

Prerequisites: Force Rating 1 +

FORESEE BASIC POWER

The Force user can feel the Force flowing around everything, seeing what is and what will be.
The user may spend ○ to gain vague hints of events to come, up to a day into his future.

COST 10

CONTROL

When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend ○ to gain ☆ per point on the check.

COST 10

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

MAGNITUDE

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

COST 5

RANGE

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

COST 5

CONTROL

Affected targets increase their ranged and melee defense by 2 for the first round of combat.

COST 10

DURATION

Spend ○ to increase the days into the future the user can see equal to Duration upgrades purchased.

COST 5

MAGNITUDE

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

COST 5

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 5

STRENGTH

Spend ○ to pick out specific details equal to Strength upgrades purchased.

COST 5

CONTROL

When performing a Foresee power check as part of an initiative check, the Force user may spend ○ to allow all affected targets to take one free maneuver before the first round of combat begins.

COST 15

DURATION

Spend ○ to increase the days into the future the user can see equal to Duration upgrades purchased.

COST 5