

Prerequisites: Force Rating 1 +

SUPPRESS BASIC POWER

The Force user can dampen the effect of incoming Force powers, dramatically diminishing their effects on himself and his allies. The user may spend 1 to add automatic 1 to Force power checks made against him or any ally within short range until the end of his next turn.

COST 10

STRENGTH

Spend 1 to add additional automatic 1 equal to Strength upgrades purchased to hostile Force power checks.

COST 5

DURATION

Ongoing effect: commit 1 to sustain ongoing effects of the power on each affected target while within range.

COST 5

RANGE

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

COST 5

CONTROL

Commit one or more 1. When an opponent targets the user with a Force power, after the opponent generates 1, reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

COST 10

RANGE

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

COST 5

STRENGTH

Spend 1 to add additional automatic 1 equal to Strength upgrades purchased to hostile Force power checks.

COST 10

CONTROL

Spend 1 Destiny Point to use Suppress as an out of turn incidental once per session.

COST 10

RANGE

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

COST 5

MASTERY

The user may make a Suppress power check along with an opposed Discipline vs. Discipline check targeting another Force user within short range. If the user spends 1 1 and succeeds on the check, the target Force user immediately uncommits all 1 and ends all ongoing effects of Force powers and Force talents that required committed 1.

COST 20

CONTROL

Whenever a Force user targets a character affected by Suppress with a hostile Force power, if that opponent used 1 to generate 1 on the check, he suffers strain equal to the user's ranks in Discipline.

COST 15