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AFFECT MIND

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a Wisdom saving throw. On a failed save, you have advantage on all Charisma checks directed at that target.

On a successful save, the creature does not realize that you tried to use the Force to influence its mood, but it becomes immune to this power for one day. This power has no effect on droids or constructs.

AFFLICTION

2nd-level dark side power

Prerequisite: Slow

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. That creature must make a Constitution saving throw. On a failed save, the target gains 1 slowed level, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted. The creature makes another Constitution saving throw at the end of its turn. On a successful save, the effect ends.

ANIMATE WEAPON

2nd-level universal power

Prerequisite: Force Disarm

Casting Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You select a light- or vibro-weapon within this power's range that is not worn or carried by a conscious creature other than you, and use the Force to cause it to levitate, acting as an extension of your will for the duration or until you cast this power again. When you use this power, you can cause the weapon to move up to 20 feet and make a melee force attack against a creature within 5 feet of it. On a hit, the target takes 1d8 + your forcecasting ability modifier damage. The type is of the normal damage dealt by the weapon. While the weapon is animated, on each of your turns you can use a bonus action to move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. At any time, you can end this force power to return the animated weapon to your hand.

An enemy can attempt to gain control of the weapon by using its action to make a Strength (Athletics) check against your force save DC. On a success, the creature gains control of the weapon and the power ends.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the weapon's damage increases by 1d8 for every two slot levels above 2nd.

ARMOR OF ABELOTH

1st-level dark side power

Casting Time: 1 action

Range: Self

Duration: 1 hour

A protective force surrounds you, manifesting as shimmering light that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 psychic damage.

Force Potency. When you cast this power using a force slot of 2nd level or higher, both the temporary hit points and the psychic damage increase by 5 for each Slot.

AURA OF PURITY

4th-level light side power

Prerequisite: Restoration

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 10 minutes

Purifying energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

AURA OF VIGOR

3rd-level light side power

Prerequisite: Valor

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

Invigorating energy radiates from you in a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) deals an extra 1d4 damage with weapon attacks.

BATTLE INSIGHT (True Strike, Do Not Use)

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 round

You center your focus on a target within range. Through the Force, you gain a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this power hasn't ended.

This power benefits additional attacks at higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level.

BATTLE MEDITATION

2nd-level universal power

Casting Time: 1 action

Range: Self (5-foot radius)

Duration: Concentration, up to 1 minute

You exude an aura out to 5 feet that boosts the morale and overall battle prowess you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature enters your meditation or starts its turn there, it must make a Charisma saving throw. On a failed save, it must roll a d4 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

BATTLE PRECOGNITION

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 8 hours

Your attunement to the Force warns you when you are about to enter danger. Until the power ends, your base AC becomes 13 + your Dexterity modifier. This power has no effect if you are wearing armor.

BEACON OF HOPE

3rd-level light side power

Prerequisite: Heroism

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

This power bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

BEAST TRICK

1st-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours

This power lets you distract a beast. Choose a beast that you can see within range. If the beast's Intelligence is 4 or higher, the power fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the power's duration. If you or one of your companions harms the target, the power ends.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

BESTOW CURSE

3rd-level dark side power

Prerequisite: Curse

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the power. When you cast this power, choose the nature of the curse from the following options:

Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

While cursed, the target has disadvantage on attack rolls against you. While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

While the target is cursed, your attacks and powers deal an extra 1d8 necrotic damage to the target. A remove curse power ends this effect. At the GM's discretion, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect. This power has no effect on droids or Constructs.

BREATH CONTROL

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 10 minutes

You are able to slow your metabolism in such a way that you can stop breathing and resist the effect of toxins in your body. If you are poisoned, you neutralize the poison. If more than one poison afflicts you, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, you have advantage on saving throws against being poisoned, resistance to poison damage, and you no longer need to breathe.

BURST

At-will universal power

Casting Time: 1 action

Range: Self (5-foot sphere)

Duration: Instantaneous

You cause the earth to burst from beneath your feet. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d8 kinetic damage.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

BURST OF SPEED

1st-level universal power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the power ends.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CALL LIGHTNING

3rd-level light side power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

As you align yourself with nature through the Force, a 10-foot tall, 60-foot radius storm cloud cylinder appears, centered on a point you can see within range above you, with you as the center point. The power fails if your location can't accommodate the cloud's size or height. When you cast the power, choose a point under the cloud for lightning to strike. Each creature within 5 feet must make a Dexterity save, taking 3d10 lightning damage on a fail and half on a success. While the power persists, you can use your action to call lightning to a point in range again. If you're outdoors and in a storm, the power gives you control of the storm rather than creating a new one. The lightning damage also increases by 1d10.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

CALM EMOTIONS

2nd-level light side power

Prerequisite: Sense Emotion

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw. A creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

You can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a power or if it witnesses any of its friends being harmed. When the power ends, the creature becomes hostile again, unless the GM rules otherwise.

CHOKER

3rd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You make a constricting gesture at a creature within range. The target must make a Constitution saving throw. On a failed save, the target takes 5d8 force damage and is restrained until the end of your next turn.

On a successful save, the target takes half as much damage and is not restrained.

You can use a bonus action while the target is restrained to move the target up to 5 feet in any direction.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

CLOUD MIND

1st-level light side power

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

Roll 5d8; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose are affected in order of their current hit points.

Starting with the creature that has the lowest current hit points, each creature affected by this power falls unconscious. If the power ends, the sleeper takes damage, or someone uses an action to wake the sleeper, they will be awoken.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can roll an additional 2d8 for each slot level above 1st.

COERCE MIND

2nd-level universal power

Prerequisite: Affect Mind

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the power. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a soldier give her speeder to the first vagrant she meets. If the condition isn't met before the power expires, the activity isn't performed. If you or any of your companions damage the target, the power ends. This power has no effect on droids or constructs.

COMPREHEND SPEECH

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear.

CONTROL PAIN

5th-level universal power

Prerequisite: Force Body

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You use the Force to push your body beyond its normal limits. You can't die from damage or from failed death saving throws while this power is in effect, but the effort taxes you. If you have 0 hit points while you are under the effect of this power, you do not fall unconscious, and continue acting and fighting normally. While you remain at 0 hit points, you must make a death saving throw at the start of each of your turns. Each time you fail a death saving throw, you suffer a cumulative -1 penalty to attack rolls, ability checks, and saving throws (including death saving throws). This penalty lasts until you regain hit

points. Successful death saving throws have no effect, but a natural 20 restores 1 hit point as usual. If you have 0 hit points when this power ends, you die instantly.

CONVULSION

3rd-level universal power

Prerequisite: Tremor

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 kinetic damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

CRUSH

6th-level dark side power

Prerequisite: Choke

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You make a crushing gesture at a creature within range. The target must make a Constitution saving throw. On a failed save target takes 10d8 force damage and is paralyzed until the end of your next turn. On a successful save, the target takes half as much damage and is not paralyzed.

You can use a bonus action while the target is paralyzed to move the target up to 10 feet in any direction.

Force Potency. When you cast this power using a force slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

CURSE

1st-level dark side power

Prerequisite: Denounce

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. The first time each turn a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Force Potency. When you cast this power with a force slot of 3rd level or higher, you can target one additional creature for every two slot levels above 1st. When you cast this power at 3rd, 6th, or 9th level, the die increases to d6, d8, and d10, respectively.

DANGER SENSE

2nd-level universal power

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

You put your faith in the Force, feeling out the future and seeing whether your actions will lead to fortune or ruin. The GM chooses from the following possible omens:

- Peace, for results which are not dangerous
- Danger, for results which are dangerous but perhaps still worth the danger
- Ruin, for results which are certain to end in death or tragedy

The power doesn't take into account any possible circumstances that might change the outcome, such as the use of additional powers or the loss or gain of a companion.

If you use this power two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a neutral result regardless of the actual outcome.

DARK AURA

3rd-level dark side power

Prerequisite: Hex

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You manifest a mantle of malevolent dark side energy for the duration. Until the power ends, any attack you make deals an extra 1d8 necrotic damage when you hit a creature within 10 feet of you. Any creature that takes this damage can't regain hit points until the start of your next turn.

Additionally, any creature of your choice that you can see that starts its turn within 10 feet of you gains 1 slowed level until the start of your next turn.

Force Potency. When you cast this power using a force slot of 4th level or higher, the extra damage increases by 1d8 for each slot level above 3rd.

DARK SHEAR

2nd-level dark side power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You create a weapon of imperceptible Force energy that lasts until the power ends. It counts as a simple lightweapon with which you are proficient. It deals 2d6 psychic damage, and has the finesse, light, and thrown properties (range 20/60). When you attack while within dim light or darkness, you have

advantage. If you drop the weapon or throw it, it disappears at the end of the turn. While the power lasts, you can use a bonus action to make the weapon reappear in your hand.

Force Potency. When you cast this power using a 3rd or 4th level force slot, the damage increases by 1d6 (3d6). At 5th or 6th level, the damage increases by 2d6 (4d6). At 7th level or higher, the damage increases by 3d6 (5d6).

DARK SIDE TENDRILS

1st-level dark side power

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

Force Potency. When you cast this power using a power slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DARKNESS

2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

Darkness spreads from a point you choose within range to fill a 15-foot-radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and unenhanced light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness comes from the object and moves with it. Completely covering the source of the darkness with an opaque object blocks the darkness.

If this power's area overlaps with light created by a 2nd-level power or lower, this power and the light are dispelled.

DEATH FIELD

8th-level dark side power

Prerequisite: Siphon Life

Casting Time: 1 action

Range: 90 feet (30-foot cube)

Duration: Instantaneous

You draw the life force from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

DENOUNCE

At-will dark side power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A target of your choice within range must make a Charisma saving throw. On a failed save, when the target makes their next attack roll or saving throw they must roll a d4 and subtract the number from it. The power then ends.

This power's die increases at higher levels: to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

DESTROY DROID

7th-level light side power

Prerequisite: Disable Droid

Casting Time: 1 action

Range: 120 feet (30-foot cube)

Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each droid or construct must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, an affected target takes energy damage equal to twice your forcecasting ability modifier and then repeats this saving throw. On a success, the power ends on the target.

DISABLE DROID

4th-level light side power

Prerequisite: Stun Droid

Casting Time: 1 action

Range: 90 feet (15-foot cube)

Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each droid or construct must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, an affected creature takes energy damage equal to your forcecasting ability modifier and then repeats this saving throw. On a success, the power ends on the target.

DISPERSE FORCE

1st-level universal power

Prerequisite: Saber Ward

Casting Time: 1 reaction, which you take when you take cold, energy, fire, ion, lightning, or sonic damage

Range: Self

Duration: 1 round

This power absorbs damage from certain incoming attacks, lessening its effect on you and distributing it throughout your body. You have resistance to the triggering damage type until the start of your next

turn. Also, you gain 5 temporary hit points to potentially absorb the attack. These temporary hit points last until the start of your next turn.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

DOMINATE BEAST

4th-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A beast you can see must succeed on a Wisdom save or be charmed. If you or your companions are fighting it, it has advantage on this saving throw. While it's charmed, you have a telepathic link to it if you're on the same planet. You can use this link to issue commands while you are conscious, no action required, which it does its best to obey. You can specify a simple and general course of action. If it completes the order and doesn't receive further orders, it focuses on defending itself.

You can use your action to take total control of the target. Until the end of your next turn, the beast takes only the actions you decide and nothing you don't allow it to. You can also have the beast use a reaction, but this takes your reaction as well. If the beast takes damage, it makes another Wisdom save. On a success, the power ends.

Force Potency. When you cast this power using a 5th-level force slot, the duration is up to 10 minutes. At a 6th-level slot, the duration is up to 1 hour. At a slot of 7th or higher, the duration is up to 8 hours.

DOMINATE MIND

5th-level dark side power

Prerequisite: Dominate Beast

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as you are within 1 mile of it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

Force Potency. When you cast this power using a 6th-level force slot, the duration is 10 minutes. When you use a 7th-level force slot, the duration is 1 hour. When you use a force slot of 8th level or higher, the duration is 8 hours.

DOMINATE MONSTER

8th-level dark side power

Prerequisite: Dominate Mind

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as you are within 1 mile of it.

You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends. This power has no effect on droids or constructs.

Force Potency. When you cast this power with a 9th-level force slot, the duration is concentration, up to 8 hours.

DRAIN LIFE

4th-level dark side power

Prerequisite: Drain Vitality

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You draw the life force from a creature you can see within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. If you reduce a hostile creature to 0, you gain temporary hit points equal to half the damage dealt. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

DRAIN VITALITY

2nd-level dark side power

Prerequisite: Sap Vitality

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You draw the willpower from a creature you can see within range. Make a ranged force attack against the target. On a hit, the target takes 2d6 necrotic damage and it deals only half damage with weapon attacks that use Strength until the power ends. At the end of each of the target's turns, it can make a Constitution saving throw against the power. On a success, the power ends.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

DUN MOCH

1st-level dark side power

Casting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 1 minute

You attempt to manipulate a creature into fighting you. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your demands. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this power doesn't restrict the target's movement for that turn. The power ends if you attack any other creature, if you cast a power that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful power on it, or if you end your turn more than 30 feet away from the target. This power has no effect on droids or constructs.

EARTHQUAKE

8th-level universal power

Prerequisite: Eruption

Casting Time: 1 action

Range: 500 feet

Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this power and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This power can have additional effects depending on the terrain in the area, as determined by the GM.

- **Fissures.** Fissures open throughout the power's area at the start of your next turn after you cast the power. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the power's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).
- **Structures.** The tremor deals 50 kinetic damage to any structure in contact with the ground in the area when you cast the power and at the start of each of your turns until the power ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 kinetic damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

ENFEEBLE

At-will dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Dark energy courses from your hand at a creature within range. The target must succeed on a Wisdom saving throw. If it is missing any hit points, it takes 1d12 necrotic damage. Otherwise, it takes 1d8.

The power's damage increases by one die when you reach 5th, 11th, and 17th level.

ERUPTION

6th-level universal power

Prerequisite: Convulsion

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range.

Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand. If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 kinetic damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice)

against the power's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

Force Potency. When you cast this power using a force slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

FEAR

1st-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened for the duration. A target with 25 hit points or fewer makes the saving throw with disadvantage. A frightened creature can repeat this save at the end of each of its turns, ending this effect on a success. This power has no effect on constructs or droids.

FEEDBACK

At-will dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You unleash a burst of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on an Intelligence saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FORCE BARRIER

2nd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours

This power bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

Force Potency. When you cast this power using a force slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

FORCE BLUR

2nd-level universal power

Prerequisite: Force Mask

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You use the Force to weave an illusion that blurs your form, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

FORCE BLIND/DEAFEN

2nd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the power ends.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FORCE BLINDING

1st-level light side power

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: 1 round

You use the Force to emit a blinding flash of light from your hand. Roll 6d10, the total is how many hit points of creatures this power can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this power is blinded until the power ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for the creature to be affected.

Force Potency. When you cast this power using a force slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

FORCE BODY

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 1 hour

This power enables you to use your health to fuel your force powers. For the duration, when you cast a force power, half the cost is paid by your force points (rounded up) and half the cost is paid by your hit points (rounded down). Additionally, your maximum hit points are decreased by this amount while the power is active.

You may end this effect at any time. If you cast a force power that would reduce your hit points to 0, the power automatically fails and this effect ends.

FORCE BREACH

5th-level universal power

Casting Time: 1 action

Range: 120 feet (20-foot cube)

Duration: Instantaneous

Choose a spot within range. All force powers of 5th level or lower in the area end. For each force power of 6th level or higher in the area, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a successful check, the force power ends.

Force Potency. When you cast this power using a force slot of 6th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

FORCE CAMOUFLAGE

2nd-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You become invisible until the power ends. Anything you are wearing or carrying is invisible as long as it is on your person. The power ends if you attack, cast a power, or otherwise take a hostile action.

FORCE CHAIN LIGHTNING

6th-level dark side power

Prerequisite: Force Lightning

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

Force Potency. When you cast this power using a force slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

FORCE CONCEALMENT

2nd-level universal power

Casting Time: 1 action

Range: Touch

Duration: 24 hours

You shroud or alter the aura of a creature or object you touch so that Force powers reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the power, choose one or both of the following effects. The effect lasts for the duration. If you cast this power on the same creature or object every day for 30 days, placing the same effect on it each time, the effect lasts until it is dispelled.

- **False Aura.** You change the way the target appears to powers and Force-based enhanced effects, such as sense force, that detects the presence of the Force. You can make a Force-based unenhanced object or creature appear enhanced and to radiate a Force aura, or a Force-based enhanced object or creature appear unenhanced and to radiate no Force aura. When you use this effect on an object, you can make the false aura apparent to any creature that handles the item.
- **Cloak.** You can change the way the target's affinity in the Force appears to the force sight power. For example, a Sith Lord with great power in the dark side of the Force can appear instead to have very little strength in the Force, with an affinity towards the light side.

FORCE CONFUSION

2nd-level universal power

Prerequisite: Mind Trick

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the power ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the power ends.

FORCE DISARM

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You select a weapon or object being worn or carried by a Large or smaller creature within range. The creature must make a Strength or Dexterity saving throw (the creature chooses the ability to use). If the item is being carried, this save is made with advantage.

On a failed save, the item is pulled directly to you. If you have a free hand, you catch the weapon. Otherwise, it lands at your feet.

FORCE ENLIGHTENMENT

2nd-level light side power

Prerequisite: Guidance

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a creature and enhance it with the Force. Choose one of the following effects; the target gains that effect until the power ends.

- **Strength.** The target has advantage on Strength checks, and his or her carrying capacity doubles.
- **Dexterity.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- **Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.
- **Cunning.** The target has advantage on Intelligence checks.
- **Wisdom.** The target has advantage on Wisdom checks.
- **Splendor.** The target has advantage on Charisma checks.

This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FORCE FOCUS

1st-level light side power

Prerequisite: Force Technique

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You let the Force guide you, empowering your strikes. Until the power ends, your weapon attacks deal an extra 1d4 force damage on a hit.

FORCE IMBUEMENT

At-will universal power

Casting Time: 1 bonus action

Range: Touch

Duration: 1 minute

The crystal inside of a simple lightweapon or the material of a simple vibroweapon or an improvised weapon you are holding is imbued with the power of the Force. For the duration, you can use your forcecasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes enhanced, if it isn't already, and you become proficient with it, if you aren't already. The power ends if you cast it again or if you let go of the weapon.

FORCE IMMUNITY

4th-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence around you and remains for the duration. The barrier moves with you. Any force power of 3rd level or lower cast from outside the barrier can't affect you, even if the power is cast using a higher level force slot. Such a power can target you, but the power has no effect on you. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Force Potency. When you cast this power using a force slot of 5th level or higher, the barrier blocks powers of one level higher for each slot level above 4th.

FORCE JUMP

1st-level universal power

Prerequisite: Force Leap

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Using the Force to augment the strength in your legs, you leap up to 30 feet to an unoccupied space you can see.

Force Potency. When you cast this power using a force slot of 2nd level or higher, your jump distance increases by 5 feet for each slot level above 1st.

FORCE LEAP

At-will universal power

Casting Time: 1 bonus action

Range: Self

Duration: 1 round

Until the end of your next turn, you can use your forcecasting ability score instead of your Strength score when you jump, and always count as having made a running start before jumping.

FORCE LIGHTNING

3rd-level dark side power

Prerequisite: Shock

Casting Time: 1 action

Range: Self (100-foot line)

Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FORCE LIGHTNING CONE

7th-level dark side power

Prerequisite: Force Chain Lightning

Casting Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

Lightning arcs from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 12d6 lightning damage on a failed save, or half as much on a successful one.

Force Potency. When you cast this power using a force slot of 8th level or higher, the damage increases by 2d6 for each slot level above 7th.

FORCE LINK

8th-level universal power

Prerequisite: Force Meld

Casting Time: 1 action

Range: Unlimited

Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar. Until the power ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The power enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it. This power has no effect on droids or constructs.

FORCE MASK

1st-level universal power

Prerequisite: Mind Trick

Casting Time: 1 action

Range: Self

Duration: 1 hour

Until the power ends or you use an action to dismiss it, you can disguise yourself through use of the Force in many ways. You can appear to be shorter or taller by about a foot and change the appearance of your body and weight, but you cannot change the basic structure of your body. This effect can include your clothes, weapons, and other belongings on your person. This effect is only visual, so any sort of physical contact will only interact with the real size and shape of you. A creature that uses its action to examine you can identify this effect with a successful Intelligence (Investigation) check against your force save DC. This power has no effect on droids or constructs.

FORCE MELD

5th-level universal power

Prerequisite: Force Whisper

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Droids, constructs, and creatures with Intelligence scores of 2 or less aren't affected by this power.

Until the power ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend beyond a single planet.

FORCE MEND

7th-level light side power

Casting time: 1 minute

Range: Touch

Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8+15 hit points. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

If the creature has a severed part you hold it to the stump, the power instantaneously causes the limb to knit to the stump. This power has no effect on droids or constructs.

FORCE PROJECT

7th-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends. You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your force save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

FORCE PROPEL

1st-level universal power

Prerequisite: Force Push/Pull

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose one or more creatures or objects not being worn or carried within 60 feet that weigh up to a combined total of 15 pounds. The creatures or objects immediately move 60 feet in a direction of your choice. If the creatures or objects end this movement in the air, they immediately fall to the ground. If the creatures or objects collide with any one target during its travel, both the creatures or objects and the target take 3d8 kinetic damage. If the target is a creature, it must make a Dexterity saving throw. On a failed save, it takes 3d8 kinetic damage, or half as much on a successful one.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the maximum weight increases by 15 pounds and the damage increases by 1d8 for each slot level above 1st.

FORCE PUSH/PULL

At-will universal power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You gain the minor ability to move or manipulate creatures and objects with the Force. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Alternatively, you can push or pull a creature or object you can see.

You use the Force to move a Medium or smaller creature or object not being worn or carried within range. The target must make a Strength saving throw. An object automatically fails this saving throw. On a failed save, the creature or object moves a number of feet in a direction of your choice based on its size. A Tiny creature or object can be moved up to 20 feet, a Small creature or object can be moved up to 10 feet, and a Medium creature or object can be moved up to 5 feet. If at the end of this movement the creature or object strikes another creature or object, it must make a Dexterity saving throw. An object automatically fails this saving throw. On a failed save, they both take 1d4 kinetic damage.

This power improves when you reach higher levels.

At 5th level, you can move a Tiny creature or object up to 30 feet, a Small creature or object up to 20 feet, a Medium creature or object up to 10 feet, and the power's damage increases to 2d4 kinetic damage. At 11th level, you can move a Small creature or object up to 30 feet, a Medium creature up to 20 feet, and the power's damage increases to 3d4 kinetic damage. At 17th level, you can move a Medium creature to up 30 feet, and the power's damage increases to 4d4 kinetic damage.

FORCE REFLECT

1st-level universal power

Prerequisite: Saber Reflect

Casting Time: 1 reaction, which you take in response to being hit by a ranged attack

Range: Self

Duration: Instantaneous

In response to being attacked, you attempt to deflect the attack with the Force. When you use this power, the damage you take from the attack is reduced by 1d10. If you reduce the damage to 0 and the damage is energy, force, ion, kinetic, lightning, necrotic, or sonic, you can reflect the attack at a target within range as part of the same reaction. Make a ranged force attack at a target you can see. The attack

has a normal range of 30 feet and a long range of 90 feet. On a hit, the target takes the triggering attack's normal damage.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage reduction increases by 1d10 for each slot level above 1st.

FORCE REPULSE

3rd-level universal power

Casting Time: 1 action

Range: Self (20-foot radius)

Duration: Instantaneous

You release an omnidirectional telekinetic burst. Each creature within 20 feet must make a Dexterity saving throw. On a failed save, a creature takes 8d6 force damage and is pushed back 5 feet. On a successful save, a creature takes half damage and isn't pushed.

All small objects that are not worn or carried are also pushed 5 feet back.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FORCE SCREAM

3rd-level dark side power

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Instantaneous

You emit a scream imbued with the power of the Force. Each creature you choose within 15 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 4d6 psychic damage, 4d6 sonic damage, and is deafened until the end of its next turn. On a successful save, it takes half as much damage and isn't deafened.

FORCE SHUNT

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You use the Force to thrust a creature you can see to the ground. The target must make a Strength saving throw. On a failed save, a creature takes 1d4 kinetic damage and falls prone.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FORCE SIGHT

2nd-level universal power

Prerequisite: Sense Force

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You shift your vision to see through use of the Force; colors fade and inanimate objects appear as shades of gray. For the duration, you gain the following benefits. Living things glow with the power of the Force. Those with an affinity for the light side glow blue, those with an affinity for the dark side glow red, and those with no attunement to either side of the Force glow yellow. How bright they glow is determined by how strong their connection to the Force is.

You gain blindsight to 30 feet.

You have advantage on Wisdom (Perception) checks that rely on sight against living targets within 30 feet.

FORCE STORM

9th-level dark side power

Prerequisite: Force Lightning Cone

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

A crackling storm of lightning with a diameter of 60 feet and a height of 120 feet appears in a location you choose within range. Whenever a creature enters the storm or starts its turn there, it must make a Dexterity saving throw. On a failed save, it takes 30d6 lightning damage or half as much as a successful one. The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

FORCE SUPPRESSION

3rd-level universal power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or force effect within range. Any force power of 3rd level or lower on the target ends. For each force power of 4th level or higher on the target, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a success, the power ends.

Force Potency. When you cast this power using a force slot of 4th level or higher, you automatically end the effects of a force power on the target if the power's level is equal to or less than the level of the force slot you used.

FORCE TECHNIQUE

At-will light side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

You imbue your weapon with the purifying light of the Force. As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in a glowing

barrier of force energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 force damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

FORCE THROW

2nd-level universal power

Prerequisite: Force Push/Pull

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You use the Force to move a Large or smaller creature or object not being worn or carried within range. The target must make a Strength saving throw. An object automatically fails this saving throw. On a failed save, the creature or object moves a number of feet in a direction of your choice based on its size. A Tiny creature or object can be moved up to 90 feet, a Small creature or object can be moved up to 60 feet, a Medium creature or object can be moved up to 30 feet, and a Large creature or object can be moved up to 10 feet. If at the end of this movement the creature or object strikes another creature or object, they both take 2d8 force damage.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the range you can throw a creature or object increases by 10 feet, to a maximum of 90 feet, and the power's damage increases by 1d8.

FORCE TRANCE

3rd-level light side power

Casting Time: 1 action

Range: 30 feet

Duration: 10 minutes

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the power's duration. The power ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this power again until it finishes a long rest. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

FORCE VISION

2nd-level universal power

Casting Time: 1 minute

Range: 60 feet

Duration: 1 hour

You receive a vision of the future through the Force, giving you or one willing creature you can see within range a chance to change fate. When the chosen creature makes an ability check, an attack roll, or a saving throw before the power ends, it can dismiss this power on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this power on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled.

If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll.

Force Potency. When you cast this power using a force slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FORCE WEAPON

3rd-level universal power

Prerequisite: Force Imbuement

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 hour

You touch an unenhanced weapon with which you are proficient. While you wield it for the duration, that weapon becomes an enhanced weapon with a +1 bonus to attack rolls and damage rolls.

Additionally, you can use your forcecasting modifier instead of your Strength or Dexterity modifier for attacks and damage rolls when attacking with that weapon.

Force Potency. When you cast this power using a force slot of 5th level or higher, the bonus increases to +2. When you use a force slot of 7th level or higher, the bonus increases to +3.

FORCE WHISPER

At-will universal power

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

You use the Force to carry a message in your voice to another creature within range. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this power through solid objects if you are familiar with the target and know it is beyond the barrier. An enhanced silence effect, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. The power doesn't have to follow a straight line and can travel freely around corners or through openings.

FREEDOM OF MOVEMENT

4th-level universal power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature. Its movement is unaffected by difficult terrain, and powers and enhanced effects can't reduce its speed or cause it to be paralyzed or restrained.

The target can spend 5 feet of movement to automatically escape from unenhanced restraints.

Additionally, being underwater imposes no penalties on its movement or attacks.

GIVE LIFE

At-will light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice and the creature regains that many hit points. This power has no effect on droids or constructs.

GRASPING VINE

4th-level light side power

Prerequisite: Plant Surge

Casting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 1 minute

You make a vine sprout from the ground in an unoccupied space you can see. When you cast this power, you can make the vine whip a creature up to 30 feet from it, if you can see the target. The creature must pass a Dexterity save or be pulled 20 feet directly toward the vine.

Until the power ends, you can use your bonus action to have the vine lash out again.

GREATER FEEDBACK

5th-level dark side power

Prerequisite: Improved Feedback

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this power. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER HEAL

6th-level light side power

Prerequisite: Improved Heal

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 7th level or higher, the healing increases by 10 for each slot level above 6th.

GREATER SABER THROW

5th-level universal power

Prerequisite: Improved Saber Throw

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

As a part of the action used to cast this power, you must make a ranged force attack with a lightweapon or vibroweapon against one target within the power's range, otherwise the power fails. On a hit, the target takes 6d8 damage of the same type as the weapon's damage and must make a Constitution saving throw against an additional effect depending on your choice of casting ability:

- **Wisdom.** The target takes an additional 4d6 force damage and it gains four levels of slowed until the end of its next turn. On a success, the target takes half as much damage and its speed isn't reduced.
- **Charisma.** The target takes an additional 4d6 necrotic damage and cannot regain hit points until the end of its next turn. On a success, the target takes half as much damage and its healing capability is unaffected.

The weapon then immediately returns to your hand.

Force Potency. When you cast this power using a force slot of 6th level or higher, the force or necrotic damage increases by 1d6 for each slot above 5th.

GUIDANCE

At-will light side power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

This power's die increases at higher levels: to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

HALLUCINATION

2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You craft a dangerous illusion in the mind of a creature that you can see within range. The target must make a Wisdom saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This power has no effect on droids or constructs.

The hallucination includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the hallucination with an Intelligence (Investigation) check against your force power save DC. If the check succeeds, the target realizes that the hallucination is an illusion, and the power ends.

While a target is affected by the power, the target treats the hallucination as if it were real. The target rationalizes any illogical outcomes from interacting with the hallucination. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the hallucination's reality that it can even take damage from the illusion. A hallucination created to appear as a creature can attack the target. Similarly, a hallucination created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the hallucination can deal 1d6 psychic damage to the target if it is in the hallucination's area or within 5 feet of the hallucination, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

Force Potency. When you cast this power using a force power slot of 3rd level or higher, the range increases by 20 feet, the image dimensions increase by 5 feet, and you can target one additional creature for every two slot levels above 2nd.

HEAL

1st-level light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your forcecasting ability modifier. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

HEROISM

1st-level light side power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the power ends, the creature is immune to being frightened and gains temporary hit points equal to your forcecasting ability modifier at the start of each of its turns. When the power ends, the target loses any remaining temporary hit points from this power. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

HEX

1st-level dark side power

Casting Time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

You curse an opponent within range. Until the power ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the power. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

Force Potency. When you cast this power using a force slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a force slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

HORROR

3rd-level dark side power

Prerequisite: Fear

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. This power has no effect on constructs or droids.

While frightened by this power, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the power ends for that creature.

HYSTERIA

4th-level dark side power

Prerequisite: Hallucination

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must succeed on a Wisdom saving throw or become frightened for the duration. At the end of each of the target's turns before the power ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the power ends. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force power slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

IMPROVED BATTLE MEDITATION

5th-level universal power

Prerequisite: Battle Meditation

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 1 minute

You exude an aura out to 15 feet that boosts the morale and overall battle prowess of you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d6 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature enters your meditation or starts its turn there, it must make a Charisma saving throw. On a failed save, it must roll a d6 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

IMPROVED DARK SIDE TENDRILS

3rd-level dark side power

Prerequisite: Dark Side Tendrils

Casting time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

You summon a 20-foot-radius sphere of inky blackness at a point within range. No light, enhanced or otherwise, can illuminate the area, creatures fully within the area are blinded, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage. Any creature that ends its turn in the area must succeed on a Strength saving throw or take 2d6 poison damage as tendrils of dark energy caress it.

IMPROVED FEEDBACK

1st-level dark side power

Prerequisite: Feedback

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You unleash a blast of psychic energy at a target within range. If the target can hear you (though it need not understand you), it must succeed on an Intelligence saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

IMPROVED FORCE BARRIER

5th-level light side power

Prerequisite: Force Barrier

Casting Time: 10 minutes

Range: 30 feet

Duration: Instantaneous

This power further bolsters your allies with toughness and resolve. Choose up to twelve creatures within range. Each target gains the following benefits: The becomes immune to poison and disease. Any currently existing poison or diseases still exist. The creature becomes immune to being frightened by powers.

The creature's hit point maximum and current hit points increase by 2d10 for the duration. These benefits last for 24 hours or until the end of your next long rest, whichever happens first.

IMPROVED FORCE CAMOUFLAGE

4th-level universal power

Prerequisite: Force Camouflage

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A willing creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

IMPROVED FORCE IMMUNITY

6th-level universal power

Prerequisite: Force Immunity

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 15-foot radius around you and remains for the duration. The barrier moves with you.

Any force power of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the power is cast using a higher level force slot. Such a power can target creatures and

objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Force Potency. When you cast this power using a force slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

IMPROVED FORCE SCREAM

5th-level dark side power

Prerequisite: Force Scream

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Instantaneous

You emit a violent scream imbued with the power of the Force. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 5d6 psychic damage, 5d6 sonic damage, is deafened, and is knocked prone. On a successful save, it takes half as much damage and isn't deafened or knocked prone.

IMPROVED HEAL

5th-level light side power

Prerequisite: Heal

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your forcecasting ability modifier. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

IMPROVED PHASESTRIKE

5th-level universal power

Prerequisite: Phasestrike

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Choose up to five creatures you can see within range. Make a melee force attack against each one. On hit, a target takes 6d10 force damage. You can then teleport to an unoccupied space you can see within 5 feet of one of the creatures you chose.

IMPROVED PHASEWALK

5th-level universal power

Prerequisite: Phasewalk

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

IMPROVED RESTORATION

5th-level light side power

Prerequisite: Restoration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed the target.
- One curse, including the target's attunement to a cursed item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

IMPROVED REVITALIZE

7th-level light side power

Prerequisite: Revitalize

Casting Time: 10 minutes

Range: Touch

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 hour. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points. This power has no effect on droids or constructs.

This power also neutralizes any poisons and cures diseases that affected the creature at the time it died.

This power closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

IMPROVED SABER THROW

2nd-level universal power

Prerequisite: Saber Throw

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

As a part of the action used to cast this power, you must make a ranged force attack with a lightweapon or vibroweapon against one target within the power's range, otherwise the power fails.

On a hit, the target takes 2d8 damage of the same type as the weapon's damage and must make a Constitution saving throw. On a failed save, the target gains 1 slowed level until the end of its next turn and the weapon then immediately returns to your hand. The next attack made against the target that hits it before the end of the target's next turn deals an additional 1d10 force damage. On a successful save, the target takes half as much additional force damage on the next attack that hits it, and suffers no additional effect.

Force Potency. When you cast this power using a force slot of 3rd level or higher, the force damage increases by 1d10 for each slot level above 2nd.

INSANITY

5th-level dark side power

Prerequisite: Horror

Casting Time: 1 action

Range: Self (30-foot sphere)

Duration: Concentration, up to 1 minute

This power assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 30-foot-radius sphere centered on you must succeed on a Wisdom saving throw when you cast this power or be affected by it.

An affected target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn. This power has no effect on constructs or droids.

d8 Behavior

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Force Potency. When you cast this power using a power slot of 6th level or higher, the radius of the sphere increases by 5 feet for each force slot level above 5th.

KILL

9th-level dark side power

Prerequisite: Ruin

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the power has no effect.

KNIGHT SPEED

3rd-level universal power

Prerequisite: Burst of Speed

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

LIGHTNING CHARGE

At-will dark side power

Casting Time: 1 action

Range: Varies

Duration: Instantaneous

You imbue your weapon with debilitating force lightning. As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the lightning leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes lightning damage equal to your forcecasting ability modifier.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 lightning damage to the target, and the lightning damage to the second creature increases to 1d8 + your forcecasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

LOCATE CREATURE

4th-level universal power

Prerequisite: Locate Object

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Describe or name a creature familiar to you. You sense the direction to the creature's location, as long as it's within 1000 feet of you. If the creature is in motion, you know the direction of its movement. The power can locate a specific creature known to you or the nearest of a specific kind, as long as you have seen it while within 30 feet of it. If the creature is in a different form, the power doesn't work. This power can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

LOCATE OBJECT

2nd-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Describe or name an object. You sense the direction to the object's location, as long as it's within 1000 feet of you. If the object is in motion, you know the direction of its movement. The power can locate a specific object known to you, as long as you have seen it while within 30 feet of it. Alternatively, the power can locate the nearest object of a particular kind. This power can't locate an object if any thickness of lead blocks a direct path between you and the object.

MADDENING DARKNESS

8th-level dark side power

Prerequisite: Shroud of Darkness

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 10 minutes

Terrifying darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the power ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Unenhanced light, as well as light created by powers of 8th level or lower, can't illuminate the area. Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

MALACIA

1st-level universal power

Prerequisite: Mind Trick

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range is overcome with a sense of dizziness and nausea, as you disturb its equilibrium with the Force. The creature must make a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the power ends. This power has no effect on droids or constructs.

MASS ANIMATION

5th-level universal power

Prerequisite: Animate Weapon

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You snag several objects using the Force and whip them into the air around you, controlling them to attack at your command. Choose up to ten unenhanced objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as

eight objects. You can't control any object larger than Huge. Each object animates and hovers near you, remaining within 100 feet of you for the duration. An animated object behaves as though it is a construct, with AC, hit points, and attacks determined by its size, and a flying speed of 30 feet. As a bonus action, you can mentally direct any object controlled by this power. If you control multiple objects, you can command any or all of them at the same time. You decide what action the object will take and where it will move. The objects act at the end of your turn. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and kinetic damage determined by its size.

Size	HP	AC	Attack	Kinetic Damage
Tiny	20	16	+6 to hit	1d4+3
Small	25	15	+6 to hit	1d8+2
Medium	40	13	+5 to hit	2d6+1
Large	50	10	+6 to hit	2d10+2
Huge	80	10	+8 to hit	2d12+4

Force Potency. If you cast this power using a force slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

MASS COERCE MIND

6th-level universal power

Prerequisite: Coerce Mind

Casting Time: 1 action

Range: 60 feet

Duration: 24 hours

You suggest a course of activity (limited to a sentence or two) and influence with the Force up to twelve creatures of your choice that you can see within range and that can hear and understand you.

Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself automatically negates the effect of the power.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the power ends, the activity isn't performed. If you or any of your companions damage a creature affected by this power, the power ends for that creature. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a 7th-level force slot, the duration is 10 days. When you use an 8th-level force slot, the duration is 30 days. When you use a 9th-level force slot, the duration is a year and a day.

MASS HYSTERIA

9th-level dark side power

Prerequisite: Hysteria

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, manifesting their worst nightmares as an implacable threat visible only to them. Each creature in a 30-foot radius sphere is frightened for the duration of the power. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 5d10 psychic damage. On a successful save, the power ends for that creature. This power has no effect on droids or constructs.

MASS MALACIA

3rd-level universal power

Prerequisite: Malacia

Casting Time: 1 action

Range: 120 feet (30-foot cube)

Duration: Concentration, up to 1 minute

Each creature in a 30-foot cube within range must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this power, the creature is incapacitated and has a speed of 0.

The power ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. This power has no effect on droids or constructs.

MASTER BATTLE MEDITATION

9th-level universal power

Prerequisite: Improved Battle Meditation

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

You exude an aura out to 30 feet that boosts the morale and overall battle prowess of you and your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your meditation makes an attack roll or a saving throw, they can roll a d8 and add the number rolled to the attack roll or saving throw.

Whenever a hostile creature enters your meditation or starts its turn there, it must make a Charisma saving throw. On a failed save, it must roll a d8 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 1 day.

MASTER FEEDBACK

9th-level dark side power

Prerequisite: Greater Feedback

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected. Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned.

A stunned target can make a Wisdom saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

MASTER FORCE BARRIER

8th-level light side power

Prerequisite: Improved Force Barrier

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

This power massively bolsters your allies with toughness and resolve. Creatures of your choice in a 30-foot radius around you when you cast this power gain the following benefits:

The creature sheds dim light in a 5-foot radius. The creature has advantage on all saving throws. Other creatures have disadvantage on attack rolls against them.

When a dark side creature hits them with a melee attack, that creature must make a Constitution saving throw or be blinded until the power ends.

MASTER FORCE IMMUNITY

8th-level universal power

Prerequisite: Improved Force Immunity

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Duration: Concentration, up to 1 hour

A 10-foot-radius faintly shimmering barrier surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you. Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

- Targeted Effects. Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.

- **Enhanced Areas.** The area of another power or enhanced effect, such as force storm, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.
- **Powers.** Any active power or other enhanced effect on a creature or an object in the sphere is suppressed while the creature or object is in it.
- **Enhanced Items.** The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 vibroword in the sphere functions as an unenhanced vibroword. An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced saberspear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.
- **Enhanced Travel.** Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.
- **Creatures and Objects.** A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.
- **Tech Override/Sever Force.** Powers and enhanced effects such as sever force have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

MASTER FORCE SCREAM

8th-level dark side power

Prerequisite: Improved Force Scream

Casting Time: 1 action

Range: Self (60-foot radius)

Duration: Instantaneous

You emit a cacophonous scream imbued with the power of the Force. Each creature you choose within 60 feet of you must succeed on a Constitution saving throw. On a failed save, a creature takes 6d6 psychic damage, 6d6 sonic damage, is deafened, knocked prone, and blinded for 1 minute. On a successful save, it takes half as much damage and isn't deafened, knocked prone, or blinded by this power.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

MASTER HEAL

9th-level light side power

Prerequisite: Greater Heal

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This power has no effect on droids or constructs.

MASTER MALACIA

6th-level universal power

Prerequisite: Mass Malacia

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose one creature that you can see within range. The creature reels with extreme dizziness and nausea for the duration. Creatures that can't be charmed are immune to this power.

The affected creature must use all of its movement to writhe in discomfort without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this power, other creatures have advantage on attack rolls against it. As an action, an affected creature makes a Wisdom saving throw to regain control of itself. On a successful save, the power ends. This power has no effect on droids or constructs.

MASTER REVITALIZE

9th-level light side power

Prerequisite: Improved Revitalize

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 1 day. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with all its hit points. This power has no effect on droids or constructs.

This power closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The power replaces damaged or missing organs and limbs.

MASTER SABER THROW

7th-level universal power

Prerequisite: Greater Saber Throw

Casting Time: 1 action

Range: Self (90-foot line)

Duration: Instantaneous

When you cast this power, you must be wielding at least one lightweapon or vibroweapon, otherwise the power fails. When you cast this power, you can throw two weapons, striking creatures in two lines originating from yourself, both 90 feet long and 5 feet wide, or you can throw one weapon in a 90-foot long, 5-foot wide line of your choice originating from yourself and change its direction to move in a second identical line of your choice within range. Each creature in a line must make a Dexterity saving throw. A creature takes 5d8 damage of the same type as the weapon's damage and 5d8 force damage on

a failed save, or half as much damage on a successful one. A creature in the area of more than one line is affected only once. The weapons then immediately return to your hand.

Force Potency. When you cast this power using a force slot of 8th level or higher, the weapon damage and force damage each increase by 1d8 for each slot level above 7th.

MASTER SPEED

7th-level universal power

Prerequisite: Knight Speed

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose up to two willing creatures that you can see within range. Until the power ends, each targets' speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.

When the power ends, each target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Force Potency. When you cast this power using a force slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

MIND BLANK

8th-level universal power

Prerequisite: Mind Trap

Casting Time: 1 action

Range: Touch

Duration: 24 hours

Until the power ends, one willing creature you touch is immune to psychic and sonic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The power foils powers or effects of similar power used to affect the target's mind or to gain information about the target

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MIND PRISON

6th-level dark side power

Prerequisite: Mind Trap

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the power ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, a storm of blaster-fire, or deadly toxic gas, for example. Whatever form the illusion

takes, the target can't see or hear anything beyond it and is restrained for the power's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the power ends. This power has no effect on droids or constructs.

MIND SPIKE

2nd-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

Choose one creature you can see. The target must make a Wisdom saving throw. A creature takes 3d8 psychic damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, you always know the target's location, but only while the two of you are on the same planet. The target can't become hidden from you, and if it's invisible, it gains no benefits from this condition against you. This power has no effect on droids or constructs.

MIND TRAP

4th-level universal power

Prerequisite: Force Confusion

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to trap the mind of your target in a psychic cage. The target must make a Charisma saving throw. On a failed save, the creature is incapacitated for the duration as its mind is trapped. It can think, but it can't have any contact with or perceive the outside world. If the creature takes damage, it makes another Charisma save. On a success, the power ends. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 6th level or higher, after 1 minute of concentration the power's duration becomes 24 hours and it no longer requires your concentration.

MIND TRICK

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a target within range that isn't hostile toward you. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks. On a successful save, the creature realizes that you tried to use the Force to influence its awareness and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it. This power has no effect on droids or constructs.

MORICHRO

3rd-level light side power

Prerequisite: Cloud Mind

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the power's duration, or until you use an action to touch the target and dismiss the power, the target appears dead to all outward inspection and to powers used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the power, or becomes diseased or poisoned while under the power's effect, the disease and poison have no effect until the power ends. This power has no effect on droids or constructs.

NECROTIC CHARGE

At-will dark side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you can choose to deal up to 1d8 of necrotic damage, which you suffer as well. This damage can't be reduced or negated in any way.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and you can increase the secondary damage to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

NECROTIC TOUCH

At-will dark side power

Casting Time: 1 action

Range: Touch

Duration: 1 round

You attempt to drain the essence from a creature. Make a melee force attack against the target. If the attack hits, the creature takes 1d6 necrotic damage, and you gain temporary hit points equal to the damage dealt until the end of your next turn.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PHASESTRIKE

1st-level universal power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Until the power ends, your movement doesn't provoke opportunity attacks. Once before the power ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

PHASEWALK

2nd-level universal power

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.

PLAGUE

3rd-level dark side power

Prerequisite: Affliction

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Constitution saving throw or be affected by this power for the duration.

An affected target gains 1 slowed level, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

A creature affected by this power makes another Constitution saving throw at the end of its turn. On a successful save, the effect ends for it.

PLANT SURGE

3rd-level light side power

Casting Time: 1 action or 8 hours

Range: 150 feet

Duration: Instantaneous

If you cast this power using 1 action, all normal plants in a 100-foot radius centered on a point become overgrown. Moving through the area spends 4 feet of movement for every 1 foot moved. You can exclude areas of any size within the power's area from being affected.

If you cast this power over 8 hours, all plants in a half-mile radius centered on a point yield twice the normal amount of food when harvested for 1 year.

PRECOGNITION

9th-level universal power

Prerequisite: Danger Sense

Casting Time: 1 minute

Range: Self

Duration: 8 hours

Your mastery of the Force gives you a limited ability to see into the immediate future. For the duration, you can't be surprised and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

PROJECT

1st-level light side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You lift three piles of debris or small objects from the ground and hurl them. Each pile hits a creature of your choice that you can see within range. The pile deals 1d4+1 force damage to its target. The piles all strike simultaneously and you can direct them to hit one creature or several.

Force Potency. When you cast this power using a force slot of 2nd level or higher, you lift and throw an additional pile of debris for each slot level above 1st.

PSYCHIC CHARGE

At-will dark side power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and its mouth is covered by a violet veil until the start of your next turn. If the target willingly speaks before then, it immediately takes 1d8 psychic damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target takes for speaking increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

PSYCHOMETRY

3rd-level universal power

Prerequisite: Telemetry

Casting Time: 1 minute

Range: Self

Duration: 10 minutes

For the duration, you gain the ability to "communicate" telepathically with inanimate objects you touch. You can ask up to five questions and receive answers from objects, usually in the form of a auditory or visual hallucination. For example, touching the rusted, broken remains of a lightsaber and asking how it got there may result in a brief vision of a disgruntled Jedi Knight casting it to the ground on that spot. An

object "questioned" in this way can only provide information relating to its past. The DM has the final say on what objects can be questioned, and to what extent.

RAGE

6th-level dark side power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You endow yourself with endurance and martial prowess fueled by the Force. Until the power ends, you can't cast powers, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the power ends, they are lost.
- You have advantage on attack rolls that you make with lightweapons and vibroweapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, lightweapons, and vibroweapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Immediately after the power ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

REBUKE

At-will light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You strike a creature with the righteous fury of the Force. Make a melee force attack against the target, if the attack hits, the target takes force damage depending on its alignment: a dark-aligned creature takes 1d12 force damage, a balanced creature takes 1d10 force damage, and a light-aligned creature takes 1d8 force damage.

The power's damage increases by one die when you reach 5th, 11th, and 17th level.

REMOVE CURSE

3rd-level light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed enhanced item, its curse remains, but the power breaks its owner's attunement to the object so it can be removed or discarded.

RESCUE

2nd-level universal power

Casting Time: 1 bonus action

Range: 30 feet

Duration: Instantaneous

You pull one willing ally you can see within 30 feet of you to an unoccupied space within 5 feet of you. The target must use their reaction to accept the pull.

RESISTANCE

At-will universal power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after the saving throw. The power then ends.

This power's die increases at higher levels: to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

RESTORATION

2nd-level light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. This power has no effect on droids or constructs.

REVITALIZE

5th-level light side power

Prerequisite: Spare the Dying

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 minutes. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This power has no effect on droids or constructs.

This power also neutralizes any poisons and cures diseases that affected the creature at the time it died.

This power closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, or instance—the power automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

RUIN

7th-level dark side power

Prerequisite: Wound

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You channel the dark side of the Force to desecrate a creature you can see within range, causing waves of intense pain to assail it. If the target has 100 hit points or fewer, it is subject to crippling pain.

Otherwise, the power has no effect on it.

While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a power, it must first succeed on a Constitution saving throw, or the casting fails and the power is wasted.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

SABER REFLECT

At-will universal power

Casting Time: 1 reaction, which you take in response to being dealt damage by a ranged attack

Range: Self

Duration: Instantaneous

In response to being attacked, you raise your weapon to attempt to deflect. When you use this power, the damage you take from the attack is reduced by 1d6. If you reduce the damage to 0, you're wielding a lightweapon or vibroweapon, and the damage is energy or ion, you can reflect the attack at a target within range as part of the same reaction. Make a ranged force attack at a target you can see. The attack has a normal range of 20 feet and a long range of 60 feet. On a hit, the target takes the triggering attack's normal damage.

The power's damage reduction increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SABER THROW

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

As a part of the action used to cast this power, you must make a ranged force attack with a lightweapon or vibroweapon against one target within the power's range, otherwise the power fails. On a hit, the target takes 1d8 damage of the same type as the weapon's damage. The weapon then immediately returns to your hand.

This power can hit multiple targets when you reach higher levels: two targets at 5th level, three targets at 11th level, and four targets at 17th level. Each target must be within 30 feet of the previous target, you must make a separate attack roll for each target, and the last target must be no further than 30 feet away from you. You can not hit the same target twice in succession.

SABER WARD

At-will universal power

Casting Time: 1 action

Range: Self

Duration: 1 round

You take a defensive stance. Until the end of your next turn, you have resistance against kinetic, energy, and ion damage dealt by weapons.

SANCTUARY

1st-level light side power

Casting Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

Until the power ends, any creature who targets the warded creature with an attack, a harmful power, or a hostile action must first make a Wisdom saving throw.

On a failed save, the creature must choose a new target or lose the attack or power. This power doesn't protect the warded creature from area effects.

If the warded creature makes an attack, casts a power that affects an enemy creature, or takes a hostile action this power ends.

SAP VITALITY

1st-level dark side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Make a melee force attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

SCOURGE

6th-level dark side power

Prerequisite: Plague

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

For the power's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Constitution saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the power ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of scourge.

- Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
- Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.
- Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

SEETHE

At-will dark side power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You seethe with anger, letting the dark side of the Force flow through and empower you. As part of the action to cast this power, you spend one of your Hit Dice to recover hit points.

SENSE EMOTION

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You attune your senses to pick up the emotions of others for the duration. When you cast the power, and as your action on each turn until the power ends, you can focus your senses on one humanoid you can see within 30 feet of you. You instantly learn the target's prevailing emotion, whether it's love, anger, pain, fear, calm, or something else, and you have advantage on Wisdom (Insight) checks against the target. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm.

SENSE FORCE

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you sense the use of the Force, or its presence in an inanimate object within 30 feet of you. If you sense the Force in this way, you can use your action to determine the direction from which it originates and, if it's in line of sight, you see a faint aura around the person or object from which the Force emanates.

Force Potency. When you cast this power using a 3rd-level force slot, the range increases to 60 feet.

When you use a 5th-level force slot, the range increases to 500 feet. When you use a 7th-level force slot, the range increases to 1 mile. When you use a 9th-level force slot, the range increases to 10 miles.

SEVER FORCE

3rd-level universal power

Casting Time: 1 reaction

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a force power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your forcecasting ability. The DC equals 10 + the power's level. On a success, the creature's power fails and has no effect.

Force Potency. When you cast this power using a force slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the force slot you used.

SHADOW SIGHT

1st-level universal power

Casting Time: 1 action

Range: Self

Duration: 1 hour

You enhance your eyesight with the Force, allowing you to better see in the dark. For the duration, you have darkvision out to 60 feet.

SHARE LIFE

3rd-level light side power

Prerequisite: Give Life

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SHOCK

At-will dark side power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You hurl a bolt of lightning at a target within range, making a ranged force attack. On a hit, the target takes 1d10 lightning damage. The lightning ignites flammable objects in the area that aren't being worn or carried.

This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

SHOCKING SHIELD

4th-level dark side power

Prerequisite: Shock

Casting Time: 1 action

Range: Self

Duration: 10 minutes

Lightning courses in a sphere surrounding your body, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can use your action to end the power early.

Whenever a creature within 5 feet of you hits you with a melee attack, it takes 2d8 lightning damage.

SHROUD OF DARKNESS

4th-level dark side power

Prerequisite: Darkness

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You become heavily obscured to others. Dim light within 10 feet of you becomes darkness, and bright light becomes dim light.

Until the power ends, you have resistance to force damage. Additionally, whenever a creature within 10 feet of you hits you with an attack, it takes 2d8 necrotic damage.

SIPHON LIFE

5th-level dark side power

Prerequisite: Drain Life

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the power ends. On a failed save, the target takes 4d8 necrotic damage, and until the power ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The power ends if you use your action to do anything else, if the target is ever outside the power's range, or if the target has total cover from you. Whenever the power deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

Force Potency. When you cast this power using a force slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

SKILL EMPOWERMENT

5th-level light side power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Your power with the Force deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the power ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

SLOW

At-will dark side power

Casting Time: 1 action

Range: 15 feet

Duration: 1 hour

A hostile creature of your choice must make a Constitution saving throw. On a failed save, the target gains 1 slowed level until the power ends. At the end of each of the creature's turns, it repeats this saving throw, ending the effect on a success.

This power can affect multiple targets when you reach higher levels: two targets at 5th level, three targets at 11th level, and four targets at 17th level.

SLOW DESCENT

1st-level universal power

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the power ends. If the creature lands before the power ends, it takes no falling damage and can land on its feet, and the power ends for that creature.

SONIC CHARGE

At-will universal power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you begin to emanate a disturbing hum until the start of your next turn. If a hostile creature ends its turn within 5 feet of you, it takes 1d4 sonic damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 sonic damage to the target, and the secondary damage increases by 1d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.

SOUND TRICK

At-will universal power

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You use the Force to produce an effect within range. You create one of the following special effects within range:

- Your voice booms up to three times as loud as normal, and you can alter its tone for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a bird, or ominous whispers.
- You gain the ability to speak like another species for 1 minute, allowing you to speak in a language you know but otherwise lack the physical ability to speak, such as a Wookiee speaking Basic.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, a billowing of someone's clothes, or a flickering of unenhanced light fixtures within range.

A wary creature can use its action to make an Intelligence (Investigation) check against your force save DC, discerning that the effects are illusory on a success.

If you cast this power multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

SPARE THE DYING

At-will light side power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This power has no effect on droids or constructs.

SPIRIT BLADE

At-will universal power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You conjure a blade of spirit energy and attempt to strike one creature. Make a melee force attack against the target. If the attack hits, the creature takes 1d10 necrotic damage.

This power can make multiple attacks at higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level. Each attack can target the same creature or different ones. Make a separate attack roll for each target.

STASIS

5th-level light side power

Prerequisite: Stun

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

STASIS FIELD

8th-level light side power

Prerequisite: Stasis

Casting Time: 1 action

Range: 120 feet (30-foot cube)

Duration: Concentration, up to 1 minute

Choose a point that you can see within range. Each creature within range of that point must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of a target's turns, it can make another Wisdom saving throw. On a success, the power ends on the target. This power has no effect on droids or constructs.

Force Potency. When you cast this power using a force slot of 9th level, the size of the cube increases to 40 feet.

STUN

2nd-level light side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

STUN DROID

2nd-level light side power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a droid or construct that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the beginning of each of its turns, the target takes energy damage equal to your forcecasting ability modifier. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

SUSTAINED LIGHTNING

1st-level dark side power

Prerequisite: Shock

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You lash out against a creature within range with continual jolts of Force lightning. Make a ranged force attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The power ends if you use your action to do anything else.

The power also ends if the target is ever outside the power's range or if it has total cover from you. **Force Potency.** When you cast this power using a force slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

TELEKINESIS

5th-level universal power

Prerequisite: Force Throw

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures and objects with the Force. When you cast this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power.

- **Creature.** You can try to move a Huge or smaller creature. The target must make a Strength saving throw. On a failed save, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.
- **Object.** You move an object that isn't being worn or carried and weighs up to 2,500 lbs up to 30 feet in any direction, but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Force Potency. When you cast this power using a force slot of 6th level or higher, the maximum object weight increases by 2,500 lbs for every slot level above 5th.

TELEKINETIC BURST

6th-level light side power

Prerequisite: Telekinetic Storm

Casting Time: 1 action

Range: Self (60-foot line)

Duration: Concentration, up to 1 minute

A beam of Force energy flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 8d6 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. You can create a new telekinetic gust as your action on your turn until the power ends.

Force Potency. When you cast this power using a force slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

TELEKINETIC SHIELD

3rd-level universal power

Prerequisite: Animate Weapon

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You lift three piles of debris or small objects from the ground and interpose them between you and your opponents for the duration.

While at least three piles remain, you have three quarters cover. While two piles remain, you have half cover. While only one pile remains, you have one quarter cover. The piles don't hinder your attacks.

When you cast the power, or as an action on a subsequent turn, you can direct up to two piles to attack up to two creatures you can see within 30 feet.

Make a ranged force attack roll for each pile. On a hit, a creature takes 2d6 kinetic plus 1d10 force damage. The pile is destroyed whether it hits or misses.

Force Potency. If you cast this power with a force slot of 4th level or higher, the power creates one additional pile for each level above 3rd.

TELEKINETIC STORM

3rd-level light side power

Prerequisite: Turbulence

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 1 minute

You stir the Force around you, creating a turbulent field of telekinetic energy that buffets enemies around you. The field extends out to a distance of 15 feet around you for the duration.

When you cast this power, you can designate any number of creatures you can see to be unaffected by it.

An affected creature gains 1 slowed level while in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 3d8 force damage. On a successful save, the creature takes half as much damage.

Force Potency. When you cast this power using a force power slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

TELEKINETIC WAVE

8th-level light side power

Prerequisite: Telekinetic Burst

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You manipulate the Force in a 60-foot radius centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 12d6 force damage, is knocked prone, and moved 5 feet in a direction of your choice. On a successful save, it takes half as much damage and isn't knocked prone or moved.

Force Potency. When you cast this power using a force slot of 9th level, the damage increases by 2d6.

TELEMETRY

1st-level universal power

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the power. If it is an enhanced or modified item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any powers are affecting the item and what they are. If the item was created by a power, you learn which power created it. If you instead touch a creature throughout the casting, you learn what force powers, if any, are currently affecting it.

TREMOR

1st-level universal power

Prerequisite: Burst

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

You cause a tremor in the ground within range. Each creature other than you in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 1d8 kinetic damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

TRUE SIGHT

6th-level universal power

Prerequisite: Force Sight

Casting Time: 1 action

Range: Self

Duration: 1 hour

You shift your vision to see through use of the Force, giving you the ability to see things as they actually are. For the duration, you have truesight and notice secret doors hidden by powers, all out to a range of 120 feet.

TURBULENCE

At-will light side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose one creature, or choose two creatures that are within 5 feet of each other, within range. A target must succeed on a Dexterity saving throw or take 1d6 force damage.

This power's damage increases by 1d6 when you reach 5th, 11th, and 17th level.

VALOR

1st-level light side power

Prerequisite: Resistance

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Force Potency. When you cast this power with a force slot of 3rd level or higher, you can target one additional creature for every two slot levels above 1st. When you cast this power at 3rd, 6th, or 9th level, the die increases to d6, d8, and d10, respectively.

WALL OF LIGHT

6th-level light side power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You conjure an immense manifestation of destructive light side Force energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three quarters cover and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature takes 6d10 force damage, or half as much on a success.

WHIRLWIND

7th-level universal power

Casting Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 minute

A whirlwind howls down to a point that you can see on the ground within range. The whirlwind is a 10-foot radius, 30-foot-high cylinder centered on that point.

Until the power ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 kinetic damage on a failed save, or half as much damage on a successful one. Additionally, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the power ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the power ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your force save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 3d6x10 feet away from it in a random direction.

WILL OF THE FORCE

9th-level light side power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You sublimate yourself before the will of the Force, attempting to use it to affect change in the galaxy around you.

The basic use of this power is to duplicate any other light side or universal force power of 8th level or lower. You don't need to meet any requirements in that power; it simply takes effect. Alternatively, you can create one of the following effects of your choice:

- You summon one object to you of up to 250,000 cr in value that isn't an enhanced item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the improved restoration power. You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single power or other specific enhanced effect for 8 hours. For instance, you could make yourself and all your companions immune to the Manifestation of Abeloth's Will ability.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, will of the force could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This power might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary enhanced item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this power to produce any effect other than duplicating another power weakens you. After enduring that stress, each time you cast a power until you finish a long rest, you take 1d10 necrotic damage per level of that power, which can't be reduced or prevented in any way. Additionally, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Additionally, there is a 33 percent chance that you are unable to cast will of the force ever again if you suffer this stress. Finally, if you are reduced to 0 hit points as a result of this necrotic damage, or at any point before you have fully recovered from the Strength reduction, you immediately die and cannot be resurrected as your body fades away, absorbed into the living Force.

WOUND

1st-level dark side power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You make a piercing gesture at a creature within range. Make a ranged force attack against the target. On a hit, the target takes 2d8 necrotic damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

Force Potency. When you cast this power using a force slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

WRACK

6th-level dark side power

Prerequisite: Plague

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You wrack the body of a creature that you can see with a virulent, disease-like condition. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal immediately.

Force Potency. If you cast this power using a force slot of 7th level or higher, the power deals an extra 2d6 damage for each slot level above 6th.

Tech Powers

AT-WILL

Acid Splash
Acidic Strike
Assess the Situation
Combustive Shot
Cryogenic Burst
Echo Blast
Electrical Burst
Electroshock
Encrypted Message
Extinguish
Haywire
Illusory Strike
Ion Blast
Ionic Strike
Jet of Flame
Light
Mending
Minor Defibrillation
Minor Hologram
Mobile Lights
On/Off
Pheromone Burst
Poison Spray
Pressure Crush
Reboot
Rime Shot
Rime Strike
Short Circuit
Sonic Shot
Sonic Strike

Spectrum Ray
Storming Shot
Targeting Shot
Temporary Boost
Venomous Strike
Vortex Shot
Ward
Warding Shot
Wire Line

1ST-LEVEL

Absorb Energy
Acid Wind
Alarm
Analyze
Bacta Pack
Buffer
Condense/Vaporize
Copy
Countermeasures
Cryogenic Blast
Cryogenic Wave
Decryption Program
Detect Enhancement
Element of Surprise
Energy Shield
Execute Command
Expeditious Retreat
Flame Sweep
Flash
Gleaming Outline
Hologram
Holographic Disguise
Homing Rockets
Ionic Bond
Kolto Pack
Oil Slick
Overload
Poison Dart
Preparedness
Repair Droid
Ring of Fire

Smoke Cloud
Sonic Fists
Spectrum Bolt
Spot the Weakness
Stack the Deck
Tactical Barrier
Target Lock
Toxin Scan
Tracer Bolt
Tracker Droid Interface
Tranquilizer
Translation Program
Voltaic Shield

2ND-LEVEL

Acid Dart
Capacity Boost
Cryogenic Volley
Concealed Caltrops
Darkvision
Detect Invisibility
Detect Traps
Electromesh
Energetic Burst
Enhance Droid
Frequency Scan
Glide
Hold Droid
Implant Message
Infiltrate
Kolto Dispenser
Lock
Magnetic Hold
Magnetic Field
Mirror Image
Motivator Boost
Overheat
Paralyze Humanoid
Pyrotechnics
Release
Shared Shielding
Shatter

Shocking Ray
Smuggle
Toxin Purge
Translocate
Truth Serum

3RD-LEVEL

Autonomous Servant
Bestow Virus
Cryogenic Suspension
Debilitating Gas
Destroy Tech
Diminish Tech
Enhance Weapon
Explosion
Fabricate Trap
Flaming Shots
Greater Hologram
Greater Light
Greater Translation Program
Invisibility to Cameras
Kolto Cloud
Protection from Energy
Read Memory
Remove Virus
Scramble Interface
Sabotage Charges
Sending
Slow-release Medpac
Tactical Advantage
Tech Override
Tonal Translocate
Vertical Maneuvering

4TH-LEVEL

Ballistic Shield
Cloaking Screen
Corrosive Sphere
Cryogenic Storm
Defibrillate
Elemental Accelerant
Holding Cell

Illusory Terrain
Kolto Reserve
Radiation
Salvo
Scan Area
Sensor Probe
Synchronicity
Wire Bind

5TH-LEVEL

Cryogenic Spray
Friendly Fire
Greater Analyze
Greater Translocate
Group Hologram
Immolate
Mass Repair Droid
Mislead
Override Interface
Paralyze Creature
Reprogram Droid
Rewrite Memory
Shutdown
Skill Protocol
Toxic Cloud

6TH-LEVEL

Carbon Fog
Carbonite
Contingency
Disperse Energy
Disintegrate
Find the Path
Firestorm
Kolto Infusion
Programmed Illusion
Scrambling Barrier
Security Protocols
Superior Translation
Program

7TH-LEVEL

Cage
Delayed Explosion
Greater Sabotage Charges
Neurotoxin
Project Hologram
Tactical Superiority

8TH-LEVEL

Antipathy/Sympathy
Energizing Aura
Incendiary Cloud
Scrambling Field
Stun Dart

9TH-LEVEL

Carbonite Explosion
Greater Explosion
Greater Salvo
Invulnerability
Kolto Waves
Predictive AI

ABSORB ENERGY

1st-level tech power

Casting Time: 1 reaction, which you take when you take acid, cold, energy, fire, ion, kinetic, lightning, or sonic damage

Range: Self

Duration: 1 round

The power captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the power ends.

Overcharge Tech. When you cast this power using a power slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

ACID DART

2nd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

A shimmering green dart streaks toward a target within range and bursts in a spray of acid. Make a ranged tech attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4

acid damage at the end of its next turn. On a miss, the dart splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

ACID SPLASH

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You emit a burst of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ACID WIND

1st-level tech power

Casting Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

You produce a breeze full of stinging acid droplets. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d4 acid damage and is blinded until the end of your next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

ACIDIC STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in a thick acidic slime until the start of your next turn. Until the start of your next turn, if the target becomes grappled, or succeeds in grappling or maintaining a grapple, the slime is pressed into its body, causing it to immediately take 1d8 acid damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes for taking grappling or maintaining a grapple increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

ALARM

1st-level tech power

Casting Time: 1 minute

Range: 30 feet

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the power ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the power, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A silent alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This pin awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

ANALYZE

1st-level tech power

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the power. If it is an enhanced or modified item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any powers are affecting the item and what they are. If the item was created by a power, you learn which power created it.

If you instead touch a creature throughout the casting, you learn what tech powers, if any, are currently affecting it.

ANTIPATHY/SYMPATHY

8th-level tech power

Casting Time: 1 hour

Range: 60 feet

Duration: 10 days

This power attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as rancors, kath hounds, or twi'leks. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

- **Antipathy.** The power causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it,

the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

- **Sympathy.** The power causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.
- **Ending the Effect.** If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as unnatural. In addition, a creature affected by the power is allowed another Wisdom saving throw every 24 hours while the power persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

ASSESS THE SITUATION (True Strike, Do not use)

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 round

You take a sensory snapshot of a target within range. Your tech grants you a brief insight into the target's defenses. You have advantage on the next attack roll you make against the target before the end of your next turn.

This power benefits additional attacks at higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level.

AUTONOMOUS SERVANT

3rd-level tech power

Casting Time: 1 minute

Range: Touch

Duration: 8 hours, or until the end of your next short or long rest; whichever happens first

You touch one Tiny, unenhanced object that isn't attached to another object or a surface and isn't being carried by another creature. The target animates and gains little arms and legs, becoming a creature under your control until the power ends or the creature drops to 0 hit points. See the stat block for its statistics. As a bonus action, you can nonverbally command the creature if it is within 120 feet of you. (If you control multiple creatures with this power, you can command any or all of them at the same time, issuing the same command to each one.) You decide what action the creature will take and where it will move during its next turn, or you can issue a simple, general command, such as to fetch a code cylinder, stand watch, or stack some small objects. If you issue no commands, the servant does nothing other

than defend itself against hostile creatures. Once given an order, the servant continues to follow that order until its task is complete.

When the creature drops to 0 hit points, it reverts to its original form, and any remaining damage carries over to that form.

The creature is considered a valid target for the tracker droid interface power.

SERVANT

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (4d4)

Speed 30 feet, climb 30 feet

STR 4 (-3) **DEX** 16 (+3) **CON** 10 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 1 (-5)

Damage Vulnerabilities ion

Damage Resistances necrotic, poison, psychic

Condition Immunities charmed, deafened, exhaustion, poisoned

Senses blindsight 60 feet (blind beyond this radius), passive Perception 10

Languages —

Circuitry. The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit 5 (1d4 + 3) kinetic damage.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you can animate two additional objects for each slot level above 3rd.

BACTA PACK

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

You create a luminescent pack of bacta in any space, occupied or unoccupied, within range. The pack remains in its space until it is activated by any creature you choose. If the space you choose is occupied by a creature you have designated, it can use its reaction to immediately activate the pack; otherwise, a creature within 5 feet of the pack can use a bonus action to touch it and activate it.

When the pack is activated by a designated creature, that creature regains hit points equal to 1d6 + your techcasting modifier, and the pack is consumed. If the power ends before the pack has been activated, it becomes useless and disintegrates. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you may either increase the healing of a single pack by 1d6 for each slot level above 1st, or create another pack in a separate space, with one additional pack for each slot level above 1st.

BALLISTIC SHIELD

4th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

A flickering blue shield surrounds your body. Until the power ends, you have resistance to kinetic, energy, and ion damage.

BESTOW VIRUS

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch a droid, construct, or a creature with a tech focus, and it must succeed on an Intelligence saving throw or receive a tech-based curse for the duration of the power. When you cast this power, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make an Intelligence saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and powers deal an extra 1d8 lightning damage to the target.

A remove virus power ends this effect. At the GM's discretion, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

Overcharge Tech. If you cast this power using a tech slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a tech slot of 5th level or higher, the duration is 8 hours. If you use a tech slot of 7th level or higher, the duration is 24 hours. If you use a 9th-level tech slot, the power lasts until it is dispelled. Using a tech slot of 5th level or higher grants a duration that doesn't require concentration.

BUFFER

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

You gain 1d4 + 4 temporary hit points for the duration.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

CAGE

7th-level tech power

Casting Time: 1 action

Range: 100 feet

Duration: 1 hour

An immobile, invisible, cube-shaped prison composed of energy springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any powers cast into or out of the area.

When you cast the power, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by unenhanced means. If the creature tries to teleport to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that power to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the power or effect.

This power can't be dispelled.

CAPACITY BOOST

2nd-level tech power

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 minute

You empower a blaster weapon you are holding. For the duration, you can reload the weapon once on each of your turns without using an action, and as a bonus action on each of your turns you can make one attack with the weapon.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, you can make two attacks with your bonus action, instead of one.

CARBON FOG

6th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a cloud of icy fog in a 20-foot-radius sphere centered on a point you can see. The sphere extends around corners, and its area is heavily obscured. The fog is semi-solid, and its area is considered difficult terrain. Each creature that enters the power's area for the first time on a turn or starts its turn there takes 4d6 cold damage and gains 1 slowed level until the end of its turn. The fog lasts for the duration of the power or until it's dispersed by a wind of moderate or greater speed (at least 10 mph).

CARBONITE

6th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to freeze one creature that you can see within range into carbonite. The creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this power must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this power three times, the power ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while frozen in carbonite, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this power for the entire possible duration, the creature is frozen in carbonite until the effect is removed.

CARBONITE EXPLOSION

9th-level tech power

Casting Time: 1 action

Range: 250 feet

Duration: Instantaneous

You generate an explosion of cryogenic energy in a 60-foot-radius sphere centered on a point you can see within range. Each creature in the affected area must make a Constitution saving throw. On a failed save, the creature takes 8d6 + 20 cold damage and is restrained for 1 minute as it is encased in carbonite. On a successful save, the creature takes half damage and is restrained until the end of its next turn.

As an action, a restrained creature can make a Strength check against your tech save DC, ending this effect on itself on a success.

A creature reduced to 0 hit points by this power dies instantly, as its body shatters into frozen chunks.

CLOAKING SCREEN

4th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

COMBUSTIVE SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's

normal effects, and it ignites in flame. At the start of your next turn, the creature takes fire damage equal to your techcasting ability modifier. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames, the effect ends.

This power's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 fire damage to the target, and the damage at the start of your next turn increases to 1d4 + your tech casting ability modifier. Both damage rolls increase by 1d6 and 1d4, respectively, at 11th level and 17th level.

CONCEALED CALTROPS

2nd-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 hour

You scatter a large number of caltrops across ground in a 20-foot radius centered on a point within range. These caltrops pierce deep into the feet and boots of anyone who walks upon them. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 kinetic damage for every 5 feet it travels.

The caltrops are nearly invisible to the naked eye. Any creature that can't see the area at the time the power is cast must make a Wisdom (Perception) check against your tech save DC to notice the caltrops before entering the area.

CONDENSE/VAPORIZE

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

In an open container, you can create up to 10 gallons of drinkable water. You may also produce rain that falls within a 30-foot cube and extinguishes open-air flames. You can destroy the same amount of water in an open container, or destroy a 30-foot cube of fog.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the amount of water you can create increases by 10 gallons, or the size of the cube increases by 5 feet, for each slot level above 1st.

CONTINGENCY

6th-level tech power

Casting Time: 10 minutes

Range: Self

Duration: 10 days

Choose a tech power of 5th-level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that power, called the contingent power, as part of casting contingency, expending tech points for both, but the contingent power doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two

powers. The contingent power takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent power takes effect only on you, even if it can normally target others. You can use only one contingency power at a time. If you cast this power again, the effect of another contingency power on you ends. Also, contingency ends on you if your tech focus is ever not on your person.

COPY

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

This power creates a perfect duplicate of any written, drawn, or digital visual, audio or text-based data that you touch onto a datapad or datacard you supply. You can copy up to 10 pages of text or 10 minutes of visual or audio data with one casting of this power.

Enhanced documents, such as datacrons, blueprints, or encrypted documents, can't be copied with this power.

CORROSIVE SPHERE

4th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You create a globule of acid and hurl it at a point within range, where it explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

COUNTERMEASURES

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 10 minutes

For the duration, you gain the following benefits:

You are immune to the homing rockets tech power. You and objects you are wearing or carrying cannot be detected by tech powers that reveal your location, such as scan area or frequency scan, unless the caster makes a successful Intelligence saving throw.

Creatures have disadvantage on Wisdom (Survival) checks to track you.

CRYOGENIC BLAST

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You release a shard of cryogenic energy at one creature within range. Make a ranged tech attack against the target. On a hit, the target takes 1d10 kinetic damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

CRYOGENIC BURST

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You emit a burst of cold energy at a creature within range. Make a ranged tech attack against the target. On a hit, it takes 1d8 cold damage, and gains 1 slowed level until the start of your next turn.

The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CRYOGENIC SPRAY

5th-level tech power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

A blast of cold air erupts from you. Each creature in a 60-foot cone must make a Constitution saving throw. On a failed save, a creature takes 8d8 cold damage, and gains 1 slowed level until the start of your next turn. On a successful save, a creature takes half as much damage and isn't slowed.

A creature killed by this power becomes frozen in carbonite.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

CRYOGENIC STORM

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

A storm of cryogenic energy encompasses the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 kinetic damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

The storm's area of effect becomes difficult terrain until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the kinetic damage increases by 1d8 for each slot level above 4th.

CRYOGENIC SUSPENSION

3rd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Dexterity saving throw or be affected by this power for the duration. An affected target gains 1 slowed level, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a power with a casting time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

A creature affected by this power makes another Dexterity saving throw at the end of its turn. On a successful save, the effect ends for it.

CRYOGENIC VOLLEY

2nd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

An explosion of cold energy erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 3d6 cold damage, and gains 1 slowed level until the start of your next turn. On a successful save, a creature takes half as much damage and isn't slowed.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

CRYOGENIC WAVE

1st-level tech power

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

A wave of cold energy spreads out from you. Each creature in a 15-foot cone must make a Constitution saving throw. On a failed save, a creature takes 2d6 cold damage and gains 1 slowed level until the end of its next turn. On a success, it takes half as much damage, and suffers no additional effect.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. At 3rd level or above, a creature gains 2 slowed levels on a

failed save. At 5th level or above, a creature gains 3 slowed levels on a failed save. At 7th level or above, a creature gains 4 slowed levels on a failed save.

DARKVISION

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

DEBILITATING GAS

3rd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of gas centered on a point. The cloud spreads around corners and its area is heavily obscured. It lingers in the air for the duration.

Each creature completely in the cloud at the start of its turn must make a Constitution save against poison. On a failure, the creature does nothing that turn.

Creatures that don't need to breathe or are immune to poison automatically succeed.

A wind of 10mph disperses the cloud after 4 rounds.

A wind of 20mph disperses it after 1 round.

DECRYPTION PROGRAM

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You gain insight into an encrypted message you are holding when you cast this power, granting you advantage on ability checks you make to decipher the document.

DEFIBRILLATE

4th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature that has died within the last minute and administer a shock to restore it to life. That creature returns to life with 1 hit point. This power can't return to life a creature that has died of old age, nor can it restore any missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the power automatically fails. Once this power has restored a creature to life, it cannot benefit from this power again until it finishes a short or long rest.

DELAYED EXPLOSION

7th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

You create a delayed explosion at a point within range. When the power ends, either because your concentration is broken or because you decide to end it, the explosion occurs. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The power's base damage is 12d6. If at the end of your turn the explosion has not yet occurred, the damage increases by 1d6.

If the explosion is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the power ends immediately, causing the explosion.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

DESTROY TECH

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Make a ranged tech attack against a creature within range. On a hit, the target takes 4d8 ion damage. Additionally, if the target has tech points, it must make an Intelligence saving throw. On a failed save, it loses 5 tech points, as though it expended a tech slot.

Overcharge Tech. When you cast this power with a tech slot of 4th level or higher, the ion damage increases by 1d8, and the amount of tech points lost increases by 1 for each slot level above 3rd.

DETECT ENHANCEMENT

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of any enhancements within 30 feet of you. If you sense an enhancement in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears an enhancement.

The power is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT INVISIBILITY

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible.

DETECT TRAPS

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You sense the presence, general location, and nature of any trap within 120 feet of you that is within line of sight. A trap, for this power, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended by its creator.

While the power is active, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find any traps that are within line of sight.

DIMINISH TECH

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or tech effect within range. Any tech power of 3rd level or lower on the target ends. For each tech power of 4th level or higher on the target, make an ability check using your techcasting ability. The DC equals 10 + the power's level. On a success, the power ends.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you automatically end the effects of a tech power on the target if the power's level is equal to or less than the level of the tech slot you used.

DISINTEGRATE

6th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A blast of corrosive energy emits from you. Choose a target within range. A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 acid damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

This power automatically disintegrates a Large or smaller object. If the target is a Huge or larger object, this power disintegrates a 10-foot-cube portion of it.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

DISPERSE ENERGY

6th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You have resistance to acid, cold, fire, lightning, and sonic damage for the power's duration. When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the power ends.

ECHO BLAST

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You emit a reverberating pulse of sound at a target within range. The target must succeed on a Wisdom saving throw or take 1d8 sonic damage.

This power can hit multiple targets in succession when you reach higher levels: two targets at 5th level, three targets at 11th level, and four targets at 17th level. Each target must be within 30 feet of the previous target, and the last target must be no further than 30 feet away from you. You can not target the same creature twice in succession.

ELECTRICAL BURST

At-will tech power

Casting Time: 1 action

Range: Self (5-foot sphere)

Duration: Instantaneous

You emit a burst of electricity. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 lightning damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ELECTROMESH

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You expel a mass of thick, adhesive mesh at a point of your choice within range. The mesh fills a 20-foot cube from that point for the duration. The mesh is difficult terrain and lightly obscures their area.

If the mesh isn't anchored between two solid masses (such as walls) or layered across a floor, wall, or ceiling, the electromesh collapses on itself, and the power ends at the start of your next turn. Mesh layered over a flat surface has a depth of 5 feet.

Each creature that starts its turn in the mesh or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mesh or until it breaks free. A creature restrained by the mesh can use its action to make a Strength check against your tech save DC. If it succeeds, it is no longer restrained.

The mesh is flammable. Any 5-foot cube of electromesh exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

ELECTROSHOCK

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Lightning springs from you to deliver a shock to a creature you try to touch. Make a melee tech attack against the target. You have advantage on the attack roll if the target is made of metal or wearing armor made of metal. On a hit, the target takes 1d8 lightning damage and becomes shocked until the start of its next turn.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELEMENT OF SURPRISE

1st-level tech power

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Duration: Instantaneous

You expel a sabotage charge at the creature that attacked you. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

ELEMENTAL ACCELERANT

4th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Choose one creature you can see and one damage type: acid, cold, fire, lightning, or sonic. The target must make a Constitution saving throw. If it fails, the first time on each turn when it takes damage of the chosen type, it takes an extra 2d6 damage of it. The target also loses resistance to the type until the power ends.

Overcharge Tech. You can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

ENCRYPTED MESSAGE

At-will tech power

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

You point your finger toward a creature within range that possesses a commlink and whisper a message. The target (and only the target) hears the message and can send an encrypted reply that only you can hear. These messages cannot be intercepted or decrypted by unenhanced means.

You can cast this power through solid objects if you are familiar with the target and know it is beyond the barrier. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. The power doesn't have to follow a straight line and can travel freely around corners or through openings.

ENERGETIC BURST

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

A creature you touch gains 10 temporary hit points. While it has these hit points, the creature can add 1d4 to its saving throws. Any remaining temporary hit points are lost when the power ends.

Overcharge Tech. When you cast this power with a tech slot of 3rd level or higher, the target gains 5 additional temporary hit points for each slot level above 2nd. When you cast this power at 4th level or higher, the die size increases for every two slot levels above 3rd (d6 at 4th level, d8 at 6th level, d10 at 8th level).

ENERGIZING AURA

8th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Energizing light radiates out from you in a 30-foot radius. Creatures of your choice in that radius when you cast this power have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the power ends.

ENERGY SHIELD

1st-level tech power

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: 1 round

You quickly create an energy shield. Until the start of your next turn, you have a +5 bonus to AC. This includes the triggering attack.

ENHANCE DROID

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a droid or construct and upgrade one of its aspects. Choose one of the following effects; the target gains that effect until the power ends.

- **Servomotor.** The target has advantage on Strength checks, and its carrying capacity doubles.
- **Motivator.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- **Power Core.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.
- **Databanks.** The target has advantage on Intelligence checks.
- **Sensors.** The target has advantage on Wisdom checks.
- **Relations Protocols.** The target has advantage on Charisma checks.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd.

ENHANCE WEAPON

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

An unenhanced weapon you touch becomes an enhanced weapon. Choose one of these damage types: acid, cold, energy, fire, ion, kinetic, or lightning. For the duration, an unenhanced weapon you touch has a +1 to attack rolls and deals an extra 1d4 damage of the chosen type.

Overcharge Tech. When you cast this power using a 5th or 6th level tech slot, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

EXECUTE COMMAND

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

You dictate a one-word command to a droid or construct you can see within range. The target must succeed on an Intelligence saving throw or follow the command on its next turn. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. Some typical commands and their effects follow. You might

issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the power ends.

- **Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Deactivate.** The target falls prone and then ends its turn.
- **Drop.** The target drops whatever it is holding and then ends its turn.
- **Flee.** The target spends its turn moving away from you by the fastest available means.
- **Halt.** The target doesn't move and takes no actions.

A flying target stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can affect one additional droid or construct for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

EXPEDITIOUS RETREAT

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

This power gives you a burst of adrenaline that allows you to move at an incredible pace. When you cast this power, and then as a bonus action on each of your turns until the power ends, you can take the Dash action.

EXPLOSION

3rd-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You create an explosion at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

EXTINGUISH

At-will tech power

Casting Time: 1 action

Range: 30 feet (5-foot cube)

Duration: Instantaneous

You spray carbon foam in a 5-foot cube originating from a point within range. Flames within the affected area are instantly quenched, and objects within the affected area cannot be ignited for at least one minute. Any creature in the affected area must make a Constitution saving throw or take 1d4 cold damage.

When you reach 5th level, this power can instead target a 10-foot cube within range. You gain additional options of increasing size when you reach 11th level (15-foot cube), and 17th level (20-foot cube).

FABRICATE TRAP

3rd-level tech power

Casting Time: 1 hour

Range: Touch

Duration: Until dispelled or triggered

When you cast this power, you create a trap that will later trigger in response to a certain condition. You must attach it either to a surface (such as a table or a section of floor or wall) or within an object that can be closed or turned on (such as a book, door, or computer terminal) to conceal the trap. The trap can cover an area no larger than 10 feet in diameter. At the GM's discretion, certain actions may cause the trap to break or be rendered inoperative.

The trap is well disguised, and generally requires a successful Intelligence (Investigation) check against your tech save DC to be found.

You decide what triggers the trap when you cast the power, such as entering a certain area or powering on the object. You can further refine the trigger so the trap activates only under certain circumstances or according to physical characteristics (such as height or weight) or creature kind (for example, the trap could be set to go off only droids or gungans). You can also set conditions for creatures that don't trigger the trap, such as those who say a certain password. You may only have one instance of this trap active at a time. If you cast another trap before the previous one is triggered, the other trap becomes inert.

When you create the trap, choose an explosive trap or a power trap:

- **Explosive Trap.** When triggered, the trap erupts in a 20-foot-radius sphere centered on the trap. The explosion spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or sonic damage on a failed saving throw (your choice when you create the trap), or half as much damage on a successful one.
- **Power Trap.** You can store a prepared tech power of 3rd level or lower in the trap by casting it as part of creating the trap. The trap must target a single creature or an area. The power being stored has no immediate effect when cast in this way. When the trap is triggered, the stored power is cast. If the trap has a target, it targets the creature that triggered the trap. If the power affects an area, the area is centered on that creature. If the power requires concentration, it lasts until the end of its full duration.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage of an explosive trap increases by 1d8 for each slot level above 3rd. If you create a power trap, you can store any power of up to the same level as the slot you use for this power.

FIND THE PATH

6th-level tech power

Casting Time: 1 minute

Range: Self

Duration: Concentration, up to 1 day

This power calculates out the shortest, most direct physical route to a specific fixed location that you are familiar with on the same planet. If you name a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a Black Sun lair"), the power fails.

For the duration, as long as you are on the same planet as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

FIRESTORM

6th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a point on the ground within range, incinerating everything in a 15-foot radius. All creatures must make a Dexterity saving throw, taking 8d8 fire damage on a failure or half as much on a success. All large or smaller creatures are pushed to the edge of the power's radius. You may choose one creature to be at the very center of the firestorm, if you do so that creature has disadvantage on its saving throw and is knocked prone on a failure.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 1d8 and the radius increases by 5 feet for each slot level above 6th.

FLAME SWEEP

1st-level tech power

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FLAMING SHOTS

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You channel tech power through a blaster weapon you are wielding. When a target takes damage from the chosen weapon, the target takes an extra 1d6 fire damage. The power ends when twelve shots have been fired.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the number of shots you can take with this power increases by two for each slot level above 3rd.

FLASH

1st-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: 1 round

You create a massive flash of light and explosion of sound at a point within range. Roll 6d10; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of the point are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this power is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

FREQUENCY SCAN

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you can detect electronic transmissions. When you cast the power and as your action on each turn until the power ends, you can focus on any one creature that you can see within 30 feet of you. If the creature you choose does not possess a commlink, or is not a droid or construct, the creature is unaffected.

If the creature possesses a commlink or other communications device, you receive any transmissions it broadcasts or receives for the duration.

Additionally, if the target is a droid or construct, you can read its "thoughts." You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), and something that looms large in its mind (such as its current objectives). If it succeeds, the power ends. Either way, the target (or its pilot, if it has one) knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the power ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this power is particularly effective as part of an interrogation.

You can also use this power to detect the presence of droids, constructs, or creatures bearing communications devices you can't see. When you cast the power or as your action during the duration, you can search for transmissions within 30 feet of you. The power can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

Once you detect the presence of a creature in this way, you can read its thoughts or transmissions for the rest of the duration as described above, even if you can't see it, but it must still be within range.

FRIENDLY FIRE

5th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You scramble the targeting protocols of nearby machines. Each droid or construct in a 30-foot-radius sphere centered on a point you choose within range must make an Intelligence saving throw. If a construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the power ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, power, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

GLEAMING OUTLINE

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the power is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

GLIDE

2nd-level tech power

Casting Time: 1 reaction, which you take when you or a creature within 30 feet of you falls

Range: 30 feet

Duration: 1 minute

One willing creature gains the ability to glide when falling. For the duration of the power, it falls at a rate of 30 feet per round and can move up to 30 feet horizontally as well on each of its turns. If the creature lands before the power ends, it takes no falling damage and can land on its feet, and the power ends for that creature.

GREATER ANALYZE

5th-level tech power

Casting Time: 10 minutes

Range: Self

Duration: Instantaneous

Name or describe a person, place, or object. This power gives you a summary of significant lore about it. If the thing you named isn't known outside of one planetary system, you gain no information. The more information you already have, the more detailed the information you receive is.

GREATER EXPLOSION

9th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

You expel a massive explosion at a point within range. Each creature in a 40-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 40d6 fire damage and is knocked prone on a failed save, or half as much damage on a successful one but remains standing. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

GREATER HOLOGRAM

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create an image no larger than a 20 foot cube. It appears at a spot you can see and lasts for the duration. It seems completely real, sounds and other sensory effects included. You can't create a sensory effect strong enough to cause damage or a condition. As long as you are within range of the illusion, you can use your action to make the image move to any other spot within range. As the image changes location, you can alter it so that its movements appear natural for the image.

Physical interaction with the image reveals it as an illusion. A creature can use its action to determine that it's an illusion with a successful Investigation check. If a creature learns it's an illusion, it can see through the image, and the other sensory qualities become faint to it.

Overcharge Tech. The power lasts until dispelled without requiring concentration if cast at 6th-level or higher.

GREATER LIGHT

3rd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 hour

A 60-foot-radius sphere of light spreads from a point you choose. The sphere is bright light and sheds dim light for an additional 60 feet. If you choose an object you are holding or one that isn't being worn or carried, the light shines from and moves with the object. Completely covering the object with something opaque blocks the light.

If any of this power's area overlaps with enhanced darkness made by a power of 3rd level or lower, the darkness is dispelled.

GREATER SABOTAGE CHARGES

7th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create six medium sabotage charges that last for the power's duration. When you cast the power, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 120 feet. Each charge explodes if it reaches the point or hits a solid surface. Each creature within 10 feet of the explosion must make a Dexterity save. The explosion deals 4d6 fire damage on a failure, or half damage on a success.

Overcharge Tech. The number of charges created increases by two for each slot level above 7th.

GREATER SALVO

9th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You launch four projectiles at points you can see within range. Each creature within a 20-foot-radius sphere of each point must make a Dexterity saving throw. A creature takes 15d6 fire damage and 15d6 kinetic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

GREATER TRANSLATION PROGRAM

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

This power grants the creature you touch the ability to understand any spoken registered language it hears. Moreover, when the target speaks, any creature that knows at least one registered language and can hear the target understands what it says.

GREATER TRANSLOCATE

5th-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Your form shimmers in a holographic configuration, and then collapses. You teleport up to 60 feet to an unoccupied space that you can see. On each of your turns before the power ends, you can use a bonus action to teleport in this way again.

GROUP HOLOGRAM

5th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours

This power allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this power.

The power disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The power lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your tech save DC. If it succeeds, it becomes aware that the target is disguised.

HAYWIRE

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You momentarily surround a creature you can see within range with electronic interference and holographic illusions. The target must succeed on an Intelligence saving throw, or it takes 1d6 lightning damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

HOLD DROID

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You emit a paralyzing dart at a droid or construct that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

HOLDING CELL

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A sphere of shimmering energy springs into being and encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing—not physical objects, energy, or other power effects—can pass through the barrier, in or out, though a creature in the sphere can breathe. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A disintegrate power targeting the globe destroys it without harming anything inside it.

HOLOGRAPHIC DISGUISE

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

Until the power ends or you use an action to dismiss it, you can disguise yourself through the use of a hologram emitter. You can appear to be shorter or taller by about a foot and change the appearance of your body weight, but you cannot change the basic structure of your body. The hologram can include your clothes, armor, weapons, and other belongings on your person.

The illusion is only visual, so any sort of physical contact will only interact with the real size and shape of you. A creature can use its action to make an Intelligence (Investigation) check against your tech save DC, seeing through the hologram on a success.

HOLOGRAM

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You create an image that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. If anything passes through it, it is revealed to be an illusion.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.

A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

HOMING ROCKETS

1st-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You lock on to one or more targets within range and expel a series of three small explosives. Each explosive hits a creature of your choice that you can see within range. An explosive deals 1d4 + 1 fire damage to its target. The explosives all strike simultaneously, and you can direct them to hit one creature or several.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the power creates one more explosive for each slot level above 1st.

ILLUSORY STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you create an illusory duplicate of yourself in your space that only the target can see. The target has disadvantage on the next attack roll it makes against you before the start of your next turn. This power creates multiple duplicates when you reach higher levels. At 5th level, you create a second illusory duplicate, and the target has disadvantage on the next two attacks it makes against you before the start of your next turn. The number of duplicates and attacks with disadvantage increases to three at 11th level and four at 17th level.

ILLUSORY TERRAIN

4th-level tech power

Casting Time: 10 minutes

Range: 300 feet

Duration: 24 hours

You make terrain in a 150-foot cube in range look, sound, and smell like some other sort of terrain. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your tech save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

IMMOLATE

5th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the power's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the power ends on a successful one. These enhanced flames can't be extinguished by unenhanced means.

If damage from this power kills a target, the target is turned to ash.

IMPLANT MESSAGE

2nd-level tech power

Casting Time: 1 minute

Range: 30 feet

Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the power to deliver your message. When that circumstance occurs, the message is recited in your voice and at the same volume you spoke. When you cast this power, you can have the power end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the message to play when any creature moves within 30 feet of the object or when a bell rings within 30 feet of it.

INCENDIARY CLOUD

8th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

You create a swirling cloud of smoke shot through with white-hot embers in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the power's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

INFILTRATE

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible. Anything the target is carrying is invisible as long as it is on the target. The power ends if the target attacks, casts a power, or otherwise takes a hostile action.

Overcharge Tech. You can target one additional creature for each slot level above 2nd.

INVISIBILITY TO CAMERAS

3rd-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

Up to four creatures of your choice become undetectable to electronic sensors and cameras. Anything the target is wearing or carrying is also undetectable, so long as it's on the target's person. The target is still visible to regular vision.

INVULNERABILITY

9th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

A flickering blue aura shimmers into being around you. Until the power ends, you are immune to all damage.

ION BLAST

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create a blast of ion energy. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d4 ion damage.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

IONIC BOND

1st-level tech power

Casting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 1 minute

A beam of ion energy lances out toward a creature within range, forming a sustained line between you and the target. Make a ranged tech attack against that creature. On a hit, the target takes 1d8 ion damage, and on each of your turns for the duration, you can use a bonus action to deal 1d8 ion damage to the target automatically. The power ends if you use your bonus action to do anything else. The power also ends if the target is ever outside the power's range or if it has total cover from you.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.

IONIC STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in an ionic discharge. If the target willingly takes a reaction before the start of your next turn, it immediately takes 1d6 ion damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 ion damage to the target, and the damage the target takes for taking reactions increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

JET OF FLAME

At-will tech power

Casting Time: 1 action

Range: Self (30-foot sphere)

Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The power ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the power. When you cast this power, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged tech attack. On a hit, the target takes 1d8 fire damage. The fire ignites any flammable objects in the area that aren't being worn or carried.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

KOLTO CLOUD

3rd-level tech power

Casting Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

As you expel kolto, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your techcasting ability modifier. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

KOLTO DISPENSER

2nd-level tech power

Casting Time: 1 action

Range: 60 feet (5-foot cube)

Duration: Concentration, up to 1 minute

You establish a mobile first aid station that radiates kolto in a 5-foot cube you can see within range.

Until the power ends, whenever you or a creature you can see moves into the station's space for the first time on a turn or starts its turn there, you can cause the station to restore 1d6 hit points to that creature (no action required). The station can heal a number of times equal to 1 + your techcasting ability modifier (minimum of twice). After healing that number of times, the station disintegrates. This power has no effect on droids or constructs.

As a bonus action on your turn, you can move the station up to 30 feet to a space you can see.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

KOLTO INFUSION

6th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a creature that you can see within range. A surge of kolto energy washes over the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

KOLTO PACK

1st-level tech power

Casting Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your techcasting ability modifier. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

KOLTO RESERVE

4th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 8 hours

You touch a creature and grant it a small reserve of kolto. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the power ends. If the power is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the power ends. This power has no effect on droids or constructs.

KOLTO WAVES

9th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A flood of kolto energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this power are also cured of all diseases and any effect making them blinded or deafened. This power has no effect on droids or constructs.

LIGHT

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the power ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like.

Completely covering the object with something opaque blocks the light. The power ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power.

LOCK

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this power can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this power for 1 minute. Otherwise, it is impassable until it is broken or the power is dispelled or suppressed. Casting release on the object suppresses lock for 10 minutes.

While affected by this power, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

MAGNETIC FIELD

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You create a strong magnetic field around you in a 10-foot radius which moves with you, remaining centered on you. The field lasts for the power's duration.

The field has the following effects:

- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks which deal kinetic, energy, or ion damage have disadvantage if the attacks pass in or out of the field.

Communications equipment cannot communicate into or out of the field.

MAGNETIC HOLD

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Until the power ends, one willing creature you touch gains the ability affix itself to and move along any metallic surface. It can move up, down, and across vertical surfaces and upside down along ceilings, all while leaving its hands free, at its normal walking speed.

MASS REPAIR DROID

5th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose up to six droids or constructs in a 30-foot radius sphere centered on a point. Each target regains hit points equal to $3d8 +$ your techcasting ability modifier. This power only affects droids and constructs.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the healing increases by $1d8$ for each slot level above 5th.

MENDING

At-will tech power

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

This ability repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn strap, or a leaking cup. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

MINOR DEFIBRILLATION

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You generate a static charge that can aid or harm a creature you touch. Make a melee tech attack against the target. On a hit, the target takes $1d10$ lightning damage. If the target is a living creature that has 0 hit points, it immediately gains one death saving throw success instead of taking damage.

This power's damage increases by $1d10$ when you reach 5th level ($2d10$), 11th level ($3d10$), and 17th level ($4d10$).

MINOR HOLOGRAM

At-will tech power

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This ability is a minor tech trick that creates one of the following effects within range.

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a source of light.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you use this power multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

MIRROR IMAGE

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 minute

Three illusory duplicates of yourself appear in yourspace. Until the power ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the power's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The power ends when all three duplicates are destroyed.

A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with Truesight.

MISLEAD

5th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a power.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

MOBILE LIGHTS

At-will tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create up to four orbs of light within range that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this power, and a light winks out if it exceeds the power's range.

MOTIVATOR BOOST

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You imbue a willing droid with heightened speed and maneuverability. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, and it has advantage on Dexterity saving throws.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd.

NEUROTOXIN

7th-level tech power

Casting Time: 1 bonus action

Range: 30 feet

Duration: Instantaneous

You release a series of darts filled with neurotoxin.

Choose any number of creatures you can see within range. Each creature must make a Constitution saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 60 hit points or fewer: poisoned for 1 minute
- 50 hit points or fewer: poisoned and deafened for 1 minute
- 40 hit points or fewer: poisoned, deafened, and blinded for 10 minutes
- 30 hit points or fewer: poisoned, blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

This power has no effect on droids or constructs.

OIL SLICK

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

You cover the ground in a 10-foot square within range in oil. For the duration, it is difficult terrain. When the oil appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone.

A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw.

The oil is flammable. Any 5 foot square of the oil exposed to fire burns away in one round. Each creature who enters the fire or starts its turn there must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

ON/OFF

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

This power allows you to activate or deactivate any electronic device within range, as long as the device is not being wielded by a creature, and has a clearly defined on or off function that can be easily accessed from the outside of the device. Any device that requires a software-based shutdown sequence to activate or deactivate cannot be affected by on/off.

OVERHEAT

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a blaster or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the power.

Until the power ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If an object is held, worn, or integrated, and a creature takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't—or can't—drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

OVERLOAD

1st-level tech power

Casting Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

You expel a burst of power. Each creature in a 15-foot cube originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d6 ion damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

OVERRIDE INTERFACE

5th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You choose one droid or construct you can see within range and attempt to remotely override its controls. The target must make an Intelligence saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. On a failed save, the creature is charmed by you for the duration.

While the droid is charmed, you have a wireless link with it as long as the two of you are on the same planet. Via your tech focus, you can use this link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Move over there," or "Fetch that object." If the droid completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the droid takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Intelligence saving throw against the power. If the saving throw succeeds, the power ends.

Overcharge Tech. When you cast this power using a 6th-level tech slot, the duration is 10 minutes. When you use a 7th-level tech slot, the duration is 1 hour. When you use a tech slot of 8th level or higher, the duration is 8 hours.

PARALYZE CREATURE

5th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You emit a paralyzing dart at a creature that you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is paralyzed. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

PARALYZE HUMANOID

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You emit a paralyzing dart at a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is

paralyzed. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the power ends on the target.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

PHEROMONE BURST

At-will tech power

Casting Time: 1 action

Range: Self (5-foot sphere)

Duration: Instantaneous

You expel a burst of mood-altering pheromones around you. Each creature within range other than you must succeed on a Charisma saving throw or take 1d4 poison damage and become frightened of you until the start of its next turn. A creature that is immune to the poisoned condition is not frightened. This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

POISON DART

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Make a ranged tech attack against a creature within range. On hit, the target takes 2d8 poison damage and must make a Constitution save. On a failed save, it is also poisoned until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

POISON SPRAY

At-will tech power

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PREDICTIVE AI

9th-level tech power

Casting Time: 1 minute

Range: Touch

Duration: 8 hours

You touch a willing creature, granting them a limited AI companion that can predict the world around them. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This power immediately ends if you cast it again before its duration ends.

PREPAREDNESS

1st-level tech power

Casting Time: 1 minute

Range: Touch

Duration: 8 hours

You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.

PRESSURE CRUSH

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You attempt to crush the body of a creature you touch. The target must make a Strength saving throw. If the creature is grappled or restrained by you or an effect you control, it makes the saving throw with disadvantage. On a failed save, the creature takes 1d12 kinetic damage.

This power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PROGRAMMED ILLUSION

6th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the power how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful

Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PROJECT HOLOGRAM

7th-level tech power

Casting Time: 1 action

Range: 500 miles

Duration: Concentration, up to 24 hours

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PROTECTION FROM ENERGY

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or sonic.

PYROTECHNICS

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose an area of unenhanced flame that you can see and that fits within a 5-foot cube within range.

You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

- **Fireworks.** The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.
- **Smoke.** Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

RADIATION

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the power ends.

When a creature moves into the power's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 necrotic damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this power go away when the power ends.

READ MEMORY

3rd-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

You read the memory of an incapacitated droid or construct within range. The target must have its memory core (and/or other appropriate components) intact.

Until the power ends, you can ask up to five questions. Depending on what it would know or has witnessed, the target provides visual, audio, or text-based data in response. The target can't provide new information, and can't speculate about future events.

REBOOT

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

Choose a Medium or smaller droid or construct you can see. The target must make a Charisma saving throw. On a failed save, it is incapacitated until the start of your next turn. Each time the creature takes damage or is the target of a hostile power while incapacitated in this way, it can repeat this saving throw, ending the effect on a success.

RELEASE

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of binders, a lock, or another object that contains a mundane or enhanced means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with a lock, that power is suppressed for 10 minutes, during which time the target can be opened and shut normally.

REMOVE VIRUS

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

At your touch, all tech-based curses affecting one creature or object end. If the object is a cursed enhanced item, its curse remains, but the power breaks its owner's attunement to the object so it can be removed or discarded.

REPAIR DROID

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A droid or construct you touch regains a number of hit points equal to 1d8 + your techcasting ability modifier. This power only effects droids and constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

REPROGRAM DROID

5th-level tech power

Casting Time: 1 minute

Range: 60 feet

Duration: 30 days

You alter the protocols of a droid that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. The droid must succeed on a Wisdom saving throw or become charmed by you for the duration. While the droid is charmed by you, it takes 5d10 lightning damage each time it acts in a manner directly counter to your instructions, but it can only do so once each day.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the power ends. You can end the power early by using an action to dismiss it.

The remove virus power also ends it.

Overcharge Tech. When you cast this power using a tech slot of 7th or 8th level, the duration is 1 year.

When you cast this power using a tech slot of 9th level, the power lasts until it is ended by remove virus.

REWRITE MEMORY

5th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You attempt to alter a droid or construct's memories. One droid or construct that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration.

The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another power, this power ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

The target's mind fills in any gaps in the altered memory. If the power ends before you have finished prescribing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the power ends.

A modified memory doesn't necessarily affect how the target behaves, particularly if the memory contradicts the target's core programming, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the target enjoyed dousing itself in acid, is dismissed, perhaps as a glitch. The DM might deem a modified memory too nonsensical to affect a target in a significant manner. A remove virus or similar power cast on the target restores its true memory.

Overcharge Tech. If you cast this power using a tech slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

RIME SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the creature gains 1 slowed level until the end of its turn as the air around it turns frigid.

This power deals additional damage when you reach higher levels. At 5th level the ranged attack deals an extra 1d6 cold damage. This damage increases by 1d6 again at 11th level and 17th level.

RIME STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and gains 1 slowed level until the start of your next turn, as the cold energy seeps into its being. Additionally, if the target doesn't move at least 5 feet before the start of your next turn, it immediately takes 1d8 cold damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 cold damage to the target, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

RING OF FIRE

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

A wall of flames erupts out of the ground in a ring around you with a radius of 15 feet and a height of 10 feet. Creatures who start their turn in the ring of fire or pass through it on their turn take 1d6 fire damage. Creatures within the ring of fire who willingly try to move through the fire to escape must succeed on a Wisdom saving throw to do so. Creatures who are immune to fear or fire automatically succeed on this saving throw.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage of the ring of fire increases by 1d6 for each slot level above 1st.

SABOTAGE CHARGES

3rd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create six tiny sabotage charges that last for the power's duration. When you cast the power, and as a bonus action on subsequent turns, you can hurl up to two of the charges to points you choose within 120 feet. Each charge explodes if it reaches the point or hits a solid surface. Each creature within 5 feet of the explosion must make a Dexterity save. The explosion deals 2d6 fire damage on a failure, or half damage on a success.

Overcharge Tech. The number of charges created increases by two for each slot level above 3rd.

SALVO

4th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You launch three projectiles at points you can see within range. Each creature within a 10-foot radius sphere of each point must make a Dexterity saving throw. A creature takes 3d6 fire and 3d6 kinetic

damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one sphere is affected only once.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you create four projectiles. When you cast this power using a tech slot of 8th level or higher, you create five projectiles.

SCAN AREA

4th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Program a creature or object that you are familiar with into your tech focus. Using a sonar scan, the tech focus attempts to find a path to the creature's or object's location, as long as that creature or object is within 1,000 feet of you. If the creature or object is moving, you know the direction of its movement.

The power can locate a specific creature or object known to you, or the nearest creature/object of a specific kind (such as a droid or a bothan), so long as you have seen such a creature up close—within 30 feet—at least once.

SCRAMBLE INTERFACE

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You choose one droid or construct you can see within range and scramble its ability to differentiate targets. The target must make an Intelligence saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the power ends.

Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, power, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

SCRAMBLING BARRIER

6th-level tech power

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any tech power of 5th level or lower cast from outside the barrier can't affect

creatures or objects within it, even if the power is cast using a higher level tech slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the barrier blocks powers of one level higher for each slot level above 6th.

SCRAMBLING FIELD

8th-level tech power

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Duration: Concentration, up to 1 hour

A 10-foot-radius shimmering sphere of power suppression surrounds you. Within the sphere, powers can't be cast and enhanced items become mundane. Until the power ends, the sphere moves with you, centered on you.

Powers and other enhanced effects are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

- Targeted Effects. Powers and other enhanced effects that target a creature or an object in the sphere have no effect on that target.
- Enhanced Areas. The area of another power or enhanced effect, such as explosion, can't extend into the sphere. If the sphere overlaps an enhanced area, the part of the area that is covered by the sphere is suppressed.
- Powers. Any active power or other enhanced effect on a creature or an object in the sphere is suppressed while the creature or object is in it.
- Enhanced Items. The properties and powers of enhanced items are suppressed in the sphere. For example, a +1 lightsaber in the sphere functions as an unenhanced lightsaber. An enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you fire an enhanced shot or throw an enhanced vibrospear at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.
- Enhanced Travel. Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such enhanced travel. A portal to another location temporarily closes while in the sphere.
- Creatures and Objects. A creature or object summoned or created by powers temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.
- Tech Override/Diminish Tech. Powers and enhanced effects such as tech override have no effect on the sphere. Likewise, the spheres created by different scrambling field powers don't nullify each other.

SECURITY PROTOCOLS

6th-level tech power

Casting Time: 10 minutes

Range: Touch

Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The secured area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the power.

When you cast this power, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

When commanded (no action required), security protocols creates the following effects within the secured area.

- Corridors. Fog fills all the secured corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.
- Doors. All doors in the secured area are locked, as if sealed by the lock power. In addition, you can cover up to ten doors with an image (equivalent to the illusory object function of the minor hologram power) to make them appear as plain sections of wall.
- Stairs. Electromesh fills all stairs in the secured area from top to bottom, as the electromesh power. This mesh regrows in 10 minutes if it is burned or torn away while security protocols lasts.
- Other power effect. You can place your choice of one of the following enhanced effects within the secured area of the stronghold.
- Place mobile lights in four corridors. You can designate a simple program that the lights repeat as long as security protocols lasts.
- Place implant message in two locations.
- Place debilitating gas in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while security protocols lasts.

The whole secured area radiates power. A diminish tech cast on a specific effect, if successful, removes only that effect.

You can create a permanently guarded and secured structure by casting this power there every day for one year.

SENDING

3rd-level tech power

Casting Time: 1 action

Range: Unlimited

Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar that possesses a commlink. The creature hears the message, recognizes you as the sender if it knows you,

and can answer in a like manner immediately. You can send the message across any distance and even to other planets, but if the target is on a different planet than you, there is a 5 percent chance that the message doesn't arrive.

SENSOR PROBE

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You create a small, temporary, invisible probe that hovers in the air for the duration. You mentally receive visual information from the probe. It has darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the probe up to 30 feet in any direction. There's no limit on how far away from you it can be. A solid barrier blocks the probe's movement, but it can pass through an opening at least 1 inch in diameter.

SHARED SHIELDING

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

This power wards a willing creature you touch and creates an energy link between you and the target until the power ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The power ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the power is cast again on either of the connected creatures. You can also dismiss the power as an action.

SHATTER

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 sonic damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. An unenhanced object that isn't being worn or carried also takes the damage if it's in the power's area.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SHOCKING RAY

2nd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create three ionic rays and hurl them at targets within range. You can hurl them at one target or several. Make a ranged tech attack for each ray. On a hit, the target takes 2d4 ion damage.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SHORT CIRCUIT

At-will tech power

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

You electrocute a creature within range. Make a ranged tech attack against the creature. On a hit, the target takes 1d8 lightning damage. If the target is a droid, construct, or has a tech focus, it has disadvantage on the first attack roll it makes against you until the end of your next turn.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SHUTDOWN

5th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You emit an electromagnetic pulse, shutting down all electronic devices, with the exception of your tech focus, that are not held by or under the direct control of a creature. If it is, the creature must succeed on an Intelligence saving throw to stop the device from being shut down. While the power is active, no electronic device in range can be started or restarted.

SKILL PROTOCOL

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You enhance a droid or construct's protocols. You touch one willing droid or construct and give it expertise in one skill of your choice; until the power ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

SLOW-RELEASE MEDPAC

3rd-level tech power

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

Kolto energy radiates from you in an aura with a 30-foot radius. Until the power ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points. This power has no effect on droids or constructs.

SMOKE CLOUD

1st-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

You cause thick smoke to erupt from a point within range, filling a 20-foot-radius sphere. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the radius of the smoke cloud increases by 20 feet for each slot level above 1st.

SMUGGLE

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You dampen sound and light and dull the scent from creatures in your vicinity. For the duration, each creature you choose within 30 feet of you has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by enhanced means while within this radius. You can choose yourself as well. A creature that receives this bonus leaves behind no traces of its passage.

SONIC FISTS

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

You enhance your fists—or analogous appendages—with sonic energy. For the duration, you have a natural weapon which deals 1d10 sonic damage on a hit. Every time you hit a creature that is no more than one size larger than you with a melee attack with this weapon, you can push it 5 feet away from you.

SONIC SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in a sonic barrier until the start of your next turn. If the target willingly moves before then, it immediately takes sonic damage equal to your techcasting modifier, becomes deafened until the start of your next turn, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 sonic damage to the target, and the damage the target takes for moving increases to 1d6 + your techcasting ability modifier. Both damage rolls increase by an additional 1d6 at 11th and 17th level.

SONIC STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you begin to emanate a disturbing hum. If a hostile creature ends its turn within 5 feet of you before the start of your next turn, it takes 1d4 sonic damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 sonic damage to the target, and the secondary damage increases by 1d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.

SPECTRUM BOLT

1st-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You fire an undulating, warbling bolt of energy at a creature within range. Make a ranged tech attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attacks damage type, as shown below.

d8 Damage Type

1. Acid
2. Cold
3. Fire
4. Energy
5. Ion
6. Lightning
7. Poison
8. Sonic

If you roll the same number on both d8s, the bolt leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the bolt to leap again. A creature can be targeted only once by each casting of this power.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

SPECTRUM RAY

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You shoot a beam of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or sonic for the type of beam you create, and then make a ranged tech attack against the target. If the attack hits, the creature takes 1d8 damage of the type you chose.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).

SPOT THE WEAKNESS

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Dexterity saving throws. The first time each turn a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Overcharge Tech. When you cast this power with a tech slot of 3rd level or higher, you can target one additional creature for every two slot levels above 1st. When you cast this power at 3rd, 6th, or 9th level, the die increases to d6, d8, and d10, respectively.

STACK THE DECK

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You boost up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Overcharge Tech. When you cast this power with a tech slot of 3rd level or higher, you can target one additional creature for every two slot levels above 1st. When you cast this power at 3rd, 6th, or 9th level, the die increases to d6, d8, and d10, respectively.

STORMING SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As a part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects and becomes shocked until the end of your next turn. When this power hits a target, if there is a creature within 30 feet who is shocked, an arc of lightning courses between the two creatures, dealing 1d6 lightning damage to both of them. If there are multiple other creatures who are shocked, the lightning leaps to the closest creature.

The power's damage increases when you reach higher levels. At 5th level, the effects of both the ranged weapon attack and discharge deal an extra 1d6 lightning damage. Both damage rolls increase by an additional 1d6 at 11th and 17th level.

STUN DART

8th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You emit a tiny crippling dart at a target within range. If the target has 150 hit points or fewer, it is stunned. Otherwise, the power has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

SUPERIOR TRANSLATION PROGRAM

6th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 7 days

You grant up to four willing creatures the ability to understand any registered language they read or hear. Additionally, they gain the ability to speak that language, if they are physically capable of speaking it normally.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, you can affect one additional creature for each slot level above 6th.

SYNCHRONICITY

4th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

A creature you touch isn't inconvenienced by mundane delays. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds and attacks of opportunity provoked by the target's movement are made with disadvantage. The power also grants advantage to stealth checks, since cover is always available. Additionally, the target has advantage on all ability checks made to drive a vehicle. If two or more creatures under the effect of the power are attempting to avoid being inconvenienced by each other, the creatures make Charisma checks each time the effects would oppose each other. The higher check of the two's power takes effect.

TACTICAL ADVANTAGE

3rd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

TACTICAL BARRIER

1st-level tech power

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

TACTICAL SUPERIORITY

7th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose up to two willing creatures that you can see within range. Until the power ends, each targets' speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or the Use an Object Action.

When the power ends, each target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Overcharge Tech. When you cast this power using a tech slot of 8th-level or higher, you can target one additional creature for each slot level above 7th.

TARGET LOCK

1st-level tech power

Casting Time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mark it as your quarry. Until the power ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, the target gains no benefit from one-quarter, half, and three-quarters cover against you, and if the target is invisible, you can see it as if it were visible. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Overcharge Tech. When you cast this power using a tech slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a tech slot of 5th level or higher, you can maintain your concentration on the power for up to 24 Hours.

TARGETING SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and a small target only visible to you marks it. The next attack roll you make against the creature before the end of your next turn can't suffer from disadvantage.

This power deals additional damage when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 damage. This damage increases by 1d6 again at 11th level and 17th level. The damage is the same type as the weapon's damage.

TECH OVERRIDE

3rd-level tech power

Casting Time: 1 reaction

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a tech power. If the creature is casting a power of 3rd level or lower, its power fails and has no effect. If it is casting a power of 4th level or higher, make an ability check using your techcasting ability. The DC equals 10 + the power's level. On a success, the creature's power fails and has no effect.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the interrupted power has no effect if its level is less than or equal to the level of the tech slot you used.

TEMPORARY BOOST

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

This power's die increases at higher levels: to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

TONAL TRANSLOCATE

3rd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 sonic damage on a failed save, or half as much damage on a successful one. The blast can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this power, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

TOXIC CLOUD

5th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the power. Its area is heavily obscured.

When a creature enters the power's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

TOXIN PURGE

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a creature. If it is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned or diseased, and it has resistance to poison damage.

TOXIN SCAN

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you can see the presence and location of poisons and diseases within 30 feet of you. You also identify the kind of poison or disease in each case.

TRACER BOLT

1st-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged tech attack against the target. On a hit, the target takes 4d6 energy damage, and the next attack roll made against this target before the end of your next turn has advantage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

TRACKER DROID INTERFACE

1st-level tech power

Casting Time: 1 hour

Range: 10 feet

Duration: Instantaneous

You interface a tracker droid with your tech focus, creating a permanent link. Your tracker droid acts independently of you, but it always obeys your commands. In combat, it acts on your turn.

While your tracker droid is within 100 feet of you, you can communicate with it via your tech focus.

Additionally, as an action, you can see through your droid's vision and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the droid has. During this time, you are

deaf and blind with regard to your own senses. You can't maintain an interface between more than one tracker droid and your tech focus at a time.

Finally, when you cast a tech power with a range of touch, your tracker can deliver the power as if it had cast it. Your tracker droid must be within 100 feet of you, and it must use its reaction to deliver the power when you cast it. If the power requires an attack roll, you use your attack modifier for the roll.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can maintain a link with one more tracker droid for every two slot levels above 1st. Multiple tracker droids act on the same initiative. You can only see through one droid's vision at a time, but you can toggle between droids as a bonus action. Each droid must still be within 100 feet of you.

TRANQUILIZER

1st-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

You emit a tranquilizing dart that knocks a creature unconscious. Roll 5d8; if the creature's remaining hit points are less than the total, the creature falls unconscious until the power ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target an additional creature for each slot level above 1st. For each target, roll 5d8 separately.

TRANSLATION PROGRAM

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken registered language that you hear, as long as you have your tech focus. You also understand any written language that you see, but you must be within reach of the surface on which the words are written. It takes about 1 minute to read one page of text.

This power doesn't decode secret messages in a text, nor does it interpret a glyph, such as an ancient Sith rune, that isn't part of a written language.

TRANSLOCATE

2nd-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Your form shimmers in a holographic configuration, and then collapses. You teleport up to 30 feet to an unoccupied space that you can see.

TRUTH SERUM

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

You administer a poison to a creature you touched that prevents it from telling lies. The creature touched must make a Constitution saving throw. On a success, nothing happens. On a failure, the creature can't speak a deliberate lie until the power ends.

An affected creature is aware of the power and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

VENOMOUS STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: Instantaneous

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and if you were hidden from it, it takes an additional 1d4 poison damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 poison damage to the target, and the damage the target takes when you are hidden from it increases to 2d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.

VERTICAL MANEUVERING

3rd-level tech power

Casting Time: 1 action; or 1 reaction, which you take when you are falling and within 30 feet of a solid surface

Range: Self

Duration: Concentration, up to 1 hour

If you cast this power as a reaction, your fall is stopped, and you remain aloft. For the duration, as long as you are within 30 feet of a solid surface, you have a flying speed of 40 feet. In addition, you can't be knocked prone, and you have advantage on saving throws made against effects that would push you or pull you. When the power ends, you are gently lowered to the ground, if you are within 30 feet of it.

VOLTAIC SHIELDING

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

A protective barrier surrounds you, manifesting as crackling lightning that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 lightning damage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, both the temporary hit points and the lightning damage increase by 5 for each slot.

VORTEX SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: Instantaneous

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and each Large or smaller creature within 10 feet of the target must succeed on a Strength saving throw or be pulled to the nearest unoccupied space adjacent to the target.

This power deals additional damage when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 damage. This damage increases by 1d6 again at 11th level and 17th level. The damage is the same type as the weapon's damage.

WARD

At-will tech power

Casting Time: 1 action

Range: Self

Duration: 1 round

You emit a powerful force field that deflects incoming attacks. Until the end of your next turn, you have resistance against kinetic, energy, and ion damage dealt by weapon attacks.

WARDING SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and a dim barrier surrounds it. The first time it would deal damage before the start of your next turn, that damage is reduced by 1d6.

This power's damage reduction increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WIRE BIND

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You produce up to 4 wires, which bind creatures of your choice that you can see within range. A creature can be targeted by more than one wire. Each target must make a Dexterity saving throw for each wire that targets it. On a failed save, the creature is restrained and falls prone as it is wrapped securely by the wire. A creature restrained by a wire can use its action to make a Strength or Dexterity check (its choice) against your tech save DC. On a success, it is no longer restrained by that wire. A wire can also be destroyed; each one has AC 15 and 10 hit points, and has immunity to all damage not dealt by melee weapons.

A wire that misses its target or is escaped falls slack and disintegrates, as do all remaining wires when the power ends.

WIRE LINE

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You launch a grappling wire toward a creature you can see within range. Make a melee tech attack against the target. If the attack hits, the creature takes 1d6 kinetic damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).