

REBUKE

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

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

Special: If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been rebuked twice (once by you, once by the originator).

FORCE SLAM

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

Make a Use the Force check. Make one roll and compare the result to each target's Fortitude Defense. If the result equals or exceeds a target's Fortitude Defense, it takes 4d6 points of Force damage and is knocked prone. If the result is less than a target's Fortitude Defense, it takes half damage and is not knocked prone. This is an area effect.

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

SURGE

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

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

DC 10: You gain a +10 Force bonus on Jump checks and your speed increases by 2 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed.

DC 15: As DC 10, except the bonus to Jump checks is +20 and the speed increase is 4 squares.

DC 20: As DC 10, except the bonus on Jump checks is +30 and the speed increase is 6 squares.

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

BATTLE STRIKE

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

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

DC 15: Gain a +1 Force bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

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

BATTLE STRIKE

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

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

DC 15: Gain a +1 Force bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

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

DARK RAGE [DARK SIDE]

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

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

DC 15: Gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.

DC 20: As DC 15, except the rage bonus is +4.

DC 25: As DC 15, except the rage bonus is +6.

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

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