

Prerequisites: Force Rating 1 +

HEAL / HARM BASIC POWER

The Force user bolsters his ally with renewed vigor or saps his foe of vital energy.

Heal (Light side Force user only): Spend 1 to heal a number of wound equal to Intellect from an engaged living creature (including user).

Harm: Spend 1 to inflict a number of wounds equal to Intellect (ignoring soak) on an engaged living target. The user gains 1 Conflict.

COST 15

RANGE

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

COST 15

MAGNITUDE

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

COST 5

MAGNITUDE

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

COST 5

CONTROL

Heal: if no 1 generated, target heals strain equal to wounds healed.
Harm: if any 1 were used to generate 1, user heals strain equal to wounds inflicted.

COST 20

RANGE

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

COST 20

MAGNITUDE

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

COST 10

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

COST 15

CONTROL

Heal: spend 1 to remove one status effect from target.
Harm: The user may spend 1 to heal wounds equal to wounds inflicted on target. Healed character gains 1 Conflict.

COST 20

CONTROL

Heal: Heal additional wounds equal to ranks in Medicine.
Harm: Inflict additional wounds equal to ranks in Medicine.

COST 20

CONTROL

Heal: May make a Heal power check combined with a Hard (4) Medicine check. If check succeeds, one target who heals wounds also heals one Critical Injury.
Harm: May make a Harm power check combined with an opposed Medicine vs. Resilience check. If check succeeds, one target who suffers wounds also suffers one Critical Injury (adding +10 to the roll per 10).

COST 20

MASTERY

Heal: Once per session, spend 1 to restore 1 target, who died after end of user's last turn to life.
Harm: Once per session, when this power kills a target, may restore one engaged character who died this encounter to life. Each character gains 7 Conflict.

COST 20

STRENGTH

Heal: Spend 1 to increase wounds healed by 1 per rank of Strength upgrades purchased.
Harm: Spend 1 to increase wounds inflicted by 1 per rank of Strength upgrades purchased.

COST 15