Sever Force [Light Side]

You can block another Force-user's access to the Force, preventing them from spending Force Points and making it difficult for them to use Force powers.

Use the Force | 29

DC 25 If your Use the Force check result exceeds the target's Will Defense, it cannot spend Force Points for a number of hours equal to its dark side score.

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.

Special: This power has no effect on targets with a dark side score of 0.

Force Point Used: Double the duration of the effect.

Also see:
- [Roll20 General Use Macros](#) by lil_literalist
- [Roll20 (Skill Attack Modifier) Force Power Macros](#) by lil_literalist (for games that use the Skill Attack Modifiers house rule)
- [Force Regimen Macros](#) by lil_literalist
- [Block & Deflect](#) by Raidusk
- [Roll20 Starship Maneuver Macros](#) by lil_literalist

<u>Instructions</u>
To use these macros, simply switch your sheet to use ***Individual Powers***, copy the macros from this document, and paste them into the Template Formula for each power.

These macros may also be placed in the ***Attributes & Abilities tab*** of a character sheet.

If you wish to use this from the ***Collection tab*** (between Jukebox and Settings at the top of chat), then you will need to modify the macro a bit.
- Replace the "@{UsetheForceformula}" in the formula with "@{ExactNameOfSheet|UsetheForceformula}". (But use your sheet's name, not "ExactNameOfSheet". There's only room for one literalist here.)

- Alternatively, if you don't mind selecting your token every time you use the power, you can replace the "@{UsetheForceformula}" in the formula with "@{selected|UsetheForceformula}".

It is not necessary to modify these macros if you are placing them directly onto a character sheet in the Template Formula box or the Attributes & Abilities tab.

Not all of the lightsaber powers are listed. If you want one made, leave a comment.

ASSURED STRIKE

&{template:sagadefault} {{header=Assured Strike [Lightsaber Form]}} {{subheader=You trade power for accuracy.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within reach}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=**Nothing happens!**}} {{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.}} {{20=You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a -2 penalty on your damage roll.}} {{25=You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a -1 penalty on your damage roll.}} {{more30=You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result.}} {{Lightsaber Form:=If you have the Juyo talent and miss with both attack rolls, this power remains in your Force power suite instead of being spent as normal.}} {{?{Force Point to roll attack 3 times and take the highest?|No, **No Force Point Used**|Yes, **Force Point Used:**=You can roll your attack roll three times, keeping the highest result.} }}

BALLISTAKINESIS

&{template:sagadefault} {{header=Ballistakinesis [Telekinetic]}} {{subheader=You use the Force to spray an area with dangerous debris.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All targets within a 2x2 square area. (The entire area must be within 12 squares of you and in your line of sight.)}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare your Use the Force check to the Reflex Defense of all targets within the power's area of effect.

If the result equals or exceeds a target's Reflex Defense, it 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.}} {{?{Force Point to deal half damage even with fail?|No, **No Force Point Used**|Yes, **Force Point Used:**=Targets whose Reflex Defense you fail to exceed with your Use the Force check take half damage.} }}

BARRIER OF BLADES

&{template:sagadefault} {{header=Barrier of Blades [Lightsaber Form]}} {{subheader=You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates.}} {{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}}{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Until the start of your next turn, you can use the results of the Use the Force check in place of your Reflex Defense against incoming non-area attack ranged attacks.}} {{Lightsaber Form:=If you have the Shien talent, you can redirect (as per the Redirect Shot talent) one blaster bolt that misses you while this Form Power is in effect.}} {{?{Force Point to have this power apply to Autofire Weapons?|No, **No Force Point Used**|Yes, **Force Point Used:**=This Form Power also applies to attacks from ranged weapons set to Autofire. If such an attack hits you while this Form Power is in effect, you take half damage; if it misses you, you take no damage.} }}

BATTLE STRIKE

&{template:sagadefault} {{header=Battle Strike}} {{subheader=You use the Force to enhance your battle prowess.}} {{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{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.}} {{20=Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [[2d6]] points of damage.}} {{more25=Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [[3d6]] points of damage.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=Add + [[2d6]] damage.} }}

BLIND

&{template:sagadefault} {{header=Blind [Telekinetic]}} {{subheader=You hurl dirt, dust, and debris at your foe, affecting its sight.}} {{type=power}} {{Time:=Swift action}} {{Target:=One creature within 12 squares of you, and in your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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.}} {{?{Force Point to use as a free action?|No, **No Force Point Used**|Yes, **Force Point Used:**=You use this Force power as a free action, rather than a swift action.} }}

CIRCLE OF SHELTER

&{template:sagadefault} {{header=Circle of Shelter [Lightsaber Form]}} {{subheader=You create a protected area around yourself, through which enemies have difficulty reaching you or your allies.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self, plus all adjacent allies}}

{{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=Until the end of your next turn, you and all adjacent allies gain a +1 deflection bonus to Reflex Defense.}} {{25=Until the end of your next turn, you and all adjacent allies gain a +2 deflection bonus to Reflex Defense.}} {{more30=Until the end of your next turn, you and all adjacent allies gain a +5 deflection bonus to Reflex Defense.}} {{Lightsaber Form:=If you have the Soresu talent, you can add the deflection bonus on Use the Force checks made to use the Block and Deflect talents until the end of your next turn.}} {{?{Force Point to apply bonuses to Fort?|No, **No Force Point Used**|Yes, **Force Point Used:**=Apply the deflection bonus from this Form Power to the Fortitude Defense of all adjacent allies} }}

CLOAK

&{template:sagadefault} {{header=Cloak}} {{subheader=You bend light around your body, rendering yourself invisible to anyone looking in your direction.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You are considered to have total concealment against all targets until the beginning of your next turn.}} {{20=You are considered to have total concealment against all targets until the beginning of your next turn.

Additionally, you gain a +2 Force bonus to Stealth checks until the beginning of your next turn.}} {{25=You are considered to have total concealment against all targets until the beginning of your next turn.

Additionally, you gain a +3 Force bonus to Stealth checks until the beginning of your next turn.}} {{more30=You are considered to have total concealment against all targets until the beginning of your next turn.

Additionally, you gain a +5 Force bonus to Stealth checks until the beginning of your next turn.}} {{Maintain:=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 Cloak, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.}} {{?{Force Point for extra +5 to Stealth?|No, **No Force Point Used**|Yes, **Force Point Used:**=Increase the bonus to your Stealth checks by +5.} }}

COMBUSTION

&{template:sagadefault} {{header=Combustion}} {{subheader=You use the Force to agitate particles in the air to create a pyrokinetic spray of sparks.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All targets within a 2x2 square area (the entire area must be within 12 squares of you and in your line of sight).}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare

the result of your Use the Force check to the Fortitude Defense of each target in the affected area. If the check result equals or exceeds a target's Fortitude Defense, the target takes [[4d6]] points of fire damage and catches on 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.}} {{?{Force Point to move one hit target down CT?|No, **No Force Point Used**|Yes, **Force Point Used:**=You move one target hit by this power -1 step along the condition track.} }}

CONTENTIOUS OPPORTUNITY

&{template:sagadefault} {{header=Contentious Opportunity [Lightsaber Form]}} {{subheader=You seize the moment when your opponent gives you an opening, darting in to strike.}} {{type=power}} {{Time:=Free action (when you make an attack of opportunity)}} {{Target:=One enemy within Reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=If you hit with your attack of opportunity, you deal an additional +1 die of damage.}} {{25=If you hit with your attack of opportunity, you deal an additional +2 die of damage.}} {{30=If you hit with your attack of opportunity, you deal an additional +3 die of damage.}} {{more35=If you hit with your attack of opportunity, you deal an additional +4 die of damage.}} {{Lightsaber Form:=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.}} {{?{Force Point to reduce target speed by 2 squares?|No, **No Force Point Used**|Yes, **Force Point Used:**=If you hit with the attack of opportunity, you can reduce the target's Speed by 2 squares until the end of its next turn.} }}

CONVECTION

&{template:sagadefault} {{header=Convection}} {{subheader=You alter your body chemistry, causing your skin to burn with incredible heat.}} {{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{20=Until the start of your next turn, all your unarmed melee attacks deal +2d6 points of fire damage. Any target that takes fire damage also catches on fire.}} {{25=Until the start of your next turn, all your unarmed melee attacks deal +3d6 points of fire damage. Any target that takes fire damage also catches on fire.}} {{more30=Until the start of your next turn, all your unarmed melee attacks deal +4d6 points of fire damage. Any target that takes fire damage also catches on fire.}} {{15=Until the start of your next turn, all your unarmed melee attacks deal +1d6 points of fire damage. Any target that takes fire damage also catches on fire.}} {{Maintain:=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.}} {{?{Force Point to damage enemies that hit you with unarmed?|No, **No Force Point Used**|Yes, **Force Point Used:**=You deal the 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 Convection is in effect.} }}

<u>CORRUPTION</u>
&{template:sagadefault} {{header=Corruption [Dark Side]}} {{subheader=You use the Force to send a bolt of pure dark side vilness into an enemy.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target within 12 squares and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target takes [[2d6]] points of Force damage, and half that amount again at the start of its turn. If your Use the Force check exceeds the target's Fortitude Defense by 5 or more, the target takes half that damage again in the following round.

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

}} {{20=Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target takes [[3d6]] points of Force damage, and half that amount again at the start of its turn. If your Use the Force check exceeds the target's Fortitude Defense by 5 or more, the target takes half that damage again in the following round.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{25=Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target takes [[4d6]] points of Force damage, and half that amount again at the start of its turn. If your Use the Force check exceeds the target's Fortitude Defense by 5 or more, the target takes half that damage again in the following round.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{more30=Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target takes [[5d6]] points of Force damage, and half that amount again at the start of its turn. If your Use the Force check exceeds the target's Fortitude Defense by 5 or more, the target takes half that damage again in the following round.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{?{Force Point to have creatures adjacent to target take half damage?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=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.} }}

CRUCITORN

&{template:sagadefault} {{header=Crucitorn}} {{subheader=You ignore the debilitating effects of physical pain, and focus despite great physical trauma.}} {{type=power}} {{Time:=Reaction}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{25=You gain a +15 Force bonus to your Damage Threshold against any damage you take from the attack or Force power.}} {{15=You gain a +5 Force bonus to your Damage Threshold against any damage you take from the attack or Force power.}} {{20=You gain a +10 Force bonus to your Damage Threshold against any damage you take from the attack or Force power.}} {{more30=You gain a +20 Force bonus to your Damage Threshold against any damage you take from the attack or Force power.}} {{?{Force Point to increase Threshold by additional +5?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the bonus to your Damage Threshold by an additional +5.} }}

CRYOKINESIS

&{template:sagadefault} {{header=Cryokinesis}} {{subheader=You can use the Force to draw heat away from a target, causing its temperature to drop rapidly.}} {{type=power}} {{Time:=Standard action}} {{Target:=One unattended object within 12 squares, and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=The target becomes cold to the touch and more fragile. Reduce the target's DR by 5 until the end of your next turn. Additionally, if the target is mechanical or electronic, it automatically moves -1 step along the condition track.}} {{25=The target becomes cold to the touch and more fragile. Reduce the target's DR by 10 until the end of your next turn. Additionally, if the target is mechanical or electronic, it automatically moves -1 step along the condition track.}} {{30=The target becomes cold to the touch and more fragile. Reduce the target's DR by 15 until the end of your next turn. Additionally, if the target is mechanical or electronic, it automatically moves -1 step along the condition track.}} {{more35=The target becomes cold to the touch and more fragile. Reduce the target's DR by 20 until the end of your next turn. Additionally, if the target is mechanical or electronic, it automatically moves -1 step along the condition track.}} {{Special:=A target moved to the bottom of the condition track by this Force power ceases to function until it is repaired, but is otherwise unharmed.}} {{?{Force Point to increase the penalty to DR by 5?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the penalty to the target's DR by an additional 5 points.} }} {{Maintain:=You can extend the normal duration of the effects (though the target does not move further down the condition track). Maintaining the Cryokinesis power is a swift action, and you must 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.}}

DARK RAGE

&{template:sagadefault} {{header=Dark Rage [Dark Side]}} {{subheader=You become enraged as the dark side flows through you.}} {{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other

Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.}} {{20=You gain a +4 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.}} {{more25=You gain a +6 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.}} {{Special:=While consumed by rage, you cannot use skills or perform tasks that require patience or concentration.}} {{?{Force Point to extend until end of encounter?|No, **No Force Point Used**|Yes, **Force Point Used:**=You extend the duration of your Dark Rage until the end of the encounter.} }}

DARK TRANSFER

&{template:sagadefault} {{header=Dark Transfer [Dark Side]}} {{subheader=You use the dark side of the Force to restore vitality to a living ally.}} {{type=power}} {{Time:=Standard action}} {{Target:=One creature within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=The target heals [[@{level}]] hit points.}} {{20=The target heals [[2*@{level}]] hit points.}} {{25=The target heals [[3*@{level}]] hit points.}} {{more30=The target heals [[4*@{level}]] hit points.}} {{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.}} {{?{Force Point to avoid moving down the CT?|No, **No Force Point Used**|Yes, **Force Point Used:**=You avoid moving down the condition track when you use this Force power.} }}

DEFLECTING SLASH

&{template:sagadefault} {{header=Deflecting Slash [Lightsaber Form]}} {{subheader=You use the momentum from your effort to deflect a projectile to strike at an adjacent opponent.}} {{type=power}} {{Time:=Reaction (When targeted by a non-area attack ranged attack)}} {{Target:=Self, plus one enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=**Nothing happens!**}} {{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 does 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.}} {{20=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 does 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. This attack deals +1 point of damage on a hit.}} {{25=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 does 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. This attack deals +3 points of damage on a hit.}} {{more30=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 does 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. This attack deals +5 points of damage on a hit.}} {{Lightsaber Form:=If you have the Soresu talent, you can spend a Force Point as a reaction to redirect the incoming attack (as per the Redirect Shot talent) at any other target within 6 squares of you.}} {{?{Force Point to take no damage on success?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=You take no damage from the incoming attack if your check equals or exceeds its attack roll.} }}

DISARMING SLASH
&{template:sagadefault} {{header=Disarming Slash [Lightsaber Form]}} {{subheader=You strike at your opponent's weapon, attempting to rip it from their grasp.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=**Nothing happens!**}} {{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).}} {{20=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, and your target gains only a +5 bonus to its Reflex Defense to resist (instead of a +10 bonus). 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).}} {{25=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, and your target gains only a +2 bonus to its Reflex Defense to resist (instead of a +10 bonus). 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).}} {{more30=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, and your target does not receive a bonus to its Reflex Defense to resist (instead of a +10 bonus). 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).}} {{**Lightsaber Form**:=If you have the Shii-Cho talent, you can use this Form Power as a reaction to being attacked by an adjacent opponent.}} {{?{Force Point to damage target's weapon on success?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=You deal damage to the target's weapon

equal to the damage you dealt to the target (provided you successfully disarm that opponent).}
}}

DETONATE
&{template:sagadefault} {{header=Detonate [Telekinetic]}} {{subheader=You can perceive points of weakness within an object and use the Force to telekinetically press on one of those points, shattering the object.}} {{type=power}} {{Time:=Standard action}} {{Target:=One unattended object within 12 squares of you and in your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=The object takes [[4d6]] points of damage.}} {{25=The object takes [[6d6]] points of damage.}} {{30=The object takes [[8d6]] points of damage.}} {{more35=The object takes [[10d6]] points of damage.}} {{?{Force Point to increase SR by 5?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the damage dealt to the object by [[2d6]].} }}

DRAIN ENERGY
&{template:sagadefault} {{header=Drain Energy}} {{subheader=You can draw the energy out of a powered object, such as a blaster's power pack or a power generator.}} {{type=power}} {{Time:=Standard action}} {{Target:=One powered object within 6 squares of you, and within range of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=You drain the energy from the power cells of a Small or smaller sized powered object. You completely drain the object of its energy, and it cannot function until its energy cells are replaced.}} {{25=You drain the energy from the power cells of a Medium or smaller sized powered object. You completely drain the object of its energy, and it cannot function until its energy cells are replaced.}} {{30=You drain the energy from the power cells of a Large or smaller sized powered object. You completely drain the object of its energy, and it cannot function until its energy cells are replaced.}} {{more35=You drain the energy from the power cells of a Huge or smaller sized powered object. You completely drain the object of its energy, and it cannot function until its energy cells are replaced.}} {{?{Force Point to increase SR by 5?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the power's SR by 5.} }}

DRAW CLOSER
&{template:sagadefault} {{header=Draw Closer [Lightsaber Form, Telekinetic]}} {{subheader=You grab an opponent with the Force, drawing him or her into the path of your weapon.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within 6 squares of you and in your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{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.}} {{20=If your target is Large 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.}} {{25=If your target is Huge 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.}} {{more30=If your target is Gargantuan 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.}} {{?{Force Point to pull target into any adjacent space?|No, **No Force Point Used**|Yes, **Force Point Used:**=You can pull the target into any adjacent space.} }} {{Lightsaber Form:=If you have the Niman talent, you can target a creature within 12 squares (instead of 6 squares).}}

ENERGY RESISTANCE
&{template:sagadefault} {{header=Energy Resistance}} {{subheader=You use the Force to protect you from damage caused by energy, sonic, fire, cold, and electrical sources.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=You gain DR 5 against energy damage until the beginning of your next turn.}} {{25=You gain DR 10 against energy damage until the beginning of your next turn.}} {{30=You gain DR 15 against energy damage until the beginning of your next turn.}} {{more35=You gain DR 20 against energy damage until the beginning of your next turn.}} {{?{Force Point to use power as a swift action?|No, **No Force Point Used**|Yes, **Force Point Used:**=You use this power as a swift action, rather than a standard action.} }} {{Maintain:=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.}}

ENLIGHTEN
&{template:sagadefault} {{header=Enlighten [Light Side, Mind-Affecting]}} {{subheader=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.}} {{type=power}} {{Time:=Reaction or swift action}} {{Target:=One ally within 12 squares of you and in your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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.}} {{?{Force Point to extend until end of your next turn?|No, **No Force Point Used**|Yes, **Force Point Used:**=You prolong the effect until the end of your next turn.} }}

FALLING AVALANCHE

&{template:sagadefault} {{header=Falling Avalanche [Lightsaber Form, Telekinetic]}} {{subheader=You raise your lightsaber above your head then bring it crashing down on your opponent with incredible force.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self, plus one enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{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 does damage, you can push the target 1 square away from you, and then move into the space your enemy just vacated. Neither your movement nor the target's movement provoke attacks of opportunity. You cannot move a target that is grabbed or grappled.}} {{20=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 does damage, you can push the target 2 squares away from you, and then move into the space your enemy just vacated. Neither your movement nor the target's movement provoke attacks of opportunity. You cannot move a target that is grabbed or grappled.}} {{25=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 does damage, you can push the target 3 squares away from you, and then move into the space your enemy just vacated. Neither your movement nor the target's movement provoke attacks of opportunity. You cannot move a target that is grabbed or grappled.}} {{more30=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 does damage, you can push the target 4 squares away from you, and then move into the space your enemy just vacated. Neither your movement nor the target's movement provoke attacks of opportunity. You cannot move a target that is grabbed or grappled.}} {{?{Force Point to knock opponent prone?|No, **No Force Point Used**|Yes, **Force Point Used:**=You knock your opponent prone after its forced movement.} }} {{Lightsaber Form:=If you have the Djem So talent, after successfully activating this Form 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.}}

FARSEEING

&{template:sagadefault} {{header=Farseeing}} {{subheader=You gain a vague, momentary impression of events happening around a particular being in some distant place.}} {{type=power}} {{Time:=Full-round action}} {{Target:=One creature you know or have met with before.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=If the result of your Use the Force check is less than the target's Will Defense, you gain no information (including whether the target is alive or dead) and cannot use this 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.}} {{?{Force Point to gain a clear image of the target's surroundings?|No, **No Force Point Used**|Yes, **Force Point Used:**=You gain a clear mental image of the target's surroundings; as well as other creatures and objects within 12 meters of it.} }}

FEAR
&{template:sagadefault} {{header=Fear [Dark Side, Mind-Affecting]}} {{subheader=You summon The dark side to instill fear in your enemies.}} {{Time:=Standard action}} {{Target:=One target within 12 squares and within line of sight.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Compare the result of the check to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target can take only one standard action on its next turn. This is a fear effect.}} {{20=Compare the result of the check to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target can take only one move action on its next turn. This is a fear effect.}} {{25=Compare the result of the check to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target can take only one swift action on its next turn. This is a fear effect.}} {{more30=Compare the result of the check to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target can take no actions on its next turn. This is a fear effect.}} {{?{Force Point to give -2 penalty to defenses?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=You impose a -2 penalty on all of the target's defenses until the beginning of your next turn.} }}

FLUID RIPOSTE
&{template:sagadefault} {{header=Fluid Riposte [Lightsaber Form]}} {{subheader=You smoothly turn aside your opponent's melee attack, stepping in to deliver your own attack.}} {{type=power}} {{Time:=Reaction (when an adjacent opponent makes a melee attack against you)}} {{Target:=Self, plus one enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:= 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:= If you have the Djem So talent, after successfully activating this Form 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.}}{{?{Force Point to treat the attacker as flat-footed?|No, **No Force Point Used**|Yes, **Force Point Used:**=You treat the attacker as Flat-Footed for purposes of your lightsaber attack.} }}

FOLD SPACE
&{template:sagadefault} {{header=Fold Space}} {{subheader=You can use the Force to bend space, transporting an object almost instantaneously from one place to another.}} {{type=power}} {{Time:=Full-round action}} {{Target:=One object within 6 squares and line of

sight, or one vehicle you occupy.}} {{skillname=Use the Force}}
{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=You can move a Medium or smaller object up to 6 squares.}} {{25=You can move a Large or smaller object up to 12 squares.}} {{30=You can move a Huge or smaller object up to 18 squares.}} {{35=You can move a Gargantuan or smaller object up to 24 squares.}} {{more40=You can move a Colossal or smaller object up to 30 squares.}} {{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.}} {{?{Force Point to increase max size of object?|No, **No Force Point Used**|Yes, **Force Point Used:**=You 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 BLAST
&{template:sagadefault} {{header=Force Blast}} {{subheader=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.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Compare your Use the Force check result to the target's Reflex Defense. If your Use the Force check result equals or exceeds the target's Reflex Defense, the Force Blast deals [[2d6]] points of damage to the target.}} {{20=Compare your Use the Force check result to the target's Reflex Defense. If your Use the Force check result equals or exceeds the target's Reflex Defense, the Force Blast deals [[3d6]] points of damage to the target.}} {{25=Compare your Use the Force check result to the target's Reflex Defense. If your Use the Force check result equals or exceeds the target's Reflex Defense, the Force Blast deals [[4d6]] points of damage to the target.}} {{more30=Compare your Use the Force check result to the target's Reflex Defense. If your Use the Force check result equals or exceeds the target's Reflex Defense, the Force Blast deals [[5d6]] points of damage to the target.}} {{?{Force Point to add half heroic level to damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You add one-half your heroic level ([[floor(@{level}/2)]]) as a damage bonus on a Force Blast just as you would with a normal weapon.} }}

FORCE DISARM
&{template:sagadefault} {{header=Force Disarm [Telekinetic]}} {{subheader=You disarm an opponent by using the Force to pull the weapon from their grasp.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target within 12 squares, and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Make a disarm attempt, using your Use the Force check in place of an attack roll. If your disarm 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 may gain the +5 bonus from Improved Disarm as though you were making an attack roll.}} {{?{Force Point to deal check result as damage to weapon?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=You damage or

destroy the target weapon instead. If your disarm attack succeeds; the weapon takes damage equal to your Use the Force check result.} }}

FORCE GRIP
&{template:sagadefault} {{header=Force Grip [Telekinetic]}} {{subheader=You use the Force to choke or crush your enemy.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within 12 squares of you and in your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{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: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{20=If your Use the Force check equals or exceeds the target's Fortitude Defense, the target takes [[4d6]] points of damage and can only take a single swift action on their 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: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{more25=If your Use the Force check equals or exceeds the target's Fortitude Defense, the target takes [[6d6]] points of damage and can only take a single swift action on their 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: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{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.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes,**Force Point Used (on success):**=You deal an additional [[2d6]] points of damage with your Force Grip.} }}

FORCE LIGHT
&{template:sagadefault} {{header=Force Light [Light Side]}} {{subheader=You can draw the Force into yourself, turning you into a beacon of light that purges the taint of the dark side.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All creatures with a dark side score of 1+, within 6 squares of you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=Until the start of your next turn, any creature with a dark side score of 1+, that begins its turn within 6 squares of you, automatically takes [[1d6]] points of Force damage, and takes a -1 penalty on attack rolls. This is an area effect.}} {{25=Until the start of your next turn,

any creature with a dark side score of 1+, that begins its turn within 6 squares of you, automatically takes [[2d6]] points of Force damage, and takes a -1 penalty on attack rolls. This is an area effect.}} {{30=Until the start of your next turn, any creature with a dark side score of 1+, that begins its turn within 6 squares of you, automatically takes [[3d6]] points of Force damage, and takes a -1 penalty on attack rolls. This is an area effect.}} {{more35=Until the start of your next turn, any creature with a dark side score of 1+, that begins its turn within 6 squares of you, automatically takes [[4d6]] points of Force damage, and takes a -1 penalty on attack rolls. This is an area effect.}} {{?{Force Point to deal extra 1d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the damage dealt by an additional [[1d6]] points of Force damage.} }} {{Maintain:=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.}}

FORCE LIGHTNING

&{template:sagadefault} {{header=Force Lightning [Dark Side]}} {{subheader=You blast an enemy with deadly arcs of Force energy.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target in line of sight and within 6 squares of user.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result of your Use the Force check to the target's Reflex Defense. If your Use the Force 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. Otherwise, the target takes half damage and does not move along the condition track.}} {{?{Force Point to move target additional step down CT on success?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=The target moves an additional -1 step along the condition track when you successfully hit it with Force Lightning.} }}

FORCE SCREAM

&{template:sagadefault} {{header=Force Scream [Dark Side]}} {{subheader=You create an intense sonic scream, amplified by the Force.}} {{Time:=Standard action}} {{Targets:=All creatures within 12 squares and can hear you.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Compare the result of the check to the target's Fortitude Defense. If the check equals or exceeds the target's Fortitude Defense, the target(s) takes [[1d6]] points of Force damage this round, and the target(s)'s Damage Threshold is reduced by -5 points until the end of your next turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium or smaller, +0.}} {{20=Compare the result of the check to the target's Fortitude Defense. If the check equals or exceeds the target's Fortitude Defense, the target(s) takes [[2d6]] points of Force damage this round, and the target(s)'s Damage Threshold is reduced by -5 points until the end of your next turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium or smaller, +0.}} {{25=Compare the result of the check to the target's Fortitude Defense. If the check equals or exceeds the target's Fortitude Defense, the target(s) takes [[3d6]] points of Force damage this round, and the target(s)'s Damage Threshold is reduced by -5 points until the end of your next turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium or smaller, +0.}} {{more30=Compare the result of the check to the target's Fortitude Defense. If the check equals or exceeds the target's Fortitude Defense, the target(s) takes [[4d6]] points of Force damage this round, and the target(s)'s Damage Threshold is reduced by -5 points until the end of your next turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium or smaller, +0.}} {{?{Force Point to give additional -5 penalty to threshold?|No, **No Force Point Used**|Yes, **Force Point Used:**=You reduce the target's Damage Threshold by -10, rather than -5.} }}

FORCE SHIELD
&{template:sagadefault} {{header=Force Shield [Telekinetic]}} {{subheader=You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm.}} {{type=power}} {{Time:=Reaction}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You gain a Shield Rating (SR) of 5 until the beginning of your next turn. unlike other Shield Ratings, this Shield Rating is made of pure telekinetic energy and cannot be recharged by any means.}} {{20=You gain a Shield Rating (SR) of 10 until the beginning of your next turn. unlike other Shield Ratings, this Shield Rating is made of pure telekinetic energy and cannot be recharged by any means.}} {{25=You gain a Shield Rating (SR) of 15 until the beginning of your next turn. unlike other Shield Ratings, this Shield Rating is made of pure telekinetic energy and cannot be recharged by any means.}} {{more30=You gain a Shield Rating (SR) of 20 until the beginning of your next turn. unlike other Shield Ratings, this Shield Rating is made of pure telekinetic energy and cannot be recharged by any means.}} {{?{Force Point to increase SR by 5?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the power's SR by 5.} }} {{Maintain:=Maintaining the Force Shield power is a standard action. If the power's SR is ever reduced to 0, the power's effect ends.}}

FORCE SLAM
&{template:sagadefault} {{header=Force Slam [Telekinetic]}} {{subheader=You pound one or more creatures with the Force}} {{type=power}} {{Time:=Standard action}} {{Targets:=All targets within a 6 square cone and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare your Use the Force check to the Fortitude Defense of all targets within the power's area of effect.

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 a target's Fortitude Defense, it takes half damage and is not knocked prone.

Targets larger than Medium add a size modifier to Fortitude Defense: Colossal +50, Gargantuan +20, Huge +10, Large +5. This is an area attack.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=Deal an additional [[2d6]] points of damage to targets affected by the power.} }}

FORCE STORM (FORCE UNLEASHED)
&{template:sagadefault} {{header=Force Storm [Dark Side, Telekinetic]}} {{subheader=You use the Force to create a swirling whirlwind of dark side energy around yourself.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=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 Force storm surrounds you for 2 rounds.}} {{25=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 Force storm surrounds you for 4 rounds.}} {{30=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 Force storm surrounds you for 6 rounds.}} {{more35=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 Force storm surrounds you for 8 rounds.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You deal an extra [[2d6]] points of damage with a Force Storm.} }}

FORCE STORM (JEDI ACADEMY TRAINING MANUAL)
&{template:sagadefault} {{header=Force Storm [Dark Side]}} {{subheader=You can create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area.}} {{type=power}} {{Time:=Standard action}} {{Target:=One designated area within 12 squares of you, and within your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=You create a Force storm that covers a 3x3 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 Force storm also imposes a -5 penalty on Perception checks to listen, as the Force storm howls loudly. The Force storm lasts until the end of your next turn. This is an area effect.}} {{25=You create a Force storm that covers a 4x4 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 Force storm also imposes a -5 penalty on Perception checks to listen, as the Force storm howls loudly. The Force storm lasts until the end of your next turn. This is an area effect.}} {{30=You create a Force storm that covers a 5x5 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 Force storm also imposes a -5 penalty on Perception checks to listen, as the Force storm howls loudly. The Force storm lasts until the end of your next turn. This is an area effect.}} {{more35=You create a Force storm that covers a 6x6 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 Force storm also imposes a -5 penalty on Perception checks to listen, as the Force storm howls loudly. The Force storm lasts until the end of your next turn. This is an area effect.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the damage dealt by the acid rain by an additional [[2d6]] points of acid damage.} }} {{Maintain:=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.}}

FORCE STUN
&{template:sagadefault} {{header=Force Stun}} {{subheader=You call upon the Force to overload an enemy's senses, potentially stunning them.}} {{type=power}} {{Time:=Standard action}} {{Target:=One creature within 12 squares, and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result of your Use the Force check to the target's Fortitude Defense. If the check result exceeds the target's Fortitude Defense, the target moves -1 step along the condition track. 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: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{?{Force Point to move target additional step down CT?|No, **No Force Point Used**|Yes, **Force Point Used:**=The target moves an additional -1 step down the condition track.} }}

FORCE THRUST
&{template:sagadefault} {{header=Force Thrust [Telekinetic]}} {{subheader=You use the Force to push a target away from you.}} {{type=power}} {{Time:=Standard action}} {{Target:=One object or character within 12 squares, and within line of sight.}} {{skillname=Use the Force}}

{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=The target makes a Strength check. If your Use the Force check exceeds the target's Strength check, you push it back 1 square, plus an additional 1 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.}} {{?{Force Point to give target -5 penalty and 2d6 damage if pushed into a larger object?|No, **No Force Point Used**|Yes, **Force Point Used:**=The target suffers a -5 penalty to their 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.} }}

FORCE TRACK
&{template:sagadefault} {{header=Force Track}} {{subheader=You peer into the Force for guidance, picking up the trail of your quarry.}} {{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You determine the path taken by a specific creature you designate, provided you are within line of sight to the creature's trail. You can track the creature without needing to make Survival checks for up to 1 hour, provided the creature you are tracking passed through the area within the last minute.}} {{20=You determine the path taken by a specific creature you designate, provided you are within line of sight to the creature's trail. You can track the creature 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.}} {{25=You determine the path taken by a specific creature you designate, provided you are within line of sight to the creature's trail. You can track the creature without needing to make Survival checks for up to 1 hour, provided the creature you are tracking passed through the area within the last hour.}} {{more30=You determine the path taken by a specific creature you designate, provided you are within line of sight to the creature's trail. You can track the creature without needing to make Survival checks for up to 1 hour, provided the creature you are tracking passed through the area within the last day.}} {{?{Force Point to track two targets?|No, **No Force Point Used**|Yes, **Force Point Used:**=You can track up to two targets simultaneously.} }}

FORCE WHIRLWIND
&{template:sagadefault} {{header=Force Whirlwind [Telekinetic]}} {{subheader=You call upon the Force to surround an enemy in a swirling vortex of Force energy. The whirlwind lifts them about half a meter off the ground, spinning them in the air and buffeting them with Force energy.}}

{{type=power}} {{Time:=Standard action}} {{Target:=One creature or droid within 12 squares, and within line of sight.}} {{skillname=Use the Force}}
{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Compare the result of the check to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a -5 penalty. The target falls prone when the effect ends. The target also sustains [[1d6]] damage at the end of your turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{20=Compare the result of the check to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a -5 penalty. The target falls prone when the effect ends. The target also sustains [[2d6]] damage at the end of your turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{25=Compare the result of the check to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a -5 penalty. The target falls prone when the effect ends. The target also sustains [[3d6]] damage at the end of your turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{more30=Compare the result of the check to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a -5 penalty. The target falls prone when the effect ends. The target also sustains [[4d6]] damage at the end of your turn.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.}} {{Maintain:=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 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 the Force whirlwind end immediately.}} {{?{Force Point to give additional -5 penalty to attack and skill checks?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the penalty to the target's attack rolls and skill checks while inside the whirlwind from a -5 penalty to a -10 penalty.} }}

HATRED

&{template:sagadefault} {{header=Hatred [Dark Side]}} {{subheader=You give yourself over to the dark side, letting your hate radiate out from your body in palpable waves.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All creatures within 6 squares of you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{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 its defenses.}} {{20=Until the end of your next turn, any creature that starts its turn within 6 squares of you takes [[2d6]] points of Force damage, and takes a -1 penalty to all its defenses.}} {{25=Until the end of your next turn, any creature that starts its turn within 6 squares of you takes [[3d6]] points of Force damage, and takes a -1 penalty to all its defenses.}} {{more30=Until the end of your next turn, any creature that starts its turn within 6 squares of you takes [[4d6]] points of Force damage, and takes a -1 penalty to all its defenses.}} {{Maintain:=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.}} {{?{Force Point to deal extra 1d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=Increase the damage dealt by an additional [[1d6]] points of Force damage.} }}

HAWK-BAT SWOOP

&{template:sagadefault} {{header=Hawk-Bat Swoop [Lightsaber Form]}} {{subheader=You leap into action against your foe, striking with your lightsaber before other enemies have a chance to react.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within your reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=**Nothing happens!**}} {{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 with a lightsaber against that target.}} {{20=You move up to 4 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 with a lightsaber against that target.}} {{25=You move up to 6 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 with a lightsaber against that target.}} {{more30=You move up to 8 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 with a lightsaber against that target.}} {{Lightsaber Form:=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.}} {{?{Force Point to deal an extra 2 dice of damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You deal an +2 dice of damage with your lightsaber attack.} }}

HIGH GROUND DEFENSE

&{template:sagadefault} {{header=High Ground Defense [Lightsaber Form]}} {{subheader=You know how to take advantage of the terrain and gain a defensive advantage from it.}}

{{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{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.}} {{20=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. Additionally, you gain a +1 Force bonus on attacks of opportunity (including this one) until the start of your next turn.}} {{25=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. Additionally, you gain a +2 Force bonus on attacks of opportunity (including this one) until the start of your next turn.}} {{more30=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. Additionally, you gain a +3 Force bonus on attacks of opportunity (including this one) until the start of your next turn.}} {{Lightsaber Form:=If you have the Sokan talent, you deal +1 die of damage on attacks of opportunity until the start of your next turn.}} {{?{Force Point to move 1 square with each attack of opportunity?|No, **No Force Point Used**|Yes, **Force Point Used:**=You can 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.} }}

INERTIA
&{template:sagadefault} {{header=Inertia}} {{subheader=You can use the Force to shift your body's inertia, allowing you to perform impossible stunts.}} {{type=power}} {{Time:=Move action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You can 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.}} {{20=You can move up to your full 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.}} {{25=You can move up to your full speed, +2 additional squares, 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.}} {{more30=You can move up to your full speed, +4 additional squares, 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.}} {{?{Force Point to move an extra 2 squares?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the speed you move along the wall by an additional +2 squares.}}

INSPIRE
&{template:sagadefault} {{header=Inspire [Light Side]}} {{subheader=You fill your allies with hope and courage, allowing them to face even the most daunting of odds.}} {{type=power}} {{Time:=Swift action}} {{Targets:=All allies within 6 squares of you and within your line of sight.}}

{{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=The targets gain a +2 Force bonus to their Will Defense against mind-affecting and fear effects until the end of your next turn.}} {{25=The targets gain a +5 Force bonus to their Will Defense against mind-affecting and fear effects until the end of your next turn.}} {{30=The targets gain a +10 Force bonus to their Will Defense against mind-affecting and fear effects until the end of your next turn.}} {{more35=The targets become immune to mind-affecting and fear effects until the end of your next turn.}} {{?{Force Point to give 2d6 bonus HP?|No, **No Force Point Used**|Yes, **Force Point Used:**=You grant each target [[2d6]] bonus hit points when Inspire is first invoked. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away.} }} {{Maintain:=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

&{template:sagadefault} {{header=Intercept [Telekinetic]}} {{subheader=You use the Force to telekinetically hurl a small object in the path of an incoming projectile, preventing it from striking you.}} {{type=power}} {{Time:=Reaction}} {{Target:=One incoming ranged attack targeting you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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 Force 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 Force power. In both cases, the DC for your Use the Force check is equal to the Use the Force check made by the opponent 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 Force power, the activator of that power can no longer maintain the Move Object power on that object.}} {{?{Force Point to intercept autofire?|No, **No Force Point Used**|Yes, **Force Point Used:**=You can 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 autofire attack misses.} }}

IONIZE

&{template:sagadefault} {{header=Ionize}} {{subheader=You call upon the Force to overload electrical systems and droids, damaging or even destroying the unit.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target within 6 squares and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=Compare the result of the check to the target's Reflex Defense. If the check equals or exceeds the target's Reflex Defense, the target takes [[4d6]] points of ion damage.}} {{25=Compare the result of the check to the target's Reflex Defense. If the check equals or exceeds the target's Reflex Defense, the target takes [[5d6]]

points of ion damage.}} {{more30=Compare the result of the check to the target's Reflex Defense. If the check equals or exceeds the target's Reflex Defense, the target takes [[6d6]] points of ion damage.}} {{?{Force Point to deal an extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the ion damage dealt by this Force power by an additional [[2d6]] points of ion damage.} }}

KINETIC COMBAT
&{template:sagadefault} {{header=Kinetic Combat [Telekinetic]}} {{subheader=You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp.}} {{type=power}} {{Time:=Standard action}} {{Target:=A one-handed melee weapon you currently have drawn.}} {{skillname=Use the Force}}
{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=You can telekinetically move a one-handed melee weapon you hold up to 12 squares away, and make an attack with it. The weapon is considered to be 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 roll. A successful attack deals normal melee damage, adding one-half your heroic level to damage as normal, but substituting your Charisma modifier in place of your Strength modifier as the bonus toward 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 though they were made by you.}} {{more25=You can telekinetically move a one-handed melee weapon you hold up to 12 squares away, and make an attack with it. The weapon is considered to be 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 roll. A successful attack deals normal melee damage, adding one-half your heroic level to damage as normal, but substituting your Charisma modifier in place of your Strength modifier as the bonus toward 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 though they were made by you.}} {{?{Force Point to gain +1 to attack with weapon?|No, **No Force Point Used**|Yes, **Force Point Used:**=You gain a +1 bonus on attack rolls with a weapon wielded using Kinetic Combat.} }} {{Maintain:=Maintaining the Kinetic Combat power is a swift action, and as a standard action each round 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 take damage while maintaining Kinetic Combat, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.}}

LEVITATE

&{template:sagadefault} {{header=Levitate [Telekinetic]}} {{subheader=You can float up or down without anything or anyone to assist you.}} {{type=power}} {{Time:=Move action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You gain a fly speed of 2 squares but can only move vertically. You may move up to your fly speed as part of the action used to activate Levitate, 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.}} {{20=You gain a fly speed of 4 squares but can only move vertically. You may move up to your fly speed as part of the action used to activate Levitate, 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.}} {{more25=You gain a fly speed of 6 squares but can only move vertically. You may move up to your fly speed as part of the action used to activate Levitate, 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.}} {{?{Force Point to activate as reaction while falling?|No, **No Force Point Used**|Yes, **Force Point Used:**=You activate Levitate 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.} }} {{Maintain:=Maintaining the Levitate power 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.}}

LIGHTNING BURST

&{template:sagadefault} {{header=Lightning Burst [Dark Side]}} {{subheader=You call upon the dark side to cause lightning to arc out from your body, striking adjacent enemies.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All enemies adjacent to you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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.}} {{?{Force Point to increase damage by 2d6?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the damage dealt by [[2d6]].} }} {{Maintain:=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).}}

MAKASHI RIPOSTE
&{template:sagadefault} {{header=Makashi Riposte [Lightsaber Form]}} {{subheader=You are trained in a Makashi technique that allows you to slightly change the angle of an opponent's attack before striking with a decisive riposte of your own.}} {{type=power}} {{Time:=Reaction (when an adjacent opponent makes a melee attack against you)}} {{Target:=Self, plus one enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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 your target after the damage is resolved. You deal half damage to the target on a miss.}} {{?{Force Point to take no damage if check exceeds attack roll?|No, **No Force Point Used**|Yes, **Force Point Used:**=You take no damage from the incoming attack if your check equals or exceeds the attack roll of the incoming attack.} }} {{Lightsaber Form:=If you have the Makashi talent, until the end of your next turn, the target provokes an attack of opportunity from you if it makes an attack and is within your reach.}}

MALACIA
&{template:sagadefault} {{header=Malacia [Light Side]}} {{subheader=You create dizziness and nausea by disrupting your target's equilibrium.}} {{type=power}} {{Time:=Standard action}} {{Target:=One living creature within 6 squares of you and in your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result to your target's Fortitude Defense. If your check result equals or exceeds the target's Fortitude Defense, the target moves -1 step down the condition track. Additionally, until the end of it's next turn, the target takes a -5 penalty to it's Damage Threshold.}} {{?{Force Point to give additional -5 penalty to threshold?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the penalty to Damage Threshold to -10.} }} {{Maintain:=You can extend 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 maintain the power.}}

MEMORY WALK
&{template:sagadefault} {{header=Memory Walk [Dark Side, Mind-Affecting]}} {{subheader=You torment an enemy by causing them to relive their most horrible memories.}} {{Time:=Standard action}} {{Target:=One creature with an Intelligence score of 3 or higher, within 6 squares of you, and within your line of sight.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{20=Compare the result to the target's Will Defense. If your Use the Force check equals or exceeds the target's Will Defense, the target takes [[2d6]] points of Force damage, and loses its SwiftAction on it's next turn.}} {{25=Compare the result to the target's Will Defense.

If your Use the Force check equals or exceeds the target's Will Defense, the target takes [[2d6]] points of Force damage, and loses its move action on it's next turn.}} {{30=Compare the result to the target's Will Defense. If your Use the Force check equals or exceeds the target's Will Defense, the target takes [[2d6]] points of Force damage, and loses its standard action on it's next turn.}} {{more35=Compare the result to the target's Will Defense. If your Use the Force check equals or exceeds the target's Will Defense, the target takes [[2d6]] points of Force damage, and loses both its standard action and its swift action on it's next turn.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes,**Force Point Used (on success):**=You increase the damage dealt by an additional [[2d6]] points of Force damage.} }} {{Maintain:=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.}}

MIND SHARD
&{template:sagadefault} {{header=Mind Shard [Mind-Affecting]}} {{subheader=You use the Force to splinter the mind of an opponent, wracking it with pain.}} {{Time:=Standard action}} {{Target:=One target within 12 squares and within line of sight.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Compare your Use the Force check result to the target's Will Defense. If your Use the Force check result 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 the target's condition).}} {{20=Compare your Use the Force check result to the target's Will Defense. If your Use the Force check result equals or exceeds the target's Will Defense, the target takes [[3d8]] 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 the target's condition).}} {{25=Compare your Use the Force check result to the target's Will Defense. If your Use the Force check result equals or exceeds the target's Will Defense, the target takes [[4d8]] 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 the target's condition).}} {{more30=Compare your Use the Force check result to the target's Will Defense. If your Use the Force check result equals or exceeds the target's Will Defense, the target takes [[5d8]] 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 the target's condition).}} {{?{Force Point to deal

extra 2d8 damage?|No, **No Force Point Used**|Yes,**Force Point Used (on success):**=You increase the damage dealt by an additional [[2d8]] points of Force damage.} }}

MIND TRICK
&{template:sagadefault} {{header=Mind Trick [Mind-Affecting]}} {{subheader=You use the Force to alter a target's perceptions or plant a suggestion in its mind.}} {{type=power}} {{Time:=Standard action}} {{Target:=One Intelligence 3 or higher creature in line of sight and within 12 squares of you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=If the result of your Use the Force check equals or exceeds the target's Will Defense, you ?{What effect do you choose?|create a hallucinatory distraction,create a fleeting hallucination that distracts the target and enables you to use the Stealth skill even if the target is aware of you.|perform a feint, perform a feint so that the next attack you make against the target ignores its Dexterity bonus to Reflex Defense (if any).|make an otherwise unpalatable suggestion seem completely reasonable to the target,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.|fill the target with terror, fill the target with terror and cause 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.} }} {{?{Force Point to improve target attitude when making a suggestion?|No, **No Force Point Used**|Yes, **Force Point Used:**=If you are making a suggestion; you 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.} }}

MORICHRO
&{template:sagadefault} {{header=Morichro}} {{subheader=You slow the vital functions of a target, causing them to slip into a deep sleep or even die.}} {{type=power}} {{Time:=Standard action}} {{Target:=One living creature you have grabbed or grappled.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result to the target's Fortitude Defense. If you succeed, the target moves -1 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. Additionally, if you use this power on an already unconscious target, you can consider the target willing for the purposes of putting them in a Force trance.}} {{Special:=Maintaining Morichro 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 continue maintaining the power. If the target escapes your grab or the grab ends for any reason, you cannot maintain this power on your next turn.}}

MOVE OBJECT

&{template:sagadefault} {{header=Move Object [Telekinetic]}} {{subheader=You telekinetically move a target up to 6 squares in any direction using the Force; Use the Force v. Will if object resist; Hurl or drop object v. target's Ref Def, both take damage.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target within 12 squares and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Move up to medium object, [[2d6]] damage}} {{20=Move up to large object, [[4d6]] damage}} {{25=Move up to huge object, [[6d6]] damage}} {{30=Move up to gargantuan object, [[8d6]] damage}} {{more35=Move up to colossal object, [[10d6]] damage}} {{Maintain:=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.}} {{Special:=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.}} {{?{Force Point to increase max size by one step and deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=Increase maximum size of the object you may move by one category (maximum size Colossal (Frigate)) and add +[[2d6]] damage.} }}

MOVE OBJECT (ALTERNATE)

This is the macro if you use the optional rules for Move Object which deals damage tied to object size.

&{template:sagadefault} {{header=Move Object [Telekinetic]}} {{subheader=You telekinetically move a target up to 6 squares in any direction using the Force; Use the Force v. Will if object resist; Hurl or drop object v. target's Ref Def, both take damage.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target within 12 squares and within line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Move up to medium object, deals [[?{Size of object being moved?|Medium or smaller, 2d6|Large, 4d6|Huge, 6d6|Gargantuan, 8d6|Colossal, 10d6}]] damage}} {{20=Move up to large object, deals [[?{Size of object being moved?|Medium or smaller, 2d6|Large, 4d6|Huge, 6d6|Gargantuan, 8d6|Colossal, 10d6}]] damage}} {{25=Move up to huge object, deals [[?{Size of object being moved?|Medium or smaller, 2d6|Large, 4d6|Huge, 6d6|Gargantuan, 8d6|Colossal, 10d6}]] damage}} {{30=Move up to gargantuan object, deals [[?{Size of object being moved?|Medium or smaller, 2d6|Large,

4d6|Huge, 6d6|Gargantuan, 8d6|Colossal, 10d6}]] damage}} {{more35=Move up to colossal object, deals [[?{Size of object being moved?|Medium or smaller, 2d6|Large, 4d6|Huge, 6d6|Gargantuan, 8d6|Colossal, 10d6}]] damage}} {{Maintain:=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.}} {{Special:=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.}} {{?{Force Point to increase max size by one step and deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=Increase maximum size of the object you may move by one category (maximum size Colossal (Frigate)) and add +[[2d6]] damage.} }}

NEGATE ENERGY
&{template:sagadefault} {{header=Negate Energy}} {{subheader=You spontaneously negate a single attack that deals energy weapon damage, such as a lightsaber or blaster.}} {{type=power}} {{Time:=Reaction}} {{Target:=One attack made against you that deals energy weapon damage.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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. You must be aware of the attack (and not flat-footed) to negate it.}} {{?{Force Point to regain HP = damage?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=You regain hit points equal to the damage of the negated attack, up to a maximum of your full normal hit points.} }}

OBSCURE
&{template:sagadefault} {{header=Obscure [Mind-Affecting]}} {{subheader=You use the Force to cloud an enemy's mind, making it harder for the enemy to see its target.}} {{type=power}} {{Time:=Reaction}} {{Target:=One target within 12 squares of you and in your line of sight that just made an attack roll.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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 on 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.}} {{?{Force Point to apply penalty to all target's attacks until start of their turn?|No, **No Force Point Used**|Yes, **Force Point Used:**=You may spend a Force Point when you activate this power to apply the penalty to all of the target's attack rolls made until the start of its next turn.} }}

PASS THE BLADE

&{template:sagadefault} {{header=Pass the Blade [Lightsaber Form]}} {{subheader=You deactivate your lightsaber as your opponent tries to block it, reactivating it just after it passes by their blade.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self, plus one enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You can 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. (This penalty also applies to the Primitive Block talent.)}} {{20=You can make a single melee attack with a lightsaber against the target. Your opponent takes a -5 penalty on Use the Force checks made to Block the attack. (This penalty also applies to the Primitive Block talent.)}} {{25=You can make a single melee attack with a lightsaber against the target. Your opponent takes a -10 penalty on Use the Force checks made to Block the attack. (This penalty also applies to the Primitive Block talent.)}} {{more30=You can make a single melee attack with a lightsaber against the target. Your opponent cannot make Use the Force checks to Block the attack. (This penalty also applies to the Primitive Block talent.)}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes,**Force Point Used:**=You deal [[2d6]] extra damage with your lightsaber attack if it hits.} }} {{Lightsaber Form:=If you have the Trakata talent, you also ignore any deflection bonus the target has from the lightsaber Defense talent.}}

PHASE

&{template:sagadefault} {{header=Phase}} {{subheader=You can pass through solid objects, such as walls and doors.}} {{type=power}} {{Time:=Move action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less25=Nothing happens!}} {{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 a part of the activation of this power.}} {{30=You gain a phasing speed of 4 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 a part of the activation of this power.}} {{35=You gain a phasing speed of 6 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 a part of the activation of this power.}} {{more40=You gain a phasing speed of 8 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 a part of the activation of this power.}} {{Special:=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 Phase, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.}} {{?{Force Point to increase speed by 2?|No, **No Force Point Used**|Yes, **Force Point Used:**=Increase your phasing speed by 2 squares.} }}

PLANT SURGE

&{template:sagadefault} {{header=Plant Surge}} {{subheader=You reach out with the Force to entreat the aid of plants, causing them to lash out at your opponents.}} {{Time:=Standard action}} {{Target:=One creature within 12 squares of you, and within your line of sight.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result of the Use the Force check to the Fortitude Defense of the target. If your Use the Force check equals or exceeds the target's Fortitude Defense, the target's speed is reduced to 0, until the start of your next turn.

A creature can escape (restoring it's normal speed) by making a grapple check as a standard action, opposed by your Use the Force check result.}} {{Special:=There must be one or more plants adjacent to the target, or else this Force power fails automatically.}} {{?{Force Point to give target -10 to grapple check?|No, **No Force Point Used**|Yes,**Force Point Used (on success):**=You impose a -10 penalty to the target's grapple checks made to escape the Plant Surge. } }} {{Maintain:=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.}}

PRESCIENCE

&{template:sagadefault} {{header=Prescience}} {{subheader=The Force grants you a flash of insight in dealing with your enemies.}} {{type=power}} {{Time:=Swift action}} {{Target:=One target within your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=Until the end of your next turn, you gain a +2 insight bonus to all defenses against attacks or effects originating from the target, as well as a +2 insight bonus on attack rolls made against the target.}} {{20=Until the end of your next turn, you gain a +3 insight bonus to all defenses against attacks or effects originating from the target, as well as a +3 insight bonus on attack rolls made against the target.}} {{more25=Until the end of your next turn, you gain a +3 insight bonus to all defenses against attacks or effects originating from the target, as well as a +3 insight bonus on attack rolls made against the target.}} {{?{Force Point to affect additional target?|No, **No Force Point Used**|Yes, **Force Point Used:**=You affect one additional target in your line of sight.} }}

PUSHING SLASH

&{template:sagadefault} {{header=Pushing Slash [Lightsaber Form]}} {{subheader=You strike at your target with your lightsaber, then hurl them away from you with the Force.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You can make a single melee attack with a lightsaber against the target. If the attack hits, in addition to dealing damage, if your Use the Force check equals or exceeds the target's Fortitude Defense, you push the target 2 squares away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it is grabbed or grappled.}} {{20=You can make a single melee attack with a lightsaber against the target. If the attack hits, in addition to dealing damage, if your Use the Force check equals or exceeds the target's Fortitude Defense, you push the target 3 squares away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it is grabbed or grappled.}} {{25=You can make a single melee attack with a lightsaber against the target. If the attack hits, in addition to dealing damage, if your Use the Force check equals or exceeds the target's Fortitude Defense, you push the target 4 squares away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it is grabbed or grappled.)}} {{more30=You can make a single melee attack with a lightsaber against the target. If the attack hits, in addition to dealing damage, if your Use the Force check equals or exceeds the target's Fortitude Defense, you push the target 5 squares away from you. This movement does not provoke attacks of opportunity. You cannot move the target if it is grabbed or grappled.}} {{?{Force Point to knock target prone?|No, **No Force Point Used**|Yes,**Force Point Used:**=You knock the target prone at the end of its forced movement. (This applies only to the target of your lightsaber attack.)} }} {{Lightsaber Form:=If you have the Niman talent, you also compare the results of your Use the Force check to all other adjacent enemies; if your Use the Force result equals or exceeds an enemy's Fortitude Defense, it is pushed away 1 square. This is an area attack.}}

REBUKE

&{template:sagadefault} {{header=Rebuke}} {{subheader=You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. }} {{type=power}} {{Time:=Reaction}} {{Target:=One Force power directed at you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}}{{Note:=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 Use the Force check as its target DC. If they reflect it back again, both you and the originator are affected by the Force power.

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

REND
&{template:sagadefault} {{header=Rend [Dark Side]}} {{subheader=You can move a single target, whether it is a creature or object, in two different directions simultaneously.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target in your line of sight and within 6 squares of you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result with the target's Reflex Defense. If the check equals or exceeds the target's Reflex Defense, the target takes [[3d6]] points of 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 separate parts. (Living creatures are automatically killed.)}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=You deal an additional [[2d6]] points of damage to the target.} }}

REPULSE
&{template:sagadefault} {{header=Repulse [Telekinetic]}} {{subheader=You use the Force to clear an area around yourself.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All adjacent targets.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=The targets make opposing Strength checks, adding their base attack bonus. If you exceed a target's Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceeded the target's 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, +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.
}} {{?{Force Point to give targets a penalty and deal damage if they are pushed into objects?|No, **No Force Point Used**|Yes, **Force Point Used:**=You apply a -5 penalty to the target's Strength check to resist your Repulse. Additionally, if you successfully push the target into a larger object, you deal an extra [[2d6]] points of damage from the extreme force of the pulse.} }}

RESIST FORCE
&{template:sagadefault} {{header=Resist Force}} {{subheader=You use the Force to protect yourself from an opponent's Force powers.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You gain +1 to the Defense score of your choice against Force powers used against you, until the beginning of your next turn.}} {{20=You gain +2 to the Defense score of

your choice against Force powers used against you, until the beginning of your next turn.}} {{more25=You gain +3 to the Defense score of your choice against Force powers used against you, until the beginning of your next turn.}} {{?{Force Point to apply bonus to two defenses?|No, **No Force Point Used**|Yes, **Force Point Used:**=You apply the bonus provided by this Force power to any two Defense scores of your choice.} }} {{Maintain:=Maintaining the Resist Force power is a swift action. If you take 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.}}

RISING WHIRLWIND
&{template:sagadefault} {{header=Rising Whirlwind [Lightsaber Form]}} {{subheader=You swing your lightsabers around your body, creating a brilliant whirlwind of deadly light.}} {{type=power}} {{Time:=Standard action}} {{Target:=Two enemies within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=You can make two lightsaber melee attacks, each 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.}} {{20=You can make two lightsaber melee attacks, each against a different target. If both attacks hit, you gain 15 Bonus Hit Points. Damage is subtracted from Bonus Hit Points first, and any remaining Bonus Hit Points disappear at the end of the encounter.}} {{25=You can make two lightsaber melee attacks, each against a different target. If both attacks hit, you gain 20 Bonus Hit Points. Damage is subtracted from Bonus Hit Points first, and any remaining Bonus Hit Points disappear at the end of the encounter.}} {{more30=You can make two lightsaber melee attacks, each against a different target. If both attacks hit, you gain 25 Bonus Hit Points. Damage is subtracted from Bonus Hit Points first, and any remaining Bonus Hit Points disappear at the end of the encounter.}} {{Special:= You must be wielding two lightsabers to use this Form Power.}} {{?{Force Point to deal extra 1d6 damage?|No, **No Force Point Used**|Yes,**Force Point Used:**=You deal an additional [[1d6]] points of damage to each target you hit.} }} {{Lightsaber Form:=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.}}

SABER SWARM
&{template:sagadefault} {{header=Saber Swarm [Lightsaber Form]}} {{subheader=You slash at your opponent rapidly, aiming many short strikes at the targets body.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within your reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=**Nothing happens!**}} {{20=You make two lightsaber melee attacks against a single target. Each of these attacks is made at a -5 penalty.}} {{25=You make two lightsaber melee attacks against a single target. Each of these attacks is made at a -2 penalty.}} {{30=You make two lightsaber melee attacks against a single target. Each of these attacks is made at a -1 penalty.}} {{more35=You

make two lightsaber melee attacks against a single target. Each of these attacks is made at a no penalty.}} {{Lightsaber Form:=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.}} {{?{Force Point to move 2 squares before/after power?|No, **No Force Point Used**|Yes, **Force Point Used:**=You move up to 2 squares before or after you use this power. This movement does not provoke attacks of opportunity. } }}

SARLACC SWEEP
&{template:sagadefault} {{header=Sarlacc Sweep [Lightsaber Form]}} {{subheader=You lash out at multiple enemies, striking at them with a sweeping motion.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within your reach (the primary target), one other enemy within reach (the secondary target)..}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=**Nothing happens!**}} {{15=You can make a single melee attack with a lightsaber against the primary target. The attack does normal damage to the primary target and [[5]] points of damage to the secondary target if the attack hits.}} {{20=You can make a single melee attack with a lightsaber against the primary target. The attack does normal damage to the primary target and [[5+1d6]] points of damage to the secondary target if the attack hits.}} {{25=You can make a single melee attack with a lightsaber against the primary target. The attack does normal damage to the primary target and [[5+2d6]] points of damage to the secondary target if the attack hits.}} {{more30=You can make a single melee attack with a lightsaber against the primary target. The attack does normal damage to the primary target and [[5+3d6]] points of damage to the secondary target if the attack hits.}} {{Lightsaber Form:=If you have the Shii-Cho talent, you can use this Form Power in place of a melee attack at the end of a charge. You gain the benefits of the Powerful Charge feat on the initial attack only if you use this Form Power in that way.}} {{?{Force Point to affect two secondary targets?|No, **No Force Point Used**|Yes, **Force Point Used:**=You affect two secondary targets, provided both enemies are within your reach and adjacent to the primary target of your lightsaber attack. } }}

SEVER FORCE
&{template:sagadefault} {{header=Sever Force [Light Side]}} {{subheader=You can block another Force-user's access to the Force, preventing them from spending Force Points and making it difficult for them to use Force powers.}} {{type=power}} {{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.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less25=Nothing happens!}} {{25=If your Use the Force check result exceeds the target's Will Defense, it cannot spend Force Points for a number of hours equal to its dark side score.}} {{30=If your Use the Force check result exceeds the target's Will Defense, it cannot spend Force Points for a number of hours equal to its dark side score. In addition, the target moves -1 step along the condition track each time they use a power in the same time frame.}} {{more35=If your Use the Force check result exceeds the target's Will Defense, it cannot spend Force Points for a number of hours equal to its dark side score. In addition, the target moves -2 steps along the condition

track each time they use a power in the same time frame.}} {{Special:=This power has no effect on targets with a dark side score of 0.}} {{?{Force Point to double duration?|No, **No Force Point Used**|Yes, **Force Point Used:**=Double the duration of the effect.} }}

SHATTERPOINT
&{template:sagadefault} {{header=Shatterpoint}} {{subheader=You can see the critical point of something, whether it is a person or object, that would shatter if struck at the right time.}} {{type=power}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}}{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less25=Nothing happens!}} {{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 were 5 points lower than normal.}} {{30=If your next attack made before the end of the encounter hits, treat the target's Damage Threshold against the attack as though it were 10 points lower than normal.}} {{35=If your next attack made before the end of the encounter hits, treat the target's Damage Threshold against the attack as though it were 15 points lower than normal.}} {{more40=If your next attack made before the end of the encounter hits, treat the target's Damage Threshold against the attack as though it were 20 points lower than normal.}} {{?{Force Point to ignore DR as well?|No, **No Force Point Used**|Yes, **Force Point Used:**=You also ignore the target's DR.} }}

SHIEN DEFLECTION
&{template:sagadefault} {{header=Shien Deflection [Lightsaber Form]}} {{subheader=You deflect an incoming attack and leap toward your attacker with fierce abandon.}} {{type=power}} {{Time:=Reaction (when an adjacent opponent makes a non-area ranged attack attack against you)}} {{Target:=Self, plus one enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=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.}} {{20=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, +2 squares, 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.}} {{25=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, +4 squares, 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.}} {{more30=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, +6 squares, 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.}} {{Lightsaber Form:=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.

}}{{?{Force Point to take no damage if check exceeds attack roll?|No, **No Force Point Used**|Yes, **Force Point Used:**=You take no damage from the incoming attack if your check equals or exceeds the attack roll of the incoming attack.} }}

SLOW
&{template:sagadefault} {{header=Slow [Telekinetic]}} {{subheader=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.}} {{type=power}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=If your result equals or exceeds your target's Fortitude Defense, 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 on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

Targets larger than Medium add a size modifier to Fortitude Defense: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{20=If your result equals or exceeds your target's Fortitude Defense, the target's speed is reduced by 2 squares until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a -10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

Targets larger than Medium add a size modifier to Fortitude Defense: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{25=If your result equals or exceeds your target's Fortitude Defense, the target's speed is reduced by 3 squares until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a -10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

Targets larger than Medium add a size modifier to Fortitude Defense: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{more30=If your result equals or exceeds your target's Fortitude Defense, the target's speed is reduced by 4 squares until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a -10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

Targets larger than Medium add a size modifier to Fortitude Defense: Colossal +50, Gargantuan +20, Huge +10, Large +5.}} {{?{Force Point to give target -5 vs this power?|No, **No Force Point Used**|Yes, **Force Point Used:**=You impose a -5 penalty to your target's Fortitude Defense against the use of this power.} }}

STAGGER
&{template:sagadefault} {{header=Stagger [Telekinetic]}} {{subheader=You use the Force to lash out at a nearby enemy, causing it to stumble.}} {{type=power}} {{Time:=Swift action}} {{Target:=One target adjacent to you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare

the result to the target's Fortitude Defense. If the check result equals or exceeds the 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.}} {{?{Force Point to affect all adjacent enemies?|No, **No Force Point Used**|Yes, **Force Point Used:**=You affect all enemies adjacent to you, comparing your Use the Force check result to each target's Fortitude Defense.} }}

SURGE

&{template:sagadefault} {{header=Surge}} {{subheader=The Force enables you to jump great heights and distances as well as move quickly.}} {{type=power}} {{Time:=Free action}} {{Target:=Self}} {{skillname=Use the Force}}{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less10=Nothing happens!}} {{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. Using the Surge power counts as a running start for determining a Jump DC.}} {{15=You gain a +20 Force bonus on Jump checks and your speed increases by 4 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed. Using the Surge power counts as a running start for determining a Jump DC.}} {{more20=You gain a +30 Force bonus on Jump checks and your speed increases by 6 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed. Using the Surge power counts as a running start for determining a Jump DC.}} {{?{Force Point to move 2 more and get additional +10 to Jump?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the power's Force bonus on Jump checks by 10 and increase your speed by an additional 2 squares.} }}

SWIFT FLANK

&{template:sagadefault} {{header=Swift Flank [Lightsaber Form]}} {{subheader=You leap over or dash around your opponent, striking before they have time to react.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self, plus one adjacent enemy}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{25=You can move up to 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.}} {{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.}} {{more35=You can move up to your Speed, +4 squares; 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.}} {{30=You can move up to your Speed, +2 squares; 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.}} {{Lightsaber Form:=If you have the Vaapad talent, your target is considered Flat-Footed against you until the end of your turn.}} {{?{Force Point for +2 movement?|No, **No Force Point Used**|Yes,**Force Point Used:**=You increase your movement by 2 squares.} }}

TECHNOMETRY
&{template:sagadefault} {{header=Technometry}} {{subheader=You can tap into and read technological devices and, in some cases, control them.}} {{type=power}} {{Time:=Standard action}} {{Target:=One droid or electronic device touched.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result to the target's Will Defense. If the check equals or exceeds the target's Will Defense?{What effect do you choose?|discover a piece of information,, you discover one piece of information contained within the target's memory as determined by the Access Information application of the Use Computer Skill. For every 5 points by which you exceed the target's Will Defense, you can learn one additional piece of information.|jam a droid's senses to allow Stealth checks, and the target is a droid, the droid's senses are jammed. You may make Stealth checks against the droid until the end of your next turn, even though it is aware of you.|make a droid flat-footed, and the target is a droid, the droid is denied its Dexterity bonus to its Reflex Defense against your next attack made before the end of your next turn.|cause a droid to flee, and the target is a droid, on its next two turns the droid does nothing except flee from you at top speed.} }} {{?{Force Point to learn more or extend duration of droid effects?|No, **No Force Point Used**|Yes, **Force Point Used:**=You learn two more pieces of information or extend one of the droid-specific effects of this power by an additional round.} }}

TEMPERED AGGRESSION
&{template:sagadefault} {{header=Tempered Aggression [Lightsaber Form, Dark Side]}} {{subheader=You throw yourself against an opponent, controlling your aggression to prevent it from getting the better of you.}} {{type=power}} {{Time:=Standard action}} {{Target:=One target within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less30=Nothing happens!}} {{30=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 is considered a Critical Hit.}} {{35=You can make a single melee attack with a lightsaber against the target. If you beat the target's Reflex Defense by 5 or more, the attack is considered a Critical Hit.}} {{more40=You can make a single melee attack with a lightsaber against the target. If you beat the target's Reflex

Defense by 2 or more, the attack is considered a Critical Hit.}} {{Lightsaber Form:=If you have the Vaapad talent, this Form Power does not have the [Dark Side] descriptor for you.}} {{?{Force Point to 2 additional dice of damage on a hit?|No, **No Force Point Used**|Yes, **Force Point Used:**=You spend a Force Point to deal + [[2d8]] damage with the attack if it hits. These additional dice of damage are added after damage is doubled, if it is a Critical Hit.} }}

THOUGHT BOMB
&{template:sagadefault} {{header=Thought Bomb [Mind-Affecting]}} {{subheader=You use the Force to radiate out harmful waves of telepathy, damaging the minds of nearby foes.}} {{type=power}} {{Time:=Standard action}} {{Targets:=All opponents within 2 squares of you.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result of the Use the Force 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.}} {{?{Force Point to deal an extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You increase the damage dealt by this Force power by an additional [[2d6]] points of Force damage.} }}

TWIN STRIKE
&{template:sagadefault} {{header=Twin Strike [Lightsaber Form]}} {{subheader=You swing both of your lightsabers in an arc toward the target, slamming them home with great force.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]] }} {{less15=Nothing happens!}} {{15=You make a single melee attack with a lightsaber against your target. If this attack hits, add the base damage of your other lightsaber to the damage roll.}} {{20=You make a single melee attack with a lightsaber against your target, with a +1 Force bonus to the attack roll. If this attack hits, add the base damage of your other lightsaber to the damage roll.}} {{25=You make a single melee attack with a lightsaber against your target, with a +1 Force bonus to the attack roll. If this attack hits, add the base damage of your other lightsaber to the damage roll.}} {{more30=You make a single melee attack with a lightsaber against your target, with a +2 Force bonus to the attack roll. If this attack hits, add the base damage of your other lightsaber to the damage roll.}} {{Special:= You must be wielding two lightsabers to use this Form Power.}} {{?{Force Point to add 1d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=Add + [[1d6]] damage.} }} {{Lightsaber Form:=If you have the Jar'Kai Talent, you triple your deflection bonus from the Lightsaber Defense talent instead of doubling it until the end of your next turn.}}

UNBALANCING BLOCK
&{template:sagadefault} {{header=Unbalancing Block [Lightsaber Form]}} {{subheader=You catch an opponent's weapon on your blade before deactivating your blade momentarily, causing them to stumble.}} {{type=power}} {{Time:=Reaction (when an adjacent enemy makes a melee attack against you)}} {{Target:=Self}} {{skillname=Use the Force}}

{{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=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.}} {{?{Force Point to take no damage if check exceeds attack roll?|No, **No Force Point Used**|Yes, **Force Point Used:**=You take no damage from the incoming attack if your check equals or exceeds the attack roll of the incoming attack.} }} {{Lightsaber Form:=If you have the Trakata talent, you deal +2 dice of damage with the first attack you make on your next turn against your attacker.}}

UNHINDERED CHARGE
&{template:sagadefault} {{header=Unhindered Charge [Lightsaber Form]}} {{subheader=You move quick to your opponent, ignoring difficult terrain and obstacles.}} {{type=power}} {{Time:=Standard action}} {{Target:=Self, plus one enemy within reach}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=**Nothing happens!**}} {{15=You can move up to your speed towards 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.}} {{20=You can move up to your speed, +2 squares, towards 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.}} {{25=You can move up to your speed, +4 squares, towards 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.}} {{more30=You can move up to your speed, +6 squares, towards 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.}} {{Lightsaber Form:=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.}} {{?{Force Point to move 2 more squares?|No, **No Force Point Used**|Yes, **Force Point Used:**=You move an additional 2 squares.} }}

VALOR
&{template:sagadefault} {{header=Valor [Light Side]}} {{subheader=You use the Force to protect you from damage caused by energy, sonic, fire, cold, and electrical sources.}} {{type=power}} {{Time:=Standard action}} {{Target:=One ally within 12 squares of you, and within your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=The target gains a +1 bonus to their Will Defense against mind-affecting and fear effects until the start of your next turn.}} {{20=The target gains a +2 bonus to their Will Defense against mind-affecting and fear effects until the start of your next turn.}} {{25=The target gains a +5 bonus to their Will Defense against mind-affecting and fear effects until the start of your next turn.}} {{more30=The target gains a +10 bonus to their Will Defense against mind-affecting and fear effects until the start of your next turn.}} {{?{Force Point to apply bonus to all effects that target Will?|No, **No Force Point Used**|Yes, **Force Point Used:**=The bonus applies against all effects that target Will Defense (not just mind-affecting and fear effects).} }} {{Maintain:=Maintaining the Valor power is a swift

action. If you take 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.}}

VITAL TRANSFER
&{template:sagadefault} {{header=Vital Transfer [Light Side]}} {{subheader=You use your own life force to heal another living creature, using the Force as a conduit.}} {{type=power}} {{Time:=Standard action}} {{Target:=One creature within reach.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=The target heals hit points equal to 2 x its character level}} {{20=The target heals hit points equal to 3 x its character level}} {{more25=The target heals hit points equal to 4 x its character level}} {{Special:=Each time you use Vital Transfer, you take half as much damage as you heal (Rounded down). Additionally, you may choose to heal less than the result of your Use the Force check allows.

You may not heal yourself with this power.}} {{?{Force Point to not take damage?|No, **No Force Point Used**|Yes, **Force Point Used:**=You do not take any damage from the use of this power.} }}

VORNSKR'S FEROCITY
&{template:sagadefault} {{header=Vornskr's Ferocity [Lightsaber Form, Dark Side]}} {{subheader=You walk the thin line between darkness and light as you ferociously attack your foe.}} {{type=power}} {{Time:=Standard action}} {{Target:=One enemy within reach}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=You make a single attack with a lightsaber against the target, dealing+1 extra die of damage if you hit.}} {{25=You make a single attack with a lightsaber against the target, dealing +2 extra die of damage if you hit.}} {{30=You make a single attack with a lightsaber against the target, dealing +3 extra die of damage if you hit.}} {{more35=You make a single attack with a lightsaber against the target, dealing +4 extra die of damage if you hit}} {{Lightsaber Form:=If you have the Juyo talent, this Form Power does not have the [*Dark Side*] descriptor.}} {{?{Force Point to use this Force power at the end of a charge?|No, **No Force Point Used**|Yes, **Force Point Used:**=You can use this Force power at the end of a charge.} }}

WOUND
&{template:sagadefault} {{header=Wound [Dark Side]}} {{subheader=You cause spasms in the lungs of your targets, painfully injuring them.}} {{type=power}} {{Time:=Standard action}} {{Target:=One creature within 6 squares of you, and within your line of sight.}} {{skillname=Use the Force}} {{skillcheck=[[1d20+@{UsetheForceformula}+?{Other Modifiers|0}[Other]]]}} {{Effect:=Compare the result of your Use the Force check to the target's Fortitude Defense. If

your Use the Force check equals or exceeds the target's Fortitude Defense, the target receives [[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:=If the target moves 1 or more steps down the condition track as a result of being damaged by this Force power, the condition becomes persistent until the target is treated with a DC 20 Treat Injury check to perform surgery.}} {{?{Force Point to deal extra 2d6 damage?|No, **No Force Point Used**|Yes, **Force Point Used (on success):**=The target receives an additional [[2d6]] damage.} }}

To do

- Make sure FP use is correct for effects that can only be used on a success (or for things like Fold Space where you want to see the result before-hand.)
- Standardize order of FP, maintain, and lightsaber form sections.
- (Maybe add a link to the wiki?)
- (Add name of the lightsaber talent to the Lightsaber Form section?)