

FORCE POWERS

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AGE OF STAR WARS

FORCEPOWER (10 + WILLPOWER + FOCUS)

FOCUS

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|---|-------|----------|
| DARK RAGE (DARK SIDE) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 13 | PERSONAL |
| NONE | | 5+ |

| SP | DARK RAGE STUNTS |
|-----|---|
| 1-3 | REAVE: You regain Health equal to your Willpower +1 for every 1 SP you spend when you enter Dark Rage. |
| 3 | Surge: You gain a minor action upon entering Dark Rage mode. |
| 4 | Bloodlust: You attack an adjacent enemy as a free action upon entering Dark Rage mode. |

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| EMPOWER (DARK SIDE) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 15 | PERSONAL |
| NONE | | 5+ |

| SP | EMPOWER STUNTS |
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| 1-3 | Power of the Dark Side: You gain +1 to your next ability test to use a Dark Force power for every 1 SP you spend (maximum -3 penalty). |
| 3 | Aura of Dark Force Energy: You gain an aura of Force energy that extends in a 4-space radius from you until the end of your next turn. Any enemy that begins or ends their turn in the aura has -2 Defense. |
| 4 | Unlimited Power! You immediately recharge one Force Power. |

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| FORCE DASH (CONTROL) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 13 | PERSONAL |
| NONE | | 4+ |

| SP | FORCE DASH STUNTS |
|----|--|
| 1+ | Haste: You gain 1 space of movement for every 1 SP you spend. |
| 3 | Blur: Your movements are too quick to follow. You gain a +2 bonus to Defense until the beginning of your next turn. |
| 4 | Force Charge: You gain a +2 bonus on your attack roll(s) until the start of your next turn. |

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| DEFLECT (ALTER) TRAINED <input type="checkbox"/> | | |
| INTERRUPT | TN 13 | PERSONAL |
| NONE | | 5+ |

| SP | DEFLECT STUNTS |
|-----|--|
| 1-3 | Shield: You receive a +1 bonus to your Defense for every 1 SP you spend (maximum +3 Defense) on the next attack against you until the start of your next turn. |
| 3 | Redirect: You change the target of the attack to an adjacent enemy if it was made with a melee weapon or an enemy within range if it was made with a ranged weapon. |
| 4 | Reflect: You change the target of the attack to the attacker. |

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| FORCE CHOKE (DARK SIDE) TRAINED <input type="checkbox"/> | | |
| MAJOR | TN 15 | SHORT |
| WILLPOWER (SELF-DISCIPLINE) | | 5+ |

| SP | FORCE CHOKE STUNTS |
|-----|--|
| 1-3 | Terror: Your target suffers -1 penalty on his or her first opposed ability tests for every 1 SP you spend (maximum -3 penalty). |
| 3 | Tightening Grasp: You clench your grip tighter the more they struggle. The target takes 1d6 penetrating damage whenever they fail their Willpower (Self-Discipline) ability test. |
| 4 | Crushing Fists: You can affect one additional target within range. |

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|--|-------|----------|
| FORCE JUMP (CONTROL) TRAINED <input type="checkbox"/> | | |
| MAJOR | TN 15 | PERSONAL |
| NONE | | 5+ |

| SP | FORCE JUMP STUNTS |
|----|---|
| 1+ | Jumper: You gain 1 space of movement for every 1 SP you spend. |
| 3 | Leap Attack: You gain a +3 damage bonus on your next attack. |
| 4 | Shockwave: Your landing causes a violent tremor. All creatures within a 4-space radius must make an opposed test with their Strength (Might) vs. your Forcepower. If you win, the target is prone. |

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| FORCE LIGHTNING (DARK SIDE) TRAINED <input type="checkbox"/> | | |
| MAJOR | TN 15 | MEDIUM |
| CONSTITUTION (STAMINA) | | 5+ |

| SP | | FORCE LIGHTNING STUNTS |
|-----|--|---|
| 1-3 | | Rapid Recharge: You gain a +1 bonus to your recharge roll in order to recharge this power for every 1 SP you spend (maximum +3 bonus). |
| 3 | | Chain Lightning: You can affect two additional targets within range. |
| 4 | | Overpower: You turn the ion damage into penetrating damage. |

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| FORCE SENDING (SENSES) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 15 | SPECIAL |
| NONE | | 5+ |

| SP | | FORCE SENDING STUNTS |
|----|--|--|
| 1+ | | Message: You can convey one word for every 1 SP you spend. |
| 3 | | Guidance: You and the receiver get a sense of where each other are, gaining a sense when you are moving toward or away from one another, but not an exact location. |
| 4 | | Glimpse: You or the receiver can see through the other person's eyes for 5 seconds. |

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| INSPIRE (SENSES) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 15 | TOUCH |
| NONE | | 5+ |

| SP | | INSPIRE STUNTS |
|----|--|---|
| 1+ | | Press On: You and your allies gain +1 Speed for every 1 SP you spend until the start of your next turn. |
| 3 | | Urge Forward: You and your allies can immediately move up to 4 spaces as a free action. |
| 4 | | Rally: You and your allies automatically succeed any Willpower (Courage) and Willpower (Morale) tests until the start of your next turn. |

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| FORCE PULL (ALTER) TRAINED <input type="checkbox"/> | | |
| MAJOR | TN 13 | MEDIUM |
| STRENGTH (MIGHT) | | 4+ |

| SP | | FORCE PULL STUNTS |
|-----|--|---|
| 1-3 | | Utilized: You gain a +1 bonus for every 1 SP you spend (maximum +3 bonus) on any subsequent ability test made with or on the creature or object. |
| 3 | | Impact: You inflict an extra 1d6 damage with the attack. |
| 4 | | Yank: You only use a minor action to use this Force Power. |

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| FORTITUDE (CONTROL) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 15 | PERSONAL |
| NONE | | 5+ |

| SP | | FORTITUDE STUNTS |
|----|--|---|
| 1+ | | Mind Over Matter: You gain 1 resistance for every 1 SP you spend. |
| 3 | | Invigorated: You gain +2 to any opposed ability tests until the end of your next turn. |
| 4 | | One With the Force: You automatically succeed any Willpower (Self-Discipline) tests until the start of your next turn. |

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| MIND TRICK (SENSES) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 15 | SHORT |
| WILLPOWER (SELF-DISCIPLINE) | | 5+ |

| SP | | MIND TRICK STUNTS |
|-----|--|--|
| 1-3 | | Extension of Your Will: You act through the target. The target receives a +1 bonus for every 1 SP you spend (maximum +3 bonus) on any ability tests associated with the action it performs. |
| 3 | | Mind Wipe: You can manipulate memories. The target makes a Willpower (Self-Discipline) vs. your Forcepower. If you win, the target forgets you for 5 minutes. |
| 4 | | Bewitch: You force your will to make others attack their allies. The target makes an attack against an enemy within range. |

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| FORCE PUSH (ALTER) TRAINED <input type="checkbox"/> | | |
| MAJOR | TN 13 | MEDIUM |
| DEXTERITY (ACROBATICS) | | 4+ |

| SP | | FORCE PUSH STUNTS |
|----|--|---|
| 1+ | | Shove: You increase the spaces you can move by 1 for every 1 SP you spend. |
| 3 | | Cast Off: You affect two additional targets. |
| 4 | | Hard Landing: You inflict 1d6 + Willpower damage on the target(s). |

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|---|-------|-------|
| HEALING (CONTROL) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 15 | TOUCH |
| NONE | | 5+ |

| SP | | HEALING STUNTS |
|----|--|---|
| 1+ | | Force Healer: You heal +1 Health per 1 SP you spend. |
| 3 | | Regenerate: You heal 1d6 extra Health. |
| 4 | | Aura of Healing: You gain an aura of Force energy that extends in a 4-space radius from you until the end of your next turn. Any ally that begins or ends their turn in the aura regains Health equal to your Willpower. |

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| SENSE LIFEFORMS (SENSES) TRAINED <input type="checkbox"/> | | |
| MINOR | TN 13 | LONG |
| WILLPOWER (SELF-DISCIPLINE) | | 5+ |

| SP | SENSE LIFEFORMS STUNTS |
|----|---|
| 1+ | Pinpoint: You reveal the exact location of one target within range for every 1 SP you spend. |
| 3 | Sense Feelings: You can discern if a creature is hostile, friendly, or neutral. |
| 4 | Search Thoughts: You reveal the motivations of those you sense, often this is one word, like "ambush" or "hide." |

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| THROW WEAPON (ALTER) TRAINED <input type="checkbox"/> | | |
| MAJOR | TN 15 | MEDIUM |
| NONE | | 5+ |

| SP | THROW WEAPON STUNTS |
|-----|---|
| 1-3 | Assault: You gain a +1 bonus on the attack roll for every 1 SP you spend (maximum +3 bonus). |
| 3 | Wide Arc: You can make an additional attack against an enemy in range. |
| 4 | Critical Blow: You inflict full damage with the attack(s). |