

Prerequisites: Force Rating 1 +

## MOVE BASIC POWER

The Force user can move small objects via the power of the Force.

The user may spend ○ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

COST 10

## MAGNITUDE

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

COST 5

## STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

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 5

## MAGNITUDE

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

COST 5

## STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 10

## CONTROL

The Force user can hurl objects to damage targets, by making a Discipline check combined with a Move power check, dealing damage equal to 10 times silhouette.

COST 10

## MAGNITUDE

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

COST 10

## STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 15

## CONTROL

The Force user can pull objects out of secure mountings, or out of an opponent's grasp.

COST 5

## RANGE

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

COST 15

## MAGNITUDE

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

COST 10

## STRENGTH

Spend ○ to increase silhouette able to be targeted equal to strength upgrades purchased.

COST 20

## CONTROL

The character can perform fine manipulation of items, allowing him to do whatever he would normally with his hands via this power at this power's range.

COST 15