

Prerequisites: Force Rating 1 +

## FARSIGHT BASIC POWER

The Force user expands normal visual senses through a connection to the Force.

The user may spend 1 to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute).

This allows the user to view everything most sentients could normally be able to see on a well-lit day.

COST 5

## CONTROL

Spend 1 to see microscopic details of a single object within engaged range.

COST 5

## CONTROL

Spend 1 to see through a single object at medium range as though it were transparent.

COST 5

## CONTROL

Spend 1 to make out fine details on a single object within medium range.

COST 5

## DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

## RANGE

Spend 1 to increase power's range by one range band for each Range upgrade purchased.

COST 10

## DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

## CONTROL

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend 1 to gain ★ or ☹ on the check.

COST 10

## RANGE

Spend 1 to increase power's range by one range band for each Range upgrade purchased.

COST 10

## CONTROL

This power gains the ongoing effect: Commit ☹ after successfully activating the Farsight power to increase ranks in Perception by 1.

COST 15

## CONTROL

Spend 1 1 to see in every direction simultaneously, noticing and observing things in a full 360-degree arc.

COST 10

## MASTERY

Spend 1 1. The User now can see as though from a spot within close range (planetary scale) of the users' body.

COST 20