| Character Name | Force User Level | Force Tradition | Force Tradition Title |
|---|---|---|---|
| | | | |

| Force Points | Light Side Bonus | Dark Side Bonus | Dark Side Points | Lightside, Tainted, Darkside Status |
|---|---|---|---|---|
| | | | | |

## FORCE FEATS

- ○ **Alter**
  - ○ Battle Meditation
  - ○ Compassion
  - ○ Cure Disease
  - ○ Cure Poison
  - ○ Focus
  - ○ Force Flight
  - ○ Force Pilot
  - ○ *Force Shield*
  - ○ Force Whirlwind
  - ○ Hatred
  - ○ Kinetic Combat
  - ○ Mind Trick
  - ○ Morichro
  - ○ *Recover Weapon*
  - ○ Summon Storm
- ○ **Control**
  - ○ Attuned
    - ○ Lightsaber Form I Mastery
  - ○ *Body Adjustment*
  - ○ Burst of Speed
    - ○ Force Speed
      - ○ Knight Speed
      - ○ Master Speed
    - ○ Lightsaber Form II Mastery
    - ○ Up the Walls
  - ○ Dissipate Energy
  - ○ Lightsaber Defense
    - ○ Knight Defense
    - ○ Lightsaber Form III Mastery
    - ○ Lightsaber Form V Mastery
    - ○ Master Defense
  - ○ Lightsaber Form IV Mastery
  - ○ Mettle
  - ○ Rage
  - ○ Force Dodge
  - ○ Force Mastery
    - ○ High Force Mastery
  - ○ Sith Sword Defense
    - ○ Sith Sword Expert Defense
    - ○ Sith Sword Mastery
- ○ Dark Power
- ○ Kinetic Might
- ○ Lightsaber Form VII Mastery
- ○ Peacemaker
- ○ Powerful Presence
- ○ Primal Sympathy
- ○ Psychometry
- ○ **Sense**
  - ○ Aware
  - ○ Beast Language
  - ○ *Enhanced Danger Sense*
  - ○ Force Mind
    - ○ Improved Force Mind
    - ○ Knight Mind
    - ○ Master Mind
  - ○ Guiding Spirit
  - ○ Link
    - ○ Lightsaber Form VI Mastery
  - ○ Malevolent
  - ○ Nature Affinity
  - ○ Sith Sorcery
    - ○ Drain Force
  - ○ *Weather Sense*
- ○ SpellCaster

## FORCE SKILLS

MAX RANKS /

| Known | Skill Name | Action Type | Duration | Vitality cost | Feat | Key Ability | Ability Mod | | Ranks | | Misc Mod | | Skill Mod |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Affect Mind ⊕ | Full | | 2/4 | Alter | CHA | | + | | + | | = | |
| ☐ | Battle Influence ⊕ | Attack | 1 min. | 8 | Alter* | CHA | | + | | + | | = | |
| ☐ | Battlemind | Move | 1 min. | 2+Bonus | Control | CON | | + | | + | | = | |
| ☐ | Drain Energy ⊕ ⊕ | Full | | See Table | Alter | CON | | + | | + | | = | |
| ☐ | Empathy ⊕ | Attack | 1 min. | 2 | Force | WIS | | + | | + | | = | |
| ☐ | Enhance Ability ⊕ | Attack | 1 min. | 3 | Force | CON | | + | | + | | = | |
| ☐ | Enhance Senses ⊕ | Attack | 1 min. | 3 | Sense | WIS | | + | | + | | = | |
| ☐ | Farseeing | ** | | See Table | Sense | WIS | | + | | + | | = | |
| ☐ | Fear ⊕ ⊕ | Attack | | 2 | Sense | WIS | | + | | + | | = | |
| ☐ | Force Defense ⊕ | Full | 1 min. | 3 | Control | CHA | | + | | + | | = | |
| ☐ | Force Grip ⊕ ⊕ | Attack | | 4 | Alter | INT | | + | | + | | = | |
| ☐ | Force Light ⊕ | Attack | | 8 | Alter | WIS | | + | | + | | = | |
| ☐ | Force Lightning ⊕ ⊕ | Attack | | 6 | Alter | INT | | + | | + | | = | |
| ☐ | Force Stealth ⊕ | Full | 10 min. | 2 | Control | CHA | | + | | + | | = | |
| ☐ | Force Strike ⊕ | Attack | | 2 | Alter | INT | | + | | + | | = | |
| ☐ | Friendship | Full | 1 h. | 2 | Force | CHA | | + | | + | | = | |
| ☐ | Heal Another ⊕ | Full | | See Table | Alter | WIS | | + | | + | | = | |
| ☐ | Heal Self ⊕ | Full | | See Table | Control | CON | | + | | + | | = | |
| ☐ | Illusion | Attack | | See Table | Alter | CHA | | + | | + | | = | |
| ☐ | Inspire | Full** | | See Table | Alter* | CHA | | + | | + | | = | |
| ☐ | Malacia | Attack** | | 6 | Alter* | INT | | + | | + | | = | |
| ☐ | Move Object ⊕ | Move** | | See Table | Alter | INT | | + | | + | | = | |
| ☐ | Plant Surge | Attack | | 1 | Alter* | INT | | + | | + | | = | |
| ☐ | See Force ⊕ | Full | | 3 | Sense | WIS | | + | | + | | = | |
| ☐ | Sever Force | Full | | 20+1FP | Alter* | CHA | | + | | + | | = | |
| ☐ | Telepathy ⊕ | Move | | 3 | Sense | WIS | | + | | + | | = | |
| ☐ | | | | | | | | + | | + | | = | |
| ☐ | | | | | | | | + | | + | | = | |
| ☐ | | | | | | | | + | | + | | = | |
| ☐ | | | | | | | | + | | + | | = | |

Skills marked ⊕ can be used untrained (0 skill ranks). ⊕ Use of this skill earns a Dark Side point.

*More Feats are required ** See Skill Description

## NOTES

## FORCE TECHNIQUES / SPECIAL ABILITIES

| Known | Technique Name | Associated Skills / Feat | Action Type | Vitality cost | Effect |
|---|---|---|---|---|---|
| ☐ | Block | Force Sensitive | Reaction | 0 | Use Deflect abilitie on Ranged Attack without use of Lightsaber. |
| ☐ | Comprehend Speech | Force Sensitive | Reaction | 0 | Force Adept can comprehend any spoken language but can't speak it. |
| ☐ | Danger Sense | Force Sensitive | Reaction | 0 | Make Wisdom check DC20 to act during suprize round. |
| ☐ | Deflect (Attack) [ ] | Force Sensitive | Reaction | 0 | Deflect projectiles with lightsaber toward a target within 1 range increment. |
| ☐ | Deflect (Defense) [ ] | Force Sensitive | Reaction | 0 | Deflect Blaster bolts and other projectiles with lightsaber. |
| ☐ | Deflect (Extended) | Force Sensitive | Reaction | 0 | Extend the deflecting projectiles with lightsaber Defense Bonus to others. |
| ☐ | Empower Force | Force Sensitive | Free | x3 | Effects of empowered Force Skill are increased by 1.5 |
| ☐ | Enlarge Force | Force Sensitive | Free | x2 | Range of an enlarged Force Skill is doubled. |
| ☐ | Extend Force | Force Sensitive | Free | x2 | Effects of an extended Force Skill lasts twice as long. |
| ☐ | Force Boost | Telepathy | Move | 3 | Force Bonus +2 on all skills and -1 to multiplier when using a Force technique. |
| ☐ | Force Fall | Move Object | Move | 4 | Add Move Object ranks to Jump. Every 3 pts above DC of 15 subtract fall by 4 meters. |
| ☐ | Force Jump | Move Object | Move | 4 | Add Move Object Ranks into Jump to double your Jump distance. |
| ☐ | Force Secret | Force Sensitive | Free | 0 | +1 Bonus to Battlemind, Force Defense, Force Strike, H. Another or Heal Self. |
| ☐ | Force Talisman [ ] | Force Sensitive | Full | 0 | Can Imbue an object with a Force Bonus to Saving Throws |
| ☐ | Force Trance | Control Feat | Full | 0 | You can enter a Force Trance that slow your metabolism. |
| ☐ | Healing | Force Sensitive | Full | 0 | For every 2 Vitality spent heal 1 vitality for every 3 vitality spent heal 1 wound. |
| ☐ | Healing Trance | Control Feat* | Full | 0 | You can place a Force Sensitive Target in a Healing Trance. |
| ☐ | Luminous Being | Force Sensitive | Full | 0 | Spend 1 Force Point to fully restore a beings wound or vitality points to maximum. |
| ☐ | Maximize Force | Force Sensitive | Free | x4 | All Variable, numeric effects of a maximized Force Skill are maximized. |
| ☐ | Prolong Force | Control Feat | Free | 0 | When at 0 VP, can convert 1 WP in 2 VP to use a Force Skill. |
| ☐ | Sense Surroundings | Sense Feat | Reaction | 2 per sense | Fight, Listen or Spot with no penalty for darkness or lack of line of sight. |
| ☐ | Split Force | Force Sensitive | Free | x2 | The Force Skill may target one additional being or object that round. |
| ☐ | | | | | |
| ☐ | | | | | |
| ☐ | | | | | |
| ☐ | | | | | |

*More Feats are required

## FORCE SKILLS TABLES

### Inspire

| Number of Targets | VP/min |
|---|---|
| 1-10 | 3 |
| 11-100 | 6 |
| 101-1000 | 12 |
| 1001-10000 | 18 |

### Farseeing

| Time | Vitality Cost |
|---|---|
| Present | 3 |
| Past | 6 |
| Future | 9 |

### Drain Energy

| Power source | Vitality Cost |
|---|---|
| Simple device | 2 |
| Power pack | 4 |
| Energy Cell | 8 |
| Portable generator | 12 |

### Heal Another

| Result | Amount of Healing | Vitality Cost |
|---|---|---|
| 10 - 14 | Stabilize | 1 |
| 15 - 19 | 1D4+1 Vitality | 1 |
| 20 - 24 | 1D6+2 Vitality<br>1D4+1 Wound<br>1D2 Ability | 2 |
| 25 - 29 | 1D8+4 Vitality<br>1D6+2 Wound<br>1D4+1 Ability | 4 |
| 30+ | 2D6+6 Vitality<br>1D8+4 Wound<br>1D6+2 Ability | 6 |

### Heal Self

| Result | Amount of Healing | Vitality Cost |
|---|---|---|
| 10 - 14 | 1D4+1 Vitality | 0 |
| 15 - 19 | 1D6+2 Vitality<br>1D4+1 Wound<br>1D2 Ability | 0/1 |
| 20 - 24 | 1D8 +4 Vitality<br>1D6+3 Wound<br>1D4+1 Ability | 0/2 |
| 25+ | 2D6+6 Vitality<br>1D8+4 Wound<br>1D6+2 Ability | 0/4 |

*Failure costs 1 Vitality Point*

### Illusion

| Distance | Vitality Cost |
|---|---|
| 10m | 3 |
| 10 km | 5 |
| 100 km | 8 |
| 1,000 km | 10 |

*Cost must be paid each round*

### Move Object

| Weight | DC | Vitality Cost |
|---|---|---|
| 0.1 - 5kg | 10 | 1 |
| 6 - 50 kg | 15 | 2 |
| 51 - 500 kg | 20 | 4 |
| 501 - 5,000 kg | 25 | 8 |
| 5,001 - 50,000 kg | 30 | 16 |

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