

Prerequisites: Force Rating 2 +

BATTLE MEDITATION BASIC POWER

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

The user may spend 1 to add one automatic ✨ to all checks made by a number of engaged friendly targets up to his Presence before the end of his next turn. If the user used an ● to generate 1, reduce each target's Willpower by 1 (to a minimum of 1) until the end of the encounter.

COST 15

MAGNITUDE

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

COST 5

RANGE

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

COST 5

CONTROL

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

COST 10

MAGNITUDE

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

COST 10

RANGE

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

COST 10

STRENGTH

Spend 1● to add one additional automatic ✨ to affected characters checks.

COST 10

MAGNITUDE

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

COST 15

RANGE

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

COST 15

DURATION

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

COST 25

MAGNITUDE

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

COST 20

CONTROL

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

COST 20

MASTERY

If no ● were used to generate 1, choose one skill. While affected by the power, each affected character counts as having the same number of ranks in the chosen skill as the affected character with the most ranks in the skill. If the user used any ● to generate 1, each affected character must make an Easy (♦) Discipline check if he wishes to resist obeying orders.

COST 25