

Prerequisites: Force Rating 3 +

## PROTECT / UNLEASH BASIC POWER

The Force user guides the flow of energy, protecting himself and others or unleashing blast of power upon his foes.

**Protect:** The user makes a Protect power check and rolls an Average (◆◆) Discipline check as part of the pool. Spend 1 to reduce damage from an energy-based weapon that hits himself or an engaged character by amount equal to Willpower plus 1 per ☆. Dark side Force users may only protect themselves.

**Unleash:** The user makes an Unleash power check as ranged attack and rolls an Average (◆◆) Discipline check for difficulty. If check succeeds and spends 1, the attack hits. It has a range of short, a base damage equal to Willpower, and a critical rating of 4. The user gains 1 Conflict.

COST 20

## 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 decrease damage or add damage equal to ranks of Strength purchased.

COST 5

## STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 10

## CONTROL

**Protect:** Spend 1 to gain defense equal to 1 spent.  
**Unleash:** Spend 1 to inflict 1 strain on target.

COST 10

## RANGE

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

COST 10

## MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 10

## RANGE

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

COST 10

## CONTROL

**Protect:** Spend 1 to allow power to protect against all types of attack.  
**Unleash:** Spend 1 to give the attack Ensnare 2.

COST 15

## MAGNITUDE

Spend 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 20

## STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 15

## STRENGTH

Spend 1 to decrease damage or add damage equal to ranks of Strength purchased.

COST 20

## DURATION

**Protect:** If no 1 generated, the power reduces damage of all attacks hitting the target.  
**Unleash:** Spend 1 to give the attack Burn 2.

COST 15

## CONTROL

**Protect:** Light side Force users may spend 1 Destiny Point to use Protect as an out-of-turn incidental once per session.  
**Unleash:** Dark side Force users may spend 1 Destiny Point to use Unleash as a maneuver once per session.

COST 25

## MASTERY

**Protect:** Light side Force users may spend 1 to reflect all attacks they reduce to 0 damage, dealing damage equal to initial attack to attacker.  
**Unleash:** Dark side Force users may spend 1 to reduce critical rating of attacks to 1.

COST 25