such as boulders, or blasts from a starship, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

THOUGHT SHIELD

4th-level universal power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

TORMENT

At-will dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 round

You focus on a creature you can see within range. Provided this power has not ended, the next time the target takes damage before the end of your next turn, it must make a Charisma saving throw or take an additional 1d12 of the first damage type it takes as you amplify its pain through the Force. This power then ends. This power has no effect on droids or constructs.

The power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

TRANSFER FORCE

2nd-level dark side power

Prerequisite: Sap Vitality

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You violently rip life-giving Force from a surrounding area to bolster that of a creature. Choose a 10-foot-radius sphere centered on a point within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Unenhanced vegetation in that area withers.

In addition, one creature of your choice in that area can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your forcecasting ability modifier.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the damage increases by 1d6 for each slot above 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 2nd.

UPHEAVAL

9th-level universal power

Prerequisite: Overturn

Casting Time: 1 action

Range: 300 feet

Duration: Instantaneous

You decimate your surroundings with the raw power of the Force, crushing your foes with the resulting debris. Choose a point within range. The ground within a 60-foot sphere centered on that point becomes difficult terrain until cleared, as it is covered with rubble. In addition, all creatures within a 40-foot radius sphere centered on the same point must make a Dexterity saving throw. The effects of the saving throw depend on a creature's distance from the center of the effect. A creature within a 20-foot radius sphere from the point you chose that fails its saving throw takes 10d12 force damage and 10d12 kinetic damage, and is buried in the rubble (with effects as described below), or it takes half as much damage and isn't buried on a successful save.

A creature outside of the 20-foot radius sphere, but within the 40-foot radius sphere that fails its saving throw takes 5d12 force and 5d12 kinetic damage, is pushed 20 feet away from the center of the sphere, and falls prone. On a successful saving throw, the creature takes half as much damage and is pushed only 10 feet from the center point. Any creature that fails its saving throw by 5 or more is also buried in the rubble.

A creature buried in the rubble is prone and restrained, and it is surrounded by debris that provides full cover. On its turn, a buried creature can use its action to make a Strength check against your force save DC. On a success, it frees itself. Other creatures within 5 feet of a buried creature can attempt to dig it out, but freeing one buried creature requires one or more others to use a total of ten actions digging. This can be one creature using ten actions, five creatures using two actions each, or some other combination that equals a total of ten actions, over however many rounds this requires.

Structures and objects that are not being worn or carried in the area are damaged by this power as well, which can often cause small trees to be uprooted and buildings to collapse.

VENGEFUL CHARGE

At-will dark side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within your weapon's reach, otherwise the power fails.

On a hit, the target suffers the attack's normal effects, and it becomes afflicted with an irrational hatred of you. Until the end of its next turn, it cannot willingly move away from you. If it makes an attack against you before the end of its next turn, it immediately takes 1d8 psychic damage, and the power ends.

At 5th level, the attack deals an extra 1d8 psychic damage to the target, and the damage the target takes upon hitting or missing you with an attack increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

WALL OF THORNS

6th-level light side power

Prerequisite: Greater Plant Surge

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface capable of supporting plant life and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 kinetic damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 kinetic damage on a failed save, or half as much damage on a successful one.

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

WRATHFUL BLOW

1st-level dark side power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this power's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is not a droid or construct, it must make a Wisdom saving throw or be frightened of you until the power ends. As an action, the creature can make a Wisdom check against your force save DC to steel its resolve and end this power.