

Prerequisites: Force Rating 1 +

## SEEK BASIC POWER

The Force user allows the will of the Force to lead the way to something lost or forgotten.

The user may spend 1 to gain insight into the general location or direction of a person or object that he knows about, regardless of current distance.

The user may spend 1 and succeed at an Average (♦♦) Vigilance check (or opposed Vigilance vs. Discipline check) to see through illusions.

COST 10

## MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

## CONTROL

Ongoing effect: Commit 1. Upgrade the ability of Vigilance and Perception checks once.

COST 10

## STRENGTH

Spend 1 to eliminate 1 Force-based illusion per Strength upgrade purchased.

COST 10

## MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

## MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 5

## CONTROL

Spend 1 to track one additional target.

COST 15

## STRENGTH

Spend 1 to eliminate 1 Force-based illusion per Strength upgrade purchased.

COST 15

## MAGNITUDE

Spend 1 to gain one additional detail per Magnitude upgrade purchased.

COST 15

## DURATION

Commit 1 to continue tracking target even when it moves.

COST 20

## CONTROL

Ongoing effect: Commit 111. The user's attacks gain Pierce with rating equal to Cunning plus ranks in Perception.

COST 15

## MASTERY

Make Seek power check and spend 111 to add 1 to combat checks against one target for remainder of encounter.

COST 20