

FORCE POWER SENSE

Prerequisites: **Force Rating 1+**

SENSE BASIC POWER

The Force user can sense the Force interacting with the world around them.

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

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

COST 10

CONTROL

Ongoing effect: Commit 1. Once per round, when an attack targets the Force user, they upgrade the difficulty of the pool once.

COST 10

DURATION

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

COST 10

STRENGTH

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

COST 10

CONTROL

Ongoing effect: Commit 1. Once per round, when the Force user makes a combat check, they upgrade the ability of that check once.

COST 10

CONTROL

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

COST 10

RANGE

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

COST 5

RANGE

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

COST 10

RANGE

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

COST 10

MAGNITUDE

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

COST 5

MAGNITUDE

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

COST 10

MAGNITUDE

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

COST 10