**Battle Strike**

You use the Force to enhance your battle prowess. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

- **DC 15:** Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional 1d6 points of damage if the attack hits.
- **DC 20:** As DC 15, except you deal an additional 2d6 points of damage.
- **DC 25:** As DC 15, except you deal an additional 3d6 points of damage.

**Special:** You can spend a Force Point to deal an additional 2d6 points of damage on your next attack.

**Dark Rage [Dark Side]**

You become enraged as the dark side flows through you. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

- **DC 15:** You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.
- **DC 20:** As DC 15, except the rage bonuses increase to +4.
- **DC 25:** As DC 15, except the rage bonuses increase to +6.

**Special:** While consumed by rage, you cannot use skills or perform tasks that require patience or concentration.

You can spend a Force Point to extend the duration of your dark rage until the end of the encounter.

**Farseeing**

You gain a vague, momentary impression of events happening around a particular being in some distant place. **Time:** Full-round action. **Target:** One creature you know or have met before.

Make a Use the Force check. If your check result is less than the target’s Will Defense, you gain no information (including whether the target is alive or dead) and cannot use this Force power against the same target for 24 hours. If your check result equals or exceeds the target’s Will Defense, you can sense whether the target is alive or dead and gain a vague sense of its immediate surroundings, what it’s currently doing, and any strong emotions it is presently feeling. A dead target has a Will Defense of 30 for purposes of this Force power.

**Special:** If you successfully use this Force power, you can spend a Force Point to gain a clear mental image of the target’s surroundings, as well as other creatures and objects within 6 squares of it.

**Force Grip [Telekinetic]**

You use the Force to choke or crush your enemy. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

- **DC 15:** If your Use the Force check equals or exceeds the target’s Fortitude Defense, the target takes 2d6 points of damage and can only take a single swift action on his next turn. Otherwise, the target takes half damage and may act normally, and you may not maintain the power. Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.
- **DC 20:** As DC 15, except the target takes 4d6 points of damage.
- **DC 25:** As DC 15, except the target takes 6d6 points of damage.

**Special:** You may maintain your concentration on the targeted creature to continue damaging it from round to round. Maintaining the Force grip power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining a Force grip, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.

You can spend a Force Point to deal an additional 2d6 points of damage with your Force grip.

**Force Disarm [Telekinetic]**

You disarm an opponent by using the Force to pull the weapon from his grasp. **Time:** Standard action. **Target:** One creature within 12 squares and within line of sight.

Make a Use the Force check. Use this check in place of your attack roll when attempting to disarm the target (see Disarm, page 152). If your disarm attempt succeeds, you may choose to let the item drop to the ground in the target’s fighting space or have the item fly into your hand (in which case you must have a free hand to catch it).

**Special:** You can spend a Force Point to damage or destroy the target weapon instead. If your disarm attack succeeds, the weapon takes damage equal to your Use the Force check result. You must declare that you are using this option before making your disarm attempt.

**Force Lightning [Dark Side]**

You blast an enemy with deadly arcs of Force energy. **Time:** Standard action. **Target:** One target in line of sight and within 6 squares of you.

Make a Use the Force check. Make one roll and compare the result to the target’s Reflex Defense. If the skill check equals or exceeds the target’s Reflex Defense, the target takes 8d6 points of Force damage and moves -1 step along the condition track (see Conditions, page 148). Otherwise, the target takes half damage and does not move along the condition track.

**Special:** You can spend a Force Point to move a target an additional -1 step along the condition track when you successfully hit it with Force lightning.
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**Force Slam [Telekinetic]**

You pound one or more creatures with the Force. **Time:** Standard action. **Targets:** All targets within a 6-square cone and within line of sight.

**Make a Use the Force Check.** Make one roll and compare the result to each target's Fortitude Defense. If the result equals or exceeds a target's Fortitude Defense, it takes 4d6 points of Force damage and is knocked prone. If the result is less than the target's Fortitude Defense, it takes half damage and is not knocked prone. Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.

This is an area effect.

**Special:** When you use this power, you can spend a Force Point to deal an additional 2d6 points of damage to targets in the area.

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**Force Stun**

You call upon the Force to overload an enemy's senses, potentially stunning it. **Time:** Standard action. **Target:** One creature within 6 squares or within your line of sight.

**Make a Use the Force check.** Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target moves -1 step along the condition track (see Conditions, page 148). For every 5 points by which you exceed the target's Fortitude Defense, the target moves an additional -1 step along the condition track. Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.

**Special:** When you use this power, you can spend a Force Point to move the target an additional -1 step along the condition track.

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**Force Thrust [Telekinetic]**

You use the Force to push a target away from you. **Time:** Standard action. **Target:** One object or character within 12 squares and within line of sight.

**Make a Use the Force check.** The target makes a Strength check. If you beat the target's Strength check, you push it back 1 square plus an additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its base attack bonus and its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

**Special:** You can spend a Force Point to apply a -5 penalty to the target's Strength check to resist your Force thrust. Additionally, if you successfully push the target into a larger object, you deal an additional 2d6 points of damage from the extreme force of the thrust.

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**Mind Trick [Mind-Affecting]**

You use the Force to alter a target's perceptions or plant a suggestion in its mind. **Time:** Standard action. **Target:** One Intelligence 3 or higher creature in line of sight and within 12 squares of you.

**Make a Use the Force check.** If you equal or exceed the target's Will Defense, you may choose one of the following effects:

- You create a fleeting hallucination that distracts the target and enables you to use the Stealth skill even if the target is aware of you.
- You perform a feint so that the next attack you make against the target ignores its Dexterity bonus to Reflex Defense (if any).
- You make an otherwise unpalatable suggestion seem completely reasonable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did is unacceptable.

Continues...

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**Move Object [Telekinetic]**

You telekinetically move a target up to 6 squares in any direction using the Force. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

**Make a Use the Force check.** The result of the check determines the maximum size of the target you can lift (see below). If the target is a creature that resists your attempt, your Use the Force check must also exceed the target's Will Defense. You can hurl the target at (or drop it on) another target in range if your Use the Force check exceeds the second target's Reflex Defense. Both targets take damage determined by your Use the Force check result.

- **DC 15:** Move object up to Medium size (deals 2d6 points of damage)
- **DC 20:** Move object up to Large size (deals 4d6 points of damage)
- **DC 25:** Move object up to Huge size (deals 6d6 points of damage)
- **DC 30:** Move object up to Gargantuan size (deals 8d6 points of damage)
- **DC 35:** Move object up to Colossal size (deals 10d6 points of damage)

Continues...
Mind Trick - Continued

—You fill the target with terror, causing it to flee from you at top speed for 1 minute. The affected creature stops fleeing if it is wounded. The effect is negated if the target's level is equal to or higher than your character level. This is a fear effect.

Special: If you are making a suggestion, you may spend a Force Point to improve the target's attitude by one step, plus one additional step for every 5 points by which your Use the Force check exceeds the target's Will Defense.

Move Object - Continued

Special: You may maintain your concentration on the targeted object to continue to move it from round to round. Maintaining the move object power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining move object, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating. If you deal damage with the move object power, you cease to be able to maintain it.

If you use move object against a hovering or flying target (such as a speeder or starship), the target can oppose your Use the Force check with a grapple check as a reaction. If the target wins the opposed check, you are unable to move the target.

You may spend a Force Point to increase the maximum size of the object by one category and deal an additional 2d6 points of damage (maximum size Colossal [frigate], 12d6 damage). Alternatively, you may spend a Destiny Point (see page 112) to increase the maximum size of the object by three categories and deal an additional 6d6 points of damage (maximum size Colossal [station], 16d6 damage).
**Negate Energy**

You spontaneously negate a single attack that deals energy weapon damage, such as a light saber or blaster. **Time:** Reaction. **Target:** One attack made against you that deals energy weapon damage.

**Make a Use the Force check.** If the result of the check equals or exceeds the damage dealt by the energy weapon, the attack is negated and you take no damage. If your check result is less than the amount of damage dealt, you fail to negate the attack and take damage as normal.

**Special:** You must be aware of the attack (and not flat-footed) to negate it. If you are successful, you can spend a Force Point to regain hit points equal to the damage of the negated attack, up to a maximum of your full normal hit points.

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**Rebuke**

You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. **Time:** Reaction. **Target:** One Force power directed at you.

**Make a Use the Force check.** If your result equals or exceeds the check result of the power directed at you, you harmlessly redirect it and suffer no ill effects. If your result exceeds the check result of the power directed at you by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator’s original Use the Force check.

**Special:** If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, expending a use of the rebuke power and using your rebuke Use the Force check result as its target DC.

You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been rebuked twice -- once by you and once by the power’s originator.

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**Sever Force [Light Side]**

You can block another Force-user’s access to the Force, preventing him from spending Force Points and making it difficult for him to use Force powers. **Time:** Standard action. **Target:** One Force-using creature with a Dark Side Score of 1 or higher that is within 12 squares and within line of sight.

**Make a Use the Force check.** If your Use the Force check equals or exceeds the target’s Will Defense, the effect (if any) is determined by your check result:

- **DC 25:** The target cannot spend Force Points for a number of hours equal to its Dark Side Score.
- **DC 30:** As DC 25, plus the target moves -1 step along the condition track (see page 149) each time it uses a Force power in the same timeframe.
- **DC 35:** As DC 25, except the target moves -2 steps along the condition track each time it uses a Force power in the same timeframe.

**Special:** This Force power has no effect on targets with a Dark Side Score of 0. You can spend a Force Point to double the duration of the effect. Alternatively, you can spend a Destiny Point (see page 112) to increase the duration to a number of days equal to the target’s Dark Side Score.

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**Surge**

The Force enables you to jump great heights and distances as well as move quickly. **Time:** Free action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any:

- **DC 10:** You gain a +10 Force bonus on Jump checks and your speed increases by 2 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed.
- **DC 15:** As DC 10 except: +20 Force bonus on Jump checks, speed increases by 4 squares.
- **DC 20:** As DC 10 except: +30 Force bonus on Jump checks, speed increases by 6 squares.

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**Vital Transfer [Light Side]**

You use your own life force to heal another living creature, using the Force as a conduit. **Time:** Standard action. **Target:** One creature touched.

**Make a Use the Force check.** The result of the check determines the effect, if any:

- **DC 15:** The target heals hit points equal to 2 x its character level.
- **DC 20:** The target heals hit points equal to 3 x its character level.
- **DC 25:** The target heals hit points equal to 4 x its character level.

Each time you use vital transfer, you take half as much damage as you heal (rounded down). You may choose to heal less than the result of your Use the Force check allows. You may not heal yourself with this power.

**Special:** You may spend a Force Point to avoid taking any damage when you use this Force power. You may spend a Destiny Point (see page 112) to move the target +5 steps on the condition track in addition to healing it normally.
Surge - Continued

Special: You can spend a Force Point to increase the power's Force bonus on Jump checks by 10 and increase your speed by an additional 2 squares.

Using the surge power counts as a running start for determining a Jump DC. You may spend a Destiny Point (see page 112) to gain an additional 4 squares of movement; when you do so, you may also use any and all movement for the round as a part of a jump (no Jump check required).
**Energy Resistance**

You use the Force to protect yourself from damage caused by energy, sonic, fire, cold and electrical sources. **Time:** Standard action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 20:** You gain DR 5 against energy damage until the beginning of your next turn.
- **DC 25:** As DC 20, except DR increases to 10.
- **DC 30:** As DC 20, except DR increases to 15.
- **DC 35:** As DC 20, except DR increases to 20.

**Special:** You can spend a Force point to reduce the target’s damage threshold by -10 instead of -5.

**Fear [Dark Side, Mind Affecting]**

You summon the power of the dark side to instill fear in your enemies. **Time:** Swift action. **Target:** One creature within 12 squares and within line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 15:** The target takes 1d6 points of Force damage.
- **DC 20:** The target takes 2d6 points of Force damage.
- **DC 25:** The target takes 3d6 points of Force damage.
- **DC 30:** The target takes 4d6 points of Force damage.
- **DC 35:** The target takes 6d6 points of Force damage.

**Special:** When you successfully use this power on an opponent, you can spend a Force Point to impose a -2 penalty to all of the opponent’s Defenses until the beginning of your next turn.

**Force Scream [Dark Side]**

You create an intense sonic scream, amplified by the Force. **Time:** Standard action. **Target:** All creatures within 12 squares and can hear you.

**Make a Use the Force check.** Compare the result to the target’s Fortitude Defense. If the check result equals or exceeds the target’s Fortitude Defense, the target sustains damage as determined by the results of your Use the Force check.
- **DC 15:** The target takes 1d6 points of Force damage from the start of this round and the target’s damage threshold is reduced by -5 until the end of your next turn.
- **DC 20:** As DC 15, except the target takes 2d6 points of Force Damage.
- **DC 25:** As DC 15, except the target takes 3d6 points of Force Damage.
- **DC 30:** As DC 15, except the target takes 4d6 points of Force Damage.

**Special:** You can spend a Force Point to use this power as a swift action.

You can maintain energy resistance from round to round, extending the normal duration. Maintaining the energy resistance power is a swift action. If you take damage while maintaining energy resistance, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

**Force Whirlwind [Telekinetic]**

You call upon the Force to surround an enemy in a swirling vortex of Force energy. The whirlwind lifts them about a half meter off of the ground, spinning them in the air and buffeting them with Force energy. **Time:** Standard action. **Target:** One creature within 12 squares and within line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 15:** The target can take no actions on its next turn.
- **DC 20:** The target can take only one move action on the next turn.
- **DC 25:** The target can take only one standard action on the next turn.
- **DC 30:** The target can take no actions on its next turn.

**Continues...**

**Ionize**

You call upon the Force to overload electronic systems and droids, damaging or even destroying the unit. **Time:** Standard action. **Target:** One target within 6 squares and within line of sight.

**Make a Use the Force check.** Compare the result to the target’s Reflex Defense. If the check result equals or exceeds the target’s Reflex Defense, the target takes damage as determined by the results of your Use the Force check:
- **DC 20:** The target takes 4d6 points of ion damage.
- **DC 25:** The target takes 6d6 points of ion damage.
- **DC 30:** The target takes 8d6 points of ion damage.

**Special:** You can spend a Force Point to increase the ion damage dealt by this Force Power by 2d6.

**Kinetic Combat [Telekinetic]**

You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp. **Time:** Standard action. **Target:** You.

**Make a Use the Force check.** If you succeed on a DC 20 check, you can telekinetically move a one-handed melee weapon you hold up to 12 squares and make an attack with it. The weapon is considered held by you, even if it is hovering nearby and not in your hands. The attack uses your base attack bonus modified by your Charisma modifier as the attack bonus for the attack. A successful attack deals normal melee weapon damage, adding one-half your heroic level to the damage as normal and substituting your Charisma modifier for your Strength modifier for damage. Talents and feats that would normally enhance a weapon’s use do not do so while you are using kinetic combat to wield the weapon (for example, you cannot use Mighty Swing or Power Attack while wielding the weapon). The weapon threatens all squares adjacent to it, and it can be used to make an attack of opportunity if a target provokes one from the weapon. Any attacks of opportunity made by the weapon count as thought they were made by you.

**Continues...**
**Force Whirlwind - Continued**

*DC 20:* The target takes 2d6 points of Force damage.

*DC 25:* The target takes 3d6 points of Force damage.

*DC 30:* The target takes 4d6 points of Force damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

**Special:** You can spend a Force Point to increase the penalty to the target’s attack rolls and skill checks from -5 to -10.

You can maintain Force whirlwind from round to round, extending the normal duration. Maintaining the Force whirlwind power is a move action, and you must make a new Use the Force check each round. If you take damage while maintaining a Force whirlwind, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. If a target within a Force whirlwind is attacked or otherwise damaged or moved down the condition track by you or one of your allies, the effects of Force whirlwind end immediately.

**Kinetic Combat - Continued**

**Special:** you can maintain kinetic combat from round to round, extending the normal duration. Maintaining the kinetic combat power is a swift action, and as a standard action each round you maintain it you can direct the weapon to move up to 6 squares and make a single attack against a target adjacent to the weapon, though the weapon must remain within 12 squares of you or the power’s effect ends. If you suffer damage while maintaining kinetic combat, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

You can spend a Force Point to gain a +1 bonus on attack rolls with a weapon wielded using kinetic combat.
**Resist Force**

You use the Force to protect yourself from an enemy’s Force powers. **Time:** Standard action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any.

  - **DC 15:** You gain a +1 to the Defense score of your choice against Force powers used against you until the beginning of your next turn.
  - **DC 20:** As DC 15, except the Defense bonus increases to +2.
  - **DC 25:** As DC 15, except the Defense bonus increases to +5.

**Special:** You can spend a Force Point to apply the bonus provided by this power to any two Defense scores of your choice.

You can maintain resist Force from round to round, extending the normal duration. Maintaining resist Force is a swift action. If you suffer damage while maintaining resist Force, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. You may have multiple instances of resist Force active at once, but maintaining each one requires a swift action each round, and each one must be activated by a separate use of resist Force.

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**Slow [Telekinetic]**

The Force enables you to slow your targets as if they are encumbered by an extremely heavy load, making it difficult for them to move. **Time:** Standard action. **Target:** One creature or droid within 12 squares and within line of sight.

**Make a Use the Force Check.** If your result equals or exceeds your target’s Fortitude Defense, they take the following effects as determined by your check result:

  - **DC 15:** The target’s speed is reduced by 1 square until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a -10 penalty to Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.
  - **DC 20:** As DC 15, except speed is reduced by 2 squares.
  - **DC 25:** As DC 15, except speed is reduced by 3 squares.
  - **DC 30:** As DC 15, except speed is reduced by 4 squares.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

**Special:** You can spend a Force Point to impose a -5 penalty to your target’s Fortitude Defense against the use of this power.

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**Valor [Light Side]**

You call upon the strength of the Force, reaching out to your ally and sharing your strength with them. **Time:** Standard action. **Target:** One ally within 12 squares and within line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any.

  - **DC 15:** The target gains a +1 bonus to Will Defense against mind-affecting and fear effects until the start of your next turn.
  - **DC 20:** As DC 15, except the bonus increases to +2.
  - **DC 25:** As DC 15, except the bonus increases to +5.
  - **DC 30:** As DC 15, except the bonus increases to +10.

**Special:** You can spend a Force Point when you activate this power to have the bonus apply against all effects that target Will Defense (not just mind-affecting and fear effects). 

Continues...
You can maintain valor from round to round, extending the normal duration. Maintaining the valor power is a swift action. If you suffer damage while maintaining valor, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. You may have multiple instances of valor active at once (affecting different allies), but maintaining each one requires a swift action each round, and each one must be activated by a separate use of valor.
Corruption [Dark Side]

You use the Force to send a bolt of pure dark side vileness into an enemy. **Time:** Standard action. **Target:** One creature within 12 squares and within line of sight.

**Make a Use the Force check:** The result of the check determines the effect, if any. Compare the result to the target’s Fortitude Defense. If the check result equals or exceeds the target’s Fortitude Defense, the target is affected.

- **DC 15:** The target takes 2d6 Force damage, and half that amount again at the start of its turn. If your Use the Force check equals or exceeds the target’s Fortitude Defense, the target takes half that damage again in the following round.
  - DC 20: As DC 15, except the target takes 3d6 points of damage.
  - DC 25: As DC 15, except the target takes 4d6 points of damage.
  - DC 30: As DC 15, except the target takes 5d6 points of damage.

Continues...

Force Blast

You use the Force to create a ball of compressed air and debris that you can hurl at enemy targets. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

**Make a Use the Force check:** Compare the result of your Use the Force check to the Reflex Defense of the target; if you exceed the target’s Reflex Defense, you deal damage with the **Force blast.** The result of the Use the Force check determines the effect, if any.

- **DC 15:** The Force blast deal 2d6 points of damage to the target.
  - DC 20: As DC 15, except you deal 3d6 points of damage.
  - DC 25: As DC 15, except you deal 4d6 points of damage.
  - DC 30: As DC 15, except you deal 5d6 points of damage.
- **Special:** You can spend a Force Point to add one-half your heroic level as a damage bonus on a Force blast just as you would with a normal weapon.

Force Storm [Dark Side, Telekinetic]

You use the Force to create a swirling whirlwind of dark side energy around yourself. **Time:** Standard action. **Target:** You.

**Make a Use the Force check:** You create a vortex of debris and dark energy around yourself that deals 2d6 points of damage to all adjacent targets at the end of your turn. The result of your Use the Force check determines the duration of the effect, if any.

- **DC 20:** 2 rounds.
- **DC 25:** 4 rounds.
- **DC 30:** 6 rounds.
- **DC 35:** 8 rounds.
- **Special:** You can spend a Force Point to deal an extra 2d6 points of damage with a Force storm.

Repulse [Telekinetic]

You use the Force to clear an area around yourself. **Time:** Standard action. **Target:** All adjacent targets.

**Make a Use the Force check:** The targets make Strength checks, adding their base attack bonus. If you beat the target’s Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceed the target’s Strength check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds a size modifier to its Strength check: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than 2 legs or is otherwise exceptionally stable.

**Special:** You can spend a Force Point to apply a -5 penalty to the target’s Strength check to resist your repulse. Additionally, after spending a Force Point, if you successfully push the target into a larger object, you deal an extra 2d6 points of damage from the extreme force of the thrust.

Force Shield [Telekinetic]

You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm. **Time:** Reaction. **Target:** You.

**Make a use the Force check:** The result of the check determines the effect, if any.

- **DC 15:** You gain a shield rating (SR) of 5 until the beginning of your next turn. Unlike other shields, this shield is made of pure telekinetic energy and cannot be recharged by any means.
  - DC 20: As DC 15, except you gain SR 10.
  - DC 25: As DC 15, except you gain SR 15.
  - DC 30: As DC 15, except you gain SR 20.
- **Special:** You can spend a Force Point when you activate this power to increase the power’s SR by 5. You can maintain your concentration on a Force shield to continue to gain the benefit of the power’s SR from round to round, extending the normal duration. Maintaining the Force shield power is a standard action. If the power’s SR is ever reduced to 0, the power’s effect ends.
The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: You can spend a Force Point when you successfully damage a target by using this power to have all creatures adjacent to the target take half this damage if the Use the Force check also exceeds their Fortitude Defense. These secondary targets do not take additional damage in the following round.
**Cloak**
You can bend light around your body, rendering yourself invisible to anyone looking in your direction. **Time:** Standard action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 15:** You are considered to have total concealment against all targets until the beginning of your next turn.
- **DC 20:** As DC 15, and you gain a +2 Force bonus to Stealth checks until the beginning of your next turn.
- **DC 25:** As DC 15, except you gain a +3 Force bonus to Stealth checks until the beginning of your next turn.
- **DC 30:** As DC 15, except you gain a +5 Force bonus to Stealth checks until the beginning of your next turn.

**Continues...**

**Malacia [Light Side]**
You create dizziness and nausea by disrupting your enemy's equilibrium. **Time:** Standard action. **Target:** One living creature within 6 squares of you and in your line of sight.

**Make a Use the Force check.** Compare the result to your target's Fortitude Defense. If your check equals or exceeds the target's Fortitude Defense, the target moves -1 step down the condition track. Additionally, until the end of its next turn, the target takes a -5 penalty to its damage threshold.

**Special:** You can spend a Force Point to increase the penalty to damage threshold to -10.
You can maintain the malacia power from round to round, extending the duration of the damage threshold penalty. Maintaining the malacia power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining malacia, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.

**Continues...**

**Phase**
You can pass through solid objects, such as walls and doors. **Time:** Move action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 25:** You gain a phasing speed of 2 squares; your phasing speed can never exceed your own base speed. When moving using your phasing speed, you can move through the spaces of your enemies, as well as through walls, vehicles, large objects and other obstructions but must end your movement in a legal, unoccupied space. You retain this phasing speed until the beginning of your next turn. You may move up to your phasing speed as part of the activation of this power.
- **DC 30:** As DC 25, except your phasing speed is 4 squares.
- **DC 35:** As DC 25, except your phasing speed is 6 squares.
- **DC 40:** As DC 25, except your phasing speed is 8 squares.

**Continues...**

**Rend [Dark Side]**
You can move a single target, whether it is a creature or object, in two different directions simultaneously. **Time:** Standard action. **Target:** One target in your line of sight and within 6 squares of you.

**Make a Use the Force check.** Compare the result to the target's Reflex Defense. If the result equals or exceeds the target's Reflex Defense, the target takes 3d6 damage. If your Use the Force check is a natural 20, you score the equivalent of a critical hit, and the target takes double damage. If you deal enough damage to reduce the target to 0 hit points, you rip the target into two equivalent of a critical hit, and the target takes double damage. If you deal enough damage to reduce the target to 0 hit points, you rip the target into two separate parts (living creatures are automatically killed).

**Special:** If your Use the Force check succeeds, you can spend a Force Point to deal an additional 2d6 damage to the target.

**Morichro**
You slow the vital functions of a target, causing it to slip into a deep sleep or even die. **Time:** Standard action. **Target:** One living creature you have grabbed or grappled.

**Make a Use the Force check.** Compare the result to the target's Fortitude Defense. If you succeed, the target moves another step down the condition track. Each round you maintain this power, if your Use the Force check exceeds the target's Fortitude Defense, the target moves another step down the condition track. If you move a target to the bottom of the condition track with this power, you can choose to kill the target or place it into a Force trance even if it is unwilling (see page 28, The Clone Wars Campaign Guide). Additionally, if you use this power on an already unconscious target, you can consider the target willing for the purposes of placing them in a Force trance.

**Continues...**

**Levitate [Telekinetic]**
You can float up or down without anything or anyone to assist you. **Time:** Move action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 15:** You gain a fly speed of 2 squares but can only move vertically. You may move your fly speed as part of this action, and if you end this movement adjacent to a horizontal surface, you can move 1 square onto that surface as a free action. At the start of your next turn, if you are not standing or holding onto a solid surface, you fall to the ground.
- **DC 20:** As DC 15, except the fly speed increases to 4 squares.
- **DC 25:** As DC 15, except the fly speed increases to 6 squares.

**Continues...**
**Levitate - Continued**

**Special:** You can spend a Force Point as a reaction to activate this power as a reaction when falling. You can reduce your fall distance by a number of squares equal to the fly speed provided by this power. If you reduce the fall distance to 0 squares, you land safely on your feet.

You can maintain the levitate power from round to round, extending its normal duration. Maintaining levitate is a move action, and whenever you maintain this power you can move vertically up to your fly speed. If you take damage while maintaining levitate, you must succeed on a Use the Force check (DC 15 + damage taken) to continue maintaining the power. If you fail this Use the Force check, you immediately fall.

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**Cloak - Continued**

**Special:** You can maintain the cloak power from round to round, extending the normal duration. Maintaining the cloak power is a standard action and you must make a new Use the Force check each round. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.

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**Morichro - Continued**

**Special:** You can maintain the morichro power from round to round, extending the normal duration. Maintaining this power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining morichro, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power. If the target escapes your grab or the grab ends for any reason, you cannot maintain this power on your next turn.

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**Phase - Continued**

**Special:** You can spend a Force Point to increase your phasing speed by 2 squares. You can maintain the phase power from round to round, extending the normal duration. Maintaining this power is a move action, and whenever you maintain the phase power you can move up to your phasing speed. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.
**Shatterpoint**

You can see the critical point of something, whether it is a person or object, that would shatter if struck at the right time. **Time:** Swift action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the effect, if any:

- **DC 25:** If your next attack made before the end of the encounter hits, treat the target’s damage threshold against the attack as though it is 5 points lower than normal.
- **DC 30:** As DC 25, except treat the target’ damage threshold as though it is 10 points lower than normal.
- **DC 35:** As DC 25, except treat the target’s damage threshold as though it is 15 points lower than normal.
- **DC 40:** As DC 25, except treat the target’s damage threshold as though it is 20 points lower than normal.

**Special:** You can spend a Force Point to ignore the target’s DR in addition to gaining the normal effect of this power.

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**Technometry**

You can tap into and read technological devices and, in some cases, control them. **Time:** Standard action. **Target:** One droid or electronic device touched.

**Make a Use the Force check.** Compare the result to the target’s Will Defense. If the check equals or exceeds the target’s Will Defense, you discover once piece of information contained within the target’s memory as determined by the Access Information table under the Use Computer skill description (see page 75 of the Saga Edition core rulebook). For every 5 points that you exceed the target’s Will Defense, you can learn one additional piece of information.

Alternatively, if you target a droid and succeed at your Use the Force check, you may choose one of the following effects and apply it to the targeted droid:

- The droid’s senses are jammed, allowing you to make Stealth checks against the droid until the end of your next turn, even though it is aware of you.
- The droid is denied its Dexterity bonus to Reflex Defense against your next attack made before the end of your next turn.
- On its next two turns, the droid does nothing except flee from you at top speed.

**Special:** You can spend a Force Point to learn two more pieces of information or extend one of the droid-specific effects of this power by an additional round.
**Ballistakinesis [Telekinetic]**
You use the Force to spray an area with dangerous debris. **Time:** Standard action. **Targets:** All targets in a 2×2 area (the entire area must be within 12 squares of you and in your line of sight).

**Make a Use the Force check.** Compare the result to the Reflex Defense of each target in the affected area. If the check result equals or exceeds the target's Reflex Defense, the target takes 3d8 points of bludgeoning, piercing, or slashing damage (your choice) and takes a -2 penalty on all attack rolls until the start of your next turn. This is an area attack.

**Special:** You may spend a Force Point when you activate this power, in which case targets whose Reflex Defense you fail to exceed with your skill check take half damage.

**Combustion**
You use the Force to agitate particles in the air to create a pyrokinetic spray of sparks. **Time:** Standard action. **Targets:** All targets in a 2×2 area (the entire area must be within 12 squares of you and in your line of sight).

**Make a Use the Force check.** Compare the result to the Fortitude Defense of each target in the affected area. If the check result equals or exceeds the target's Fortitude Defense, the target takes 4d6 points of fire damage and catches fire. If the attack misses, the target takes half damage and does not catch fire. This is an area attack.

The result of your Use the Force check determines the attack bonus of the fire each round it burns. This replaces the fire's normal attack bonus (see page 255 of the Saga Edition core rulebook).

**Special:** You can spend a Force Point to move one target hit by the power -1 step along the condition track.

**Dark Transfer [Dark Side]**
You use the dark side of the Force to restore vitality to a living ally. **Time:** Standard action. **Target:** One other living creature touched.

**Make a Use the Force Check:** The result of the check determines the effect, if any:
- **DC 15:** The target heals a number of hit points equal to your character level.
- **DC 20:** The target heals a number of hit points equal to 2x your character level.
- **DC 25:** The target heals a number of hit points equal to 3x your character level.
- **DC 30:** The target heals a number of hit points equal to 4x your character level.

**Special:** Each time you use dark transfer, you move -1 persistent step down the condition track. You must rest for 8 hours to remove this condition. You may spend a Force Point to avoid moving down the condition track when you use this Force power.

**Detonate [Telekinetic]**
You can perceive points of weakness within an object and use the Force to telekinetically press on those points, shattering the object. **Time:** Standard action. **Target:** One unattended object within 12 squares of you and within your line of sight.

**Make a Use the Force Check:** The result of the check determines the effect, if any:
- **DC 20:** The object takes 4d6 points of damage.
- **DC 25:** The object takes 6d6 points of damage.
- **DC 30:** The object takes 8d6 points of damage.
- **DC 35:** The object takes 10d6 points of damage.

**Special:** You may spend a Force Point when you activate this power to increase the damage dealt by +2d6.

**Enlighten [Light Side, Mind-Affecting]**
You reach out to an ally telepathically, sharing visions of the near future to give the ally an edge or to protect the ally from harm. **Time:** Swift action or reaction. **Target:** One ally within 12 squares of you and in your line of sight.

**Make a Use the Force check.** The target may use the check result instead of one attack roll, skill check, or opposed check it makes before the start of your next turn, or the target can use the check result in place of one of its defenses until the start of your next turn.

**Special:** You may spend a Force Point when you activate this power to prolong the effect until the end of your next turn.

**Lightning Burst [Dark Side]**
You call upon the dark side to cause lightning to arc out from your body, striking adjacent enemies. **Time:** Standard action. **Targets:** All enemies adjacent to you.

**Make a Use the Force check.** Compare the result to each target's Reflex Defense. If the attack hits, the target takes 3d6 points of Force damage and moves -1 step along the condition track. If the attack misses, the target takes half damage and does not move along the condition track.

**Special:** You may spend a Force Point when you activate this power to increase the damage dealt by +2d6.

You can maintain the lightning burst power as a standard action, provided you haven’t moved since activating the power. When you maintain the power, make a new Use the Force check and compare the result to the Reflex Defense of each target in range (as described above).
Obscure [Mind-Affecting]
You use the Force to cloud an enemy's mind, making it harder for the enemy to see its target. **Time:** Reaction. **Target:** One enemy within 12 squares of you and in your line of sight that just made an attack roll.

**Make a Use the Force check.** Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target takes a -5 penalty of the attack roll. If the target misses with the attack, you can choose to make the target reroll the attack against another creature adjacent to it; this attack is also at a -5 penalty.

**Special:** You may spend a Force point when you activate this power to apply the penalty to all the target's attack rolls made until the start of its next turn.

Prescience
The Force grants you a flash of insight in dealing with your enemies. **Time:** Swift action. **Target:** One enemy within your line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any:
- **DC 15:** Until the end of your next turn, you gain a +1 insight bonus to all defense against attacks or effects originating from the target, as well as a +1 insight bonus on attack rolls made against the target.
- **DC 20:** As DC 15, except the insight bonuses increase to +2.
- **DC 25:** As DC 15, except the insight bonuses increase to +3.

**Special:** You may spend a Force Point when you activate this power to affect one additional enemy in your line of sight.

Stagger [Telekinetic]
You use the Force to lash out at a nearby enemy, causing it to stumble. **Time:** Swift action. **Target:** One enemy adjacent to you.

**Make a Use the Force check.** Compare the result to the target's Fortitude Defense. If the check result equals or exceeds target's Fortitude Defense, the target takes 2d6 points of Force damage and is pushed 1 square away from you. This movement does not provoke attacks of opportunity.

**Special:** You can spend a Force Point when you activate this power to affect all enemies adjacent to you, in which case compare your Use the Force check result to each target's Fortitude Defense.
**Blind [Telekinetic]**

You hurl dirt, dust and debris at your foe, affecting its perception. **Time:** Swift action. **Target:** One creature within 12 squares of you and in your line of sight.

**Make a Use the Force check.** Make one roll and compare the result to the target's Reflex Defense. If the result equals or exceeds the target's Reflex Defense, the target is considered flat-footed, and all other creatures have concealment from your target until the start of your next turn. Creatures that do not rely on eyesight to perceive (such as Miraluka) are immune to this effect.

**Special:** You can spend a Force Point to use this power as a free action, instead of a swift action.

**Convection**

You alter your body chemistry, causing your skin to burn with incredible heat. **Time:** Swift action. **Target:** You.

**Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 15:** Until the start of your next turn, all of your unarmed melee attacks deal +1d6 points of fire damage. Any target that takes fire damage also catches on fire (see page 255 of the Saga Edition core rulebook).
- **DC 20:** As DC 15, except your melee attacks deal +2d6 points of fire damage.
- **DC 25:** As DC 15, except your melee attacks deal +3d6 points of fire damage.
- **DC 30:** As DC 15, except your melee attacks deal +4d6 points of fire damage.

**Special:** You can spend a Force Point to deal bonus fire damage to any creature that strikes you with an unarmed attack or makes a grab or grapple attack against you, for as long as the power is in effect.

**Crucitorn**

You can ignore the debilitating effects of physical pain and focus despite great physical trauma. **Time:** Reaction (to an attack or Force power). **Target:** You.

**Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 15:** you gain a +5 Force bonus to your damage threshold against any damage you take from the attack or Force power.
- **DC 20:** As DC 15, except the Force bonus increases to +10.
- **DC 25:** As DC 15, except the Force bonus increases to +15.
- **DC 30:** As DC 15, except the Force bonus increases to +20.

**Special:** You can spend a Force Point to increase the bonus to your damage threshold by an additional +5.

**Cryokinesis**

You can use the Force to draw heat away from an object, causing its temperature to drop rapidly. **Time:** Standard action. **Target:** One unattended object within 12 squares of you and in your line of sight.

**Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 20:** The object becomes cold to the touch and more fragile. Reduce the object's DR by 5 until the end of your next turn. Additionally, if the object is a mechanical or electronic device, it automatically moves -1 step down the condition track.
- **DC 25:** As DC 20, except the object's DR is reduced by 10.
- **DC 30:** As DC 20, except the object's DR is reduced by 15.
- **DC 35:** As DC 20, except the object's DR is reduced by 20.

**Drain Energy**

You can draw power out of powered objects, such as a blaster's power pack or a power generator. **Time:** Standard action. **Target:** One powered weapon or object within 6 squares of you and in your line of sight.

**Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 20:** You drain the energy from the energy cell or cells powering a Small or smaller weapon or powered object. You completely drain the object of its energy, and it cannot be used until its energy cells are replaced.
- **DC 25:** As DC 20, except you drain a Medium or smaller weapon or object.
- **DC 30:** As DC 20, except you drain a Large or smaller weapon or object.
- **DC 35:** As DC 20, except you drain a Huge or smaller weapon or object.

If the object is being powered by a power generator, you drain all of the power from that instead.

**Special:** You can spend a Force Point to increase the size of the object that can be drained by one size category (up to Gargantuan).

**Fold Space**

You can use the Force to bend space, transporting an object almost instantaneously from one place to another. **Time:** Full-round action. **Target:** One held or unattended object within 6 squares and line of sight or one vehicle you occupy.

**Make a Use the Force check:** The result of the check determines the maximum size of the object you can transport and the distance you can transport it.
- **DC 20:** You can move a Medium or smaller object up to 6 squares.
- **DC 25:** You can move a Large or smaller object up to 12 squares.
- **DC 30:** You can move a Huge or smaller object 18 squares.
- **DC 35:** You can move a Gargantuan object up to 24 squares.
- **DC 40:** You can move a Colossal or smaller object up to 30 squares.

Continues...
**Convection - Continued**

You can maintain convection from round to round, extending its normal duration. Maintaining the convection power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining convection, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

**Cryokinesis - Continued**

*Special:* You can spend a Force Point to increase the penalty to the object’s DR by 5. An object moved to the bottom of the condition track by this power ceases to function until it is repaired, but is otherwise unharmed. You can maintain cryokinesis from round to round, extending the normal duration of the DR penalty (though the object does not move farther down the condition track). Maintaining the cryokinesis power is a swift action and you do not make a new Use the Force check each round. If you take damage while maintaining cryokinesis, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

**Fold Space - Continued**

*Special:* If the object you are transporting contains other objects or creatures (such as a starship), everything contained within the object is transported as well.

You can spend a Force Point to increase the maximum size of the object you can move by two categories, up to Colossal (Cruiser) in size, or double the distance the object is transported.
**Force Light [Light Side]**
You can draw the Force into yourself, turning you into a beacon of light that purges the taint of the dark side. **Time:** Standard Action. **Targets:** See text. **Make a Use the Force Check:** The result of the check determines the effect, if any.
- **DC 20:** You can use the Force to shift your body’s inertia, allowing you to perform impossible stunts. **Time:** Move action. **Target:** You.
- **DC 15:** You move up to half your speed along a wall as though it were the ground, ignoring the normal effects of gravity for the duration of this movement. If you are not on the ground when you end this movement, you fall to the ground.
- **DC 20:** As DC 15, except you can move at your normal speed along the wall.
- **DC 25:** As DC 15, except you can move at your speed +2 squares along the wall.
- **DC 30:** As DC 15, except you can move at your speed +4 squares along the wall.
- **Special:** You can spend a Force Point to increase the speed you move along the wall by +2 squares.

**Force Storm [Dark Side]**
You create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area. **Time:** Standard action. **Target:** One designated area within 12 squares of you and in your line of sight. **Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 20:** You create a Force storm that covers a 3×3 square area. At least one square within that area must be within the given range of this power. All squares within the Force storm are filled with driving acid rain that provides concealment and deals 2d6 points of acid damage to any creature that enters the Force storm or begins its turn within the area. The storm also imposes a −5 penalty on Perception checks to listen, as the storm howls loudly. The Force storm lasts until the end of your next turn. This is an area effect.
- **DC 25:** As DC 20, except the Force storm covers a 4×4 square area.
- **DC 30:** As DC 20, except the Force storm covers a 5×5 square area.
- **DC 35:** As DC 20, except the Force storm covers a 6×6 square area.

**Inertia**
You can use the Force to shift your body’s inertia, allowing you to perform impossible stunts. **Time:** Move action. **Target:** You. **Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 15:** You move up to half your speed along a wall as though it were the ground, ignoring the normal effects of gravity for the duration of this movement. If you are not on the ground when you end this movement, you fall to the ground.
- **DC 20:** As DC 15, except you can move at your normal speed along the wall.
- **DC 25:** As DC 15, except you can move at your speed +2 squares along the wall.
- **DC 30:** As DC 15, except you can move at your speed +4 squares along the wall.
- **Special:** You can spend a Force Point to increase the speed you move along the wall by +2 squares.

**Hatred [Dark Side]**
You give yourself over to the dark side, letting your hate radiate out from your body in palpable waves. **Time:** Standard action. **Targets:** See text. **Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 15:** Until the end of your next turn, any creature that starts its turn within 6 squares of you takes 1d6 points of Force damage and takes a −1 penalty to all defenses.
- **DC 20:** As DC 15, except the damage increases to 2d6 points.
- **DC 25:** As DC 15, except the damage increases to 3d6 points.
- **DC 30:** As DC 15, except the damage increases to 4d6 points.
- **Special:** You can spend a Force Point to increase the damage dealt by +1d6.
- **You can maintain hatred from round to round, extending the normal duration.**
- **Maintaining the hatred power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining hatred, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.**

**Inspire [Light Side]**
You fill your allies with hope and courage, allowing them to face even the most daunting odds. **Time:** Swift action. **Targets:** All allies within 6 squares of you and in your line of sight. **Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 20:** The targets gain a +2 Force bonus to Will Defense against mind-affecting and fear effects until the end of your next turn.
- **DC 25:** As DC 20, except the bonus increases to +5.
- **DC 30:** As DC 20, except the bonus increases to +10.
- **DC 35:** As DC 20, except the targets are immune to mind-affecting and fear effects.

**Force Track**
You peer into the Force for guidance, picking up the trail of your quarry. **Time:** Swift action. **Target:** You. **Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 15:** You determine the path taken by a specific creature you designate, provided you are within line of sight of the creature’s trail. You can track the creature (as per the Track application of the Survival skill) without needing to make Survival checks for up to 1 hour, provided the creature you are tracking passed through the area within the last 10 minutes.
- **DC 20:** As DC 15, except the creature you are tracking need only have passed through in the last day.
- **DC 25:** As DC 15, except the creature you are tracking need only have passed through in the last hour.
- **DC 30:** As DC 15, except the creature you are tracking need only have passed through in the last day.
- **Special:** You can spend a Force Point to track up to two targets simultaneously.

**Force Storm [Dark Side] (Continues)**
You create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area. **Time:** Standard action. **Target:** One designated area within 12 squares of you and in your line of sight. **Make a Use the Force check:** The result of the check determines the effect, if any.
- **DC 20:** You create a Force storm that covers a 3×3 square area. At least one square within that area must be within the given range of this power. All squares within the Force storm are filled with driving acid rain that provides concealment and deals 2d6 points of acid damage to any creature that enters the Force storm or begins its turn within the area. The storm also imposes a −5 penalty on Perception checks to listen, as the storm howls loudly. The Force storm lasts until the end of your next turn. This is an area effect.
- **DC 25:** As DC 20, except the Force storm covers a 4×4 square area.
- **DC 30:** As DC 20, except the Force storm covers a 5×5 square area.
- **DC 35:** As DC 20, except the Force storm covers a 6×6 square area.
**Force Storm - Continued**

**Special:** You can spend a Force Point to increase the damage dealt by the acid rain by +2d6 points.

You can maintain Force storm from round to round, extending the normal duration. Maintaining the Force storm power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining Force storm, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

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**Force Light - Continued**

**Special:** You can spend a Force Point to increase the damage dealt by +1d6.

You can maintain Force light from round to round, extending the normal duration. Maintaining the Force light power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining Force light, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

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**Inspire - Continued**

**Special:** You can spend a Force Point to grant each target 2d6 bonus hit points when the power is first activated. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away.

You can maintain inspire from round to round, extending the normal duration. Maintaining the inspire power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining inspire, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.
**Intercept [Telekinetic]**

You use the Force to telekinetically hurl a small object in the path of an incoming projectile, preventing it from striking you. **Time:** Reaction. **Target:** One incoming ranged attack targeting you.

**Make a Use the Force check.** If your Use the Force check equals or exceeds the attack roll result of the incoming ranged attack (including all modifiers), you negate the attack against you.

**Special:** You can use this power to negate an object being used as a projectile weapon with the Move Light Object application of the Use the Force skill, or the move object power. In both cases, the DC for your Use the Force check is equal to the Use the Force check made by the enemy targeting you with the projectile. If you are successful, the object being used as a projectile weapon does not hit you and deals no damage to you. Additionally, if the object was moved with the move object power, the activator of that power can no longer maintain the move object power on that object.

You can spend a Force Point to use this power to intercept some of the barrage of shots from a ranged weapon set on Autofire. If you succeed on the Use the Force check, you take half damage if the Autofire attack hits and no damage if the attack misses.

**Memory Walk [Dark Side, Mind-Affecting]**

You torment an enemy by causing him to relive his most horrible memories. **Time:** Standard action. **Target:** One creature with an Intelligence of 3 or higher within 6 squares of you and in your line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any.

- **DC 20:** Compare the result to the target’s Will Defense. If the skill check equals or exceeds the target’s Will Defense, the target takes 2d6 points of Force damage and loses its swift action on its next turn.
- **DC 25:** As DC 20, except the target loses its move action on its next turn.
- **DC 30:** As DC 20, except the target loses its standard action on its next turn.
- **DC 35:** As DC 20, except the target loses its standard action and its swift action on its next turn.

**Continues...**

**Mind Shard [Mind-Affecting]**

You use the Force to splinter the mind of an opponent, wracking it with pain. **Time:** Standard action. **Target:** One creature within 12 squares of you and in your line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any.

- **DC 15:** Compare the result to the target’s Will Defense. If the skill check equals or exceeds the target’s Will Defense, the target takes 2d8 points of Force damage and moves -1 step down the condition track. Furthermore, the target cannot improve its condition until the end of your next turn (although other creatures may use abilities to improve its condition).
  - **DC 20:** As DC 15, except the damage increases to 3d8.
  - **DC 25:** As DC 15, except the damage increases to 4d8.
  - **DC 30:** As DC 15, except the damage increases to 5d8.

**Special:** You can spend a Force Point to increase the damage by +2d8.

**Plant Surge**

You reach out with the Force to entreat the aid of plants, causing them to lash out at your enemy. **Time:** Standard action. **Target:** One creature within 12 squares of you and in your line of sight.

**Make a Use the Force check.** Compare the result of the Use the Force check to the Fortitude Defense of the target. If the skill check equals or exceeds the target’s Fortitude Defense, the target’s speed is 0 until the end of your next turn. A creature can escape (restoring its normal speed) by making a grapple check as a standard action, opposed by your Use the Force check.

**Continues...**

**Thought Bomb [Mind-Affecting]**

You use the Force to radiate out harmful waves of telepathy, damaging the minds of nearby foes. **Time:** Standard action. **Targets:** All enemies within 2 squares of you.

**Make a Use the Force check.** Compare the result of the skill check to each target’s Will Defense. If the result equals or exceeds the target’s Will Defense, the target takes 2d6 points of Force damage and loses its swift action on its next turn. This is an area effect.

**Special:** You can spend a Force Point to increase the damage dealt by this power by +2d6 points.
Memory Walk - Continued

Special: You can spend a Force Point to increase the damage by +2d6. You can maintain memory walk from round to round, extending the normal duration. Maintaining the memory walk power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining memory walk, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Plant Surge - Continued

Special: There must be one or more plants adjacent to the target, or else the power fails automatically. You can spend a Force Point to impose a -10 penalty to the target’s grapple checks made to escape the plant surge. You can maintain plant surge from round to round, extending the normal duration. Maintaining the plant surge power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining plant surge, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.
**Assured Strike [Lightsaber Form]**

You trade power for accuracy. **Time:** Standard action. **Target:** One enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 15:** You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a -5 penalty on your damage roll.
- **DC 25:** As DC 15, except you take a -1 penalty on your damage roll.
- **DC 30:** As DC 15, except you take no penalty on your damage roll.

**Lightsaber Form (Soresu):** If you have the Soresu talent, you can apply the deflection bonus from the Block and Deflect talents until the end of your next turn.

**Special:** You can spend a Force Point to reduce the target’s speed by 2 squares until the end of its next turn.

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**Barrier of Blades [Lightsaber Form]**

You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates. **Time:** Swift action. **Target:** You.

**Make a Use the Force check.** Until the start of your next turn, you can use the result of your Use the Force check in place of your Reflex Defense against incoming non-area ranged attacks.

**Lightsaber Form (Shien):** If you have the Shien talent, you can redirect (as per the Redirect Shot talent) one blaster bolt that misses you while this power is in effect.

**Special:** You can spend a Force Point to have the benefits of this power also apply to attacks from ranged weapons set on autofire. If such an attack hits you while this power is in effect, you take half damage; if it misses you, you take no damage.

---

**Circle of Shelter [Lightsaber Form]**

You create a protected area around yourself, through which enemies have difficulty reaching you or your allies. **Time:** Standard action. **Targets:** You plus all allies adjacent to you.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 20:** Until the end of your next turn, you an all adjacent allies gain a +1 deflection bonus to Reflex Defense.
- **DC 25:** As DC 20, except the bonus increases to +2.
- **DC 30:** As DC 20, except the bonus increases to +5.

**Lightsaber Form (Juyo):** If you have the Juyo talent and miss with both attack rolls, this power remains in your Force suite instead of being spent as normal.

**Special:** You can spend a Force Point to roll your attack roll three times, keeping the highest result.

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**Contentious Opportunity [Lightsaber Form]**

You seize the moment when your opponent gives you an opening, darting in to strike. **Time:** Free action (when you make an attack of opportunity). **Target:** One enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 20:** If you hit with your attack of opportunity, you deal an additional +1 die of damage.
- **DC 25:** As DC 20, except you deal an additional +2 dice of damage.
- **DC 30:** As DC 20, except you deal an additional +3 dice of damage.
- **DC 35:** As DC 20, except you deal an additional +4 dice of damage.

**Lightsaber Form (Makashi):** If you have the Makashi talent, you gain a +2 Force bonus on attacks of opportunity (including this one) until the end of your next turn.

**Special:** If you hit with the attack of opportunity, you can immediately spend a Force Point to reduce the target’s speed by 2 squares until the end of its next turn.

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**Deflecting Slash [Lightsaber Form]**

You use the momentum from your effort to deflect a projectile to strike at an adjacent opponent. **Time:** Reaction (when targeted by a non-area ranged attack). **Targets:** You plus one enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 15:** Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, you can make a single melee attack with a lightsaber against any one target within your reach after the damage is resolved.
- **DC 20:** As DC 15, except you deal +1 point of damage to the target of your lightsaber attack on a hit.
- **DC 25:** As DC 15, except you deal +3 points of damage to the target of your lightsaber attack on a hit.
- **DC 30:** As DC 15, except you deal +5 points of damage to the target of your lightsaber attack on a hit.

**Continues...**

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**Disarming Slash [Lightsaber Form]**

You strike at your opponent’s weapon, attempting to rip it from his grasp. **Time:** Standard action. **Target:** One enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 15:** Make a single melee attack with a lightsaber against an adjacent opponent. If the attack deals damage, you can use your Use the Force check result in place of an attack roll to make an immediate disarm attempt against the target. If you succeed at your disarm attempt, you can have the weapon drop to the ground or call it to your own hand (assuming you have a free hand with which to hold the weapon).
- **DC 20:** As DC 15, except your target gains only a +5 bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).
- **DC 25:** As DC 15, except your target gains only a +2 bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).
- **DC 30:** As DC 15, except your target gains no bonus to Reflex Defense to resist being disarmed (instead of a +10 bonus).

**Continues...**
Disarming Slash - Continued

**Lightsaber Form (Shii-Cho):** If you have the Shii-Cho talent, you can use this power as a reaction to being attacked by an adjacent opponent.

**Special:** You can spend a Force Point to deal damage to the target's weapon equal to the damage you dealt to the target, provided you successfully disarm that opponent.

Deflecting Slash - Continued

**Lightsaber Form (Soresu):** If you have the Soresu talent, you can spend a Force Point to redirect the incoming attack (as per the Redirect Shot talent) at any other target within 6 squares of you.

**Special:** You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds its attack roll.
**Draw Closer [Lightsaber Form, Telekinetic]**
You grab an opponent with the Force, drawing him into the path of your weapon.

**Time:** Standard action. **Target:** One enemy within 6 squares of you and in your line of sight.

**Make a Use the Force check.** The result of the check determines the result, if any.

**DC 15:** If your target is Medium or smaller in size and is neither grabbed nor grappled, you immediately pull it into the nearest unoccupied space adjacent to you (if no space adjacent to you is a legal space for the target due to its size, the power fails). You can then make a single melee attack with a lightsaber against the target.

**DC 20:** As DC 15, except your target may be Large or smaller.

**DC 25:** As DC 15, except your target may be Huge or smaller.

**DC 30:** As DC 15, except your target may be Gargantuan or smaller.

**Lightsaber Form (Niman):** If you have the Niman talent, you can target a creature within 12 squares (instead of 6 squares).

**Special:** You can spend a Force Point to pull the target into any adjacent space.

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**Fluid Riposte [Lightsaber Form]**
You smoothly turn aside an opponent’s melee attack, stepping in to deliver your own.

**Time:** You leap into action against your foe, striking with your lightsaber before other enemies have a chance to react. **Targets:** You plus one enemy within your reach.

**Make a Use the Force check.** Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then immediately move to any other square adjacent to your attacker and make a single melee attack with a lightsaber against it. This movement does not provoke attacks of opportunity.

**Lightsaber Form (Djem So):** If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used before the end of the encounter, it is lost.

**Special:** You can spend a Force Point to treat the attacker as flat-footed for purposes of your lightsaber attack.

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**Makashi Riposte [Lightsaber Form]**
You are trained in a Makashi technique that allows you to slightly change the angle of an opponent’s attack before striking a decisive riposte of your own.

**Time:** Reaction (when an adjacent opponent makes a melee attack against you). **Target:** You plus one enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

**DC 15:** Until the start of your next turn, if you are standing on a low object or in difficult terrain, any creature that moves adjacent to you provokes an attack of opportunity from you.

**DC 20:** As DC 15, except you gain a +1 Force bonus on attacks of opportunity until the start of your next turn.

**DC 25:** As DC 15, except you gain a +2 Force bonus on attacks of opportunity until the start of your next turn.

**DC 30:** As DC 15, except you gain a +5 Force bonus on attacks of opportunity until the start of your next turn.

Continues...

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**Falling Avalanche [Lightsaber Form]**
You raise your lightsaber above your head and then bring it crashing down on your opponent with incredible force.

**Time:** Standard action. **Target:** You plus one enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

**DC 15:** You can make a single melee attack with a lightsaber against the target, provided that it is no more than one size category larger than you. If your attack deals damage, you can push the target one square away from you, and then move into the space that the enemy just vacated. Neither your movement nor the target's movement provokes attacks of opportunity. You cannot move a target that is grabbed or grappled.

**DC 20:** As DC 15, except you can push the target 2 squares and can move through spaces your target passed through to end adjacent to your target.

**DC 25:** As DC 15, except you can push the target 3 squares and can move through spaces your target passed through to end adjacent to your target.

**DC 30:** As DC 15, except you can push the target 4 squares and can move through spaces your target passed through to end adjacent to your target.

Continues...

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**Flash Bats Swoop [Lightsaber Form]**
You leap into action against your foe, striking with your lightsaber before other enemies have a chance to react.

**Time:** Standard action. **Targets:** You plus one enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

**DC 15:** You move up to 2 squares; this movement does not provoke attacks of opportunity. If you end your movement adjacent to a target, you can make a single melee attack against a lightsaber against that target.

**DC 20:** As DC 15, except you can move up to 4 squares.

**DC 25:** As DC 15, except you can move up to 6 squares.

**DC 30:** As DC 15, except you can move up to 8 squares.

**Lightsaber Form (Ataru):** If you have the Ataru talent, you can also move up to 2 squares after you resolve your lightsaber attack. This movement does not provoke attacks of opportunity.

**Special:** You can spend a Force Point to deal +2 dice of damage with your lightsaber attack.

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**High Ground Defense [Lightsaber Form]**
You know how to take advantage of the terrain and gain a defensive advantage from it.

**Time:** Swift action. **Target:** You.

**Make a Use the Force check.** The result of the check determines the result, if any.

**DC 15:** Until the start of your next turn, you are trained in a Makashi technique that allows you to slightly change the angle of an opponent’s attack before striking a decisive riposte of your own.

**DC 20:** As DC 15, except you gain a +1 Force bonus on attacks of opportunity until the start of your next turn.

**DC 25:** As DC 15, except you gain a +2 Force bonus on attacks of opportunity until the start of your next turn.

**DC 30:** As DC 15, except you gain a +5 Force bonus on attacks of opportunity until the start of your next turn.

Continues...
Falling Avalanche - Continued

Lightsaber Form (Djem So): If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used before the end of the encounter, it is lost.

Special: You can spend a Force Point to knock your opponent prone at the end of its forced movement.

High Ground Defense - Continued

Lightsaber Form (Sokan): If you have the Sokan talent, you deal +1 die of damage with attacks of opportunity until the start of your next turn.

Special: You can spend a Force Point to move 1 square each time you make an attack of opportunity until the start of your next turn. This movement does not provoke attacks of opportunity.
PASS THE BLADE [Lightsaber Form]
You deactivate your lightsaber as your opponent attempts to block it, reactivating it just after it passes by his blade. Time: Standard action. Target: You plus one enemy within your reach.
Make a Use the Force check. The result of the check determines the result, if any.
- DC 15: You make a single melee attack with a lightsaber against the target. Your opponent takes a -2 penalty on Use the Force checks made to block the attack, as per the Block talent. (This penalty also applies to the Primitive Block talent in The Force Unleashed Campaign Guide.)
- DC 20: As DC 15, except the target takes a -5 penalty on its Use the Force check.
- DC 25: As DC 15, except the target takes a -10 penalty on its Use the Force check.
Lightsaber Form (Tràkata): If you have the Tràkata talent, you also ignore any deflection bonus the target has from the Lightsaber Defense talent.
Special: You can spend a Force Point to deal +2d6 points of damage with your lightsaber attack if it hits.

RISING WHIRLWIND [Lightsaber Form]
You swing your lightsabers around your body, creating a brilliant whirlwind of deadly light. Time: Standard action. Targets: Two enemies within your reach.
Make a Use the Force check. The result of the check determines the result, if any.
- DC 15: You can make two lightsaber melee attacks, each one against a different target. If both attacks hit, you gain 10 bonus hit points. Damage is subtracted from bonus hit points first, and any remaining bonus hit points disappear at the end of the encounter.
- DC 20: As DC 15, except you gain 15 bonus hit points.
- DC 25: As DC 15, except you gain 20 bonus hit points.
- DC 30: As DC 15, except you gain 25 bonus hit points.
Lightsaber Form (Jar’Kai): If you have the Jar’Kai talent, you can move up to 2 squares between the two attacks. This movement does not provoke attacks of opportunity.
Special: You must be wielding two lightsabers to use this power. You can spend a Force Point to deal +1d6 damage to each target you hit.

SARLACC SWEEP [Lightsaber Form]
You lash out at multiple enemies, striking them with a sweeping motion. Time: Standard action. Targets: One enemy within your reach (the primary target) plus one other enemy within your reach (the secondary target).
Make a Use the Force check. The result of the check determines the result, if any.
- DC 15: You can make a single melee attack with a lightsaber against the primary target. The attack deals normal damage to the primary target and 5 points of damage to the secondary target if the attack hits.
- DC 20: As DC 15, except increase the damage to the secondary target by +1d6 points.
- DC 25: As DC 15, except increase the damage to the secondary target by +2d6 points.
- DC 30: As DC 15, except increase the damage to the secondary target by +3d6 points.
Lightsaber Form (Shii-Cho): If you have the Shii-Cho talent, you can use this power in the place of a melee attack roll at the end of a charge. You gain the benefits of the Powerful Charge feat on the initial lightsaber attack only if you use this power in this way.
Special: You can spend a Force Point to affect two secondary targets, provided both enemies are within your reach and adjacent to the primary target of your lightsaber attack.

SABER SWARM [Lightsaber Form]
You slash at your opponent rapidly, aiming many short strikes at the targets body. Time: Standard action. Target: One enemy within your reach.
Make a Use the Force check. The result of the check determines the result, if any.
- DC 20: You make two lightsaber melee attacks against a single target. Each of these attacks is made at a -5 penalty.
- DC 25: As DC 20, except the attacks are made at a -2 penalty.
- DC 30: As DC 20, except the attacks are made at a -1 penalty.
- DC 35: As DC 20, except the attacks suffer no penalty.
Lightsaber Form (Ataru): If you have the Ataru talent, your opponent takes a -5 penalty on all Use the Force checks made to block your attacks using the Block talent or the Makashi Riposte power (see page 32).
Special: You can spend a Force Point to move up to 2 squares before or after you use this power. This movement does not provoke attacks of opportunity.

SHIEN DEFLECTION [Lightsaber Form]
You deflect an incoming attack and leap toward your attacker with fierce abandon. Time: Reaction (when an enemy makes a non-area ranged attack against you). Targets: You plus one enemy within your reach.
Make a Use the Force check. The result of the check determines the result, if any.
- DC 15: Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. You can then move up to your speed toward your attacker, and if you end your movement within reach of your attacker, you can make a single melee attack with a lightsaber against that target.
- DC 20: As DC 15, except you can move up to your speed + 2 squares.
- DC 25: As DC 15, except you can move up to your speed + 4 squares.
- DC 30: As DC 15, except you can move up to your speed + 6 squares.
Continues...
Pushing Slash - Continued

Lightsaber Form (Niman): If you have the Niman talent, you also compare the result of your Use the Force check to all other adjacent enemies; if your Use the Force check equals or exceeds an enemy's Fortitude Defense, it is pushed 1 square away from you. This is an area effect.

Special: You can spend a Force Point to knock the target prone at the end of its forced movement. (This applies only to the target of your lightsaber attack.)

Shien Deflection - Continued

Lightsaber Form (Shien): If you have the Shien talent, until the start of your next turn you take no cumulative penalties on your Use the Force checks for multiple Deflect attempts.

Special: You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.
**Swift Flank [Lightsaber Form]**

You leap over or dash around your opponent, striking before he has time to react. **Time:** Standard action. **Targets:** You plus one adjacent enemy.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 20:** You can move up to half your speed; this movement does not provoke attacks of opportunity. You can then make a single melee attack with a lightsaber against an adjacent target. If the space you occupy and the space you started in are spaces that flank the opponent, the opponent is considered to be flanked for your attack.
- **DC 25:** As DC 20, except you can move up to your speed.
- **DC 30:** As DC 20, except you can move up to your speed + 2 squares.
- **DC 35:** As DC 20, except you can move up to your speed + 4 squares.

**Lightsaber Form (Vaapad):** If you have the Vaapad talent, your target is considered flat-footed against you until the end of your turn.

**Special:** You can spend a Force Point to increase your movement by 2 squares.

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**Tempered Aggression [Dark Side, Lightsaber Form]**

You throw yourself against an opponent, controlling your aggression to prevent it from getting the better of you. **Time:** Standard action. **Target:** One enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 20:** You can make a single melee attack with a lightsaber against the target. If you beat the target's Reflex Defense by 10 or more, the attack deals half damage on a hit. Additionally, if your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, if your Use the Force check equals or exceeds the target's Will Defense, the target is considered flat-footed until the end of your next turn.
- **DC 25:** As DC 20, except you must beat your target's Reflex Defense by 2 or more.
- **DC 30:** As DC 20, except you must beat your target's Reflex Defense by 5 or more.
- **DC 35:** As DC 30, except you must beat your target's Reflex Defense by 2 or more.
- **Lightsaber Form (Vaapad):** If you have the Vaapad talent, this Force power does not have the [dark side] descriptor for you.

**Special:** You can spend a Force Point to deal +2 dice of damage with the attack if it hits. These additional dice of damage are added after the damage is doubled, if it is a critical hit.

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**Twin Strike [Lightsaber Form]**

You swing both of your lightsabers in an arc toward the target, slamming them home with great force. **Time:** Standard action. **Target:** One enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 15:** You can make a single melee attack with a lightsaber against your target. If this attack hits, add the base damage dice of your other lightsaber to the damage roll.
- **DC 20:** As DC 15, and you gain a +1 Force bonus on the attack roll.
- **DC 25:** As DC 15, and you gain a +2 Force bonus on the attack roll.

**Lightsaber Form (Jar'Kai):** If you have the Jar'Kai talent, you triple your deflection bonus to Reflex Defense from the Lightsaber Defense talent instead of doubling it until the end of your next turn.

**Special:** You must be wielding two lightsabers to use this power. You can spend a Force Point to add +1 die of damage to the damage from your lightsaber attack.

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**Unbalancing Block [Lightsaber Form]**

You catch an opponent's weapon on your blade before deactivating your blade momentarily, causing him to stumble. **Time:** Reaction (when an adjacent enemy makes a melee attack against you). **Target:** You.

**Make a Use the Force check.** Compare the result of your Use the Force check against the attack roll of the incoming attack. If your Use the Force check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, if your Use the Force check equals or exceeds the target's Will Defense, the target is considered flat-footed until the end of your next turn.

**Lightsaber Form (Tràkata):** If you have the Tràkata talent, you deal +2 dice of damage with the first attack you make on your next turn against your attacker.

**Special:** You can spend a Force Point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

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**Unhindered Charge [Lightsaber Form]**

You move quickly to your opponent, ignoring difficult terrain and obstacles. **Time:** Standard action. **Targets:** You plus one enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 15:** You can move up to your speed toward an enemy, ignoring difficult terrain and low obstacles. If you end your movement within reach of your enemy, you can make a single melee attack with a lightsaber against that target.
- **DC 20:** As DC 15, except you can move up to your speed + 2 squares.
- **DC 25:** As DC 15, except you can move up to your speed + 4 squares.
- **DC 30:** As DC 15, except you can move up to your speed + 6 squares.

**Lightsaber Form (Sokan):** If you have the Sokan talent, you gain a +5 Force bonus to your Reflex Defense against attacks of opportunity made against you during this movement.

**Special:** You can spend a Force Point to move an additional 2 squares.

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**Vornskr's Ferocity [Dark Side, Lightsaber Form]**

You walk the thin line between darkness and light as you ferociously attack your foe. **Time:** Standard action. **Target:** One enemy within your reach.

**Make a Use the Force check.** The result of the check determines the result, if any.

- **DC 20:** You make a single melee attack with a lightsaber against the target, dealing +1 die of damage if you hit.
- **DC 25:** As DC 20, except you deal +2 dice of damage.
- **DC 30:** As DC 20, except you deal +3 dice of damage.
- **DC 35:** As DC 20, except you deal +4 dice of damage.

**Lightsaber Form (Juyo):** If you have the Juyo talent, this power does not have the [dark side] descriptor for you.

**Special:** You can spend a Force Point to use this power at the end of a charge.