

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

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

DC 20: You gain DR 5 against energy damage until the beginning of your next turn.

DC 25: As DC 20, except DR increases to 10.

DC 30: As DC 20, except DR increases to 15.

DC 35: As DC 20, except DR increases to 20.

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

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

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

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

Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target is affected as determined by the results of your Use the Force check. This is a fear effect.

DC 15: The target can take only one standard action on the next turn.

DC 20: The target can take only one move action on the next turn.

DC 25: The target can take only one swift action on its next turn.

DC 30: The target can take no actions on its next turn.

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

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

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target sustains damage as determined by the results of your Use the Force check.

DC 15: The target takes 1d6 points of Force damage this round and the target's damage threshold is reduced by -5 until the end of your next turn.

DC 20: As DC 15, except the target takes 2d6 points of Force damage.

DC 25: As DC 15, except the target takes 3d6 points of Force damage.

DC 30: As DC 15, except the target takes 4d6 points of Force damage.

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

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

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

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

Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a -5 penalty. The target falls prone when the effect ends. The target also sustains damage at the end of your turn as determined by the results of your Use the Force check.

DC 15: The target takes 1d6 points of Force damage.

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

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

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

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

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

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

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

Make a Use the Force check. Compare the result to the target's Reflex Defense. If the check result equals or exceeds the target's Reflex Defense, the target takes damage as determined by the results of your Use the Force check:

DC 20: The target takes 4d6 points of ion damage.

DC 25: The target takes 5d6 points of ion damage.

DC 30: The target takes 6d6 points of ion damage.

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

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

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

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

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

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

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

DC 15: You gain +1 to the Defense score of your choice against Force powers used against you until the beginning of your next turn.

DC 20: As DC 15, except the Defense bonus increases to +2.

DC 25: As DC 15, except the Defense bonus increases to +5.

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

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

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

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

DC 15: Target's speed is reduced by 1 square until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a -10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

DC 20: As DC 15, except speed is reduced by 2 squares.

DC 25: As DC 15, except speed is reduced by 3 squares.

DC 30: As DC 15, except speed is reduced by 4 squares.

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

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

STAR WARS

ROLEPLAYING GAME

FEAR [DARK SIDE, MIND-AFFECTING]

STAR WARS

ROLEPLAYING GAME

ENERGY RESISTANCE

STAR WARS

ROLEPLAYING GAME

FORCE WHIRLWIND [TELEKINETIC]

STAR WARS

ROLEPLAYING GAME

FORCE SCREAM [DARK SIDE]

STAR WARS

ROLEPLAYING GAME

KINETIC COMBAT [TELEKINETIC]

STAR WARS

ROLEPLAYING GAME

IONIZE

STAR WARS

ROLEPLAYING GAME

SLOW [TELEKINETIC]

STAR WARS

ROLEPLAYING GAME

RESIST FORCE

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

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

DC 15: The target gains a +1 bonus to Will Defense against mind-affecting and fear effects until the start of your next turn.

DC 20: As DC 15, except the bonus increases to +2.

DC 25: As DC 15, except the bonus increases to +5.

DC 30: As DC 15, except the bonus increases to +10.

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

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

You cause spasms in the lungs of your target, painfully injuring them. **Time:** Standard action. **Target:** One creature within 6 squares and within line of sight.

Make a Use the Force check. Make one roll and compare the result to the target's Fortitude Defense. If the result equals or exceeds the target's Fortitude Defense, it takes 4d6 points of Force damage. The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: If the target moves 1 or more steps down the condition track, the condition becomes persistent until the target is treated with a DC 20 Treat Injury check to perform surgery.

You can spend a Force point to increase the damage by 2d6.



STAR WARS

ROLEPLAYING GAME

WOUND [DARK SIDE]

STAR WARS

ROLEPLAYING GAME

VALOR [LIGHT SIDE]

STAR WARS

ROLEPLAYING GAME

STAR WARS

ROLEPLAYING GAME

STAR WARS

ROLEPLAYING GAME

STAR WARS

ROLEPLAYING GAME

STAR WARS

ROLEPLAYING GAME

STAR WARS

ROLEPLAYING GAME