MANIPULATE

Prerequisites: Force Rating 1 +

MANIPULATE BASIC POWER

The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems.
The Force user may spend ◑ to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.

COST 10

CONTROL

Ongoing effect: Commit ⬡.
One damaged weapon or item counts as being undamaged.

COST 5

STRENGTH

When using this power, spend ◑ to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased.

COST 5

CONTROL

Ongoing effect: Commit ⬡. Increase the system strain threshold of vehicle or starship at engaged range by 3 per ⬡ committed.

COST 10

CONTROL

When making a Mechanics skill check, the user may roll a Manipulate power check as part of the pool and may spend ◑ to gain ✦ or ⟁ (user's choice) on the check.

COST 10

RANGE

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

COST 10

CONTROL

The user may spend ◑ to heal a number of wounds equal to his Intellect in an engaged droid.

COST 10

CONTROL

When performing a combat check against a droid, ship, vehicle, or other mechanical construct within engaged range, the user may spend ◑ to inflict 1 additional strain or system strain on the target.

COST 10

CONTROL

Ongoing effect: Commit ⬡. Increase the hull trauma threshold of 1 vehicle or starship at engaged range by 3 per ⬡ committed.

COST 15

RANGE

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

COST 10

STRENGTH

When using this power, spend ◑ to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased.

COST 10

CONTROL

Ongoing effect: Commit ⬡.
Upgrade the ability of Computers and Mechanics checks once.

COST 15

RANGE

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

COST 15

MASTERY

When performing a Manipulate power check as part of a Mechanics skill check, the user may spend ◑ ◑ to gain ✦ on the check.

COST 20