BIND

Prerequisites: Force Rating 2 +

BIND BASIC POWER

The Force user restrains an enemy, preventing the target from acting.

The user may spend ◖ to immobilize a target within short range until the end of the user's next turn. If the user used any ● to generate ◖, the target also suffers 1 wound per ◖ spent on the check (ignoring soak).

COST 15

RANGE

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

COST 10

MAGNITUDE

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

COST 15

STRENGTH

Spend ◖ to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 5

CONTROL

Spend ◖, whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

COST 10

RANGE

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

COST 15

MAGNITUDE

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

COST 20

STRENGTH

Spend ◖ to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 10

DURATION

Commit ⬡⬡⬡ to sustain the ongoing effects of the power on each affected target.

COST 15

CONTROL

Spend ◖ to move the target one range band closer or farther away.

COST 10

MAGNITUDE

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

COST 25

STRENGTH

Spend ◖ to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 15

RANGE

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

COST 20

MASTERY

When the user is making a Bind power check, if the check was not already opposed, the user may roll an opposed Discipline vs. Discipline check against one target of the power. If no ● were used to generate ◖ and the user succeeds on the check, he may immediately stagger the target until the end of his next turn. If any ● were used to generate ◖ and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per ◖ spent on the check.

COST 25