

Prerequisites: Force Rating 1 +

## SENSE BASIC POWER

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

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

The user may spend ○ to sense the current emotional state of one living target with whom he is engaged.

COST 10

## CONTROL

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

COST 10

## CONTROL

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

COST 10

## CONTROL

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

COST 10

## CONTROL

Ongoing effect: Commit ○. Once per round, when the Force user makes a combat check, he upgrades the ability of that check once.

COST 10

## CONTROL

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

COST 10

## RANGE

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

COST 5

## RANGE

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

COST 10

## RANGE

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

COST 10

## MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 5

## MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10

## MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

COST 10