Force Edges

- General
- Alter
- Control
- Sense

General

The following Edges represent your general abilities to feel and use the living Force that resides in all beings. You must unlock the **Force Sensitive** Edge before unlocking any other Force Edges.

Force Sensitive

Prerequisite: Willpower 2

Your connection to the Force may be faint, but it’s there, and you can call upon it when you need it. If your Force rank is 0D, increase it to 1D. When you start an encounter with no Force Points, gain 1 Force Point.

Force Well

Prerequisites: Willpower 4

Your connection to the Force has become very strong, letting you draw deep on the energy in living beings around you. Increase your Maximum Force Points by half your Willpower rank (rounded down.) Additionally, when you finish resting, regain Force Points equal to half your Willpower rank (rounded down.)

Alter

The following Edges represent your mastery over unique Force abilities that allow you to tap into advanced forms of telekinesis to affect the world around you.

Combustion

Prerequisites: Alter 1 and Dark Side 3

You can use an action to spend two Force Points to super-agitate and ignite the molecules in a nearby area. Make an opposed FOR + Alter vs (FOR + Alter) or (STR + Stamina) check against all characters in one zone within Long range. Anything flammable in that zone is set ablaze, and all characters who fail their check take 4D Explosive [Environmental | Burning] damage. For each additional Force Point you spend, target another zone within range.

Cryokinesis

Prerequisites: Alter 2 and Dark Side 4

You can use an action to spend three Force points to slow down the molecules around a target, causing its temperature to drop rapidly. Objects become more brittle, allowing you to break them more easily. Characters become fragile—attacks against them gain the Breaking special quality, and they lose double Resolve from all sources until the effect ends. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Empower Weapon

Prerequisites: Alter 3

You can use an action to spend a Force Point and empower one Melee (Light or Heavy) or Brawl weapon within Short range with an energy field. The weapon deals +1D damage. For each additional Force Point you spend, the weapon gains one of the following special qualities: Breaking, Piercing, or Reflective 1. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Push

Prerequisites: Alter 2

You can use an action to attempt to push characters large distances using telekinesis. For each Force Point you spend, you can target up to two more characters in range. Make a FOR + Alter attribute check opposed by a target’s STR + Athletics or FOR + Control. Droids have a +1D bonus to their check to resist. On a success, push the target one zone away, but not into hazards. If you spend an additional Force Point after succeeding, you can push targets one additional zone in the same direction and into hazards.

Shield

Prerequisites: Alter 2 and Redemption 2

You can use an action to add your Alter rank to your Armor Rating to resist Energy and Kinetic damage until the start of your next turn. If you spend a Force Point, either add double your Alter rank instead—or extend the effect to allies within Close range.

Stasis

Prerequisites: Alter 3

You can use an action and spend a Force Point to try to hold a target within Short range within a stasis field. Make a FOR + Alter check opposed by the target's STR + Athletics, KNO + Willpower, or FOR + Control check. On a success, the target cannot move or take actions until the start of their next turn. This effect ends if the target takes damage. Attacks against the target gain a +2D bonus while they remain in stasis.

Control

The following Edges represent your mastery over unique Force abilities that demand complete control over your mind to better affect the world around you.

Absorb Energy

Prerequisites: Control 3

You can use an action to spend a Force Point and add your Control rank to your Armor Rating to resist Energy or Environmental damage. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Battle Meditation

Prerequisites: Control 4 and Redemption 4

When you don’t attack or move on your turn, you can use an action to spend three Force Points to either bolster your allies or hinder your enemies with Extreme range. If you bolster your allies, all allies gain +2D to attacks and attribute checks. If you hinder your enemies, make a FOR + Control check and choose whether you try to cause enemies to take no actions on their next turn (no penalty to your check), flee (-1D penalty), or turn on each other violently (-2D penalty). Enemies make an opposed KNO + Willpower or FOR + Control check to resist the effects. The effect lasts until you dismiss it, attack, are reduced to 0 Resolve, or the encounter ends. When the effect ends, you cannot use this ability again until the end of the encounter.

Combat Trance

Prerequisites: Control 2

After ten minutes or more of meditation, spend a Force Point to add your Control rank to your Attack rolls and Defense until the end of the next encounter or until you rest.

Heal

Prerequisites: Control 3

After ten minutes or more of meditation, you can spend a Force Point to make a FOR + Control check to heal yourself or a nearby ally. The target recovers Resolve equal to half the result (rounded down.) As an action, you can spend a Force Point to allow yourself or a creature within Close range to regain Resolve equal to your Control rank. For each additional Force Point you spend, you can target another creature within Close range.

Lightning

Prerequisites: Control 3 and Dark Side 5

You can spend a Force Point to use this ability to make a Force Attack against a target within Short range. At the start of the target's turns, they lose Resolve equal to your Dark Side rank. Until the effect ends, you can make additional Force Attacks against the target without spending Force Points. When you take damage, you must spend a Force Point or the effect ends. Otherwise, the effect lasts until you dismiss it.

Shared Vitality

Prerequisites: Control 2 and Redemption 2

You can use an action to spend a Force Point to activate this ability until the end of the encounter. You can choose to reduce the Resolve lost by a character within Medium range by an amount up to double your Control or Redemption rank. When do you, you lose an equal amount of Resolve. Additionally, when a character within Medium range suffers Fallen Fate, you can choose to suffer it instead—that character immediately regains 1 Resolve.

Sense

The following Edges represent your mastery over unique Force abilities that allow you to feel and impact others' thoughts and emotions—and better control the living Force around you.

Anticipate Foes

Prerequisites: Sense 1 and Dark Side 3

You can use an action to spend a Force Point to anticipate the reactions of a target within Medium range. Until the end of your next turn, increase your attack and damage rolls against the target by your Dark Side rank. If you spend an additional Force Point, also increase your Defense by your double your Sense rank until the end of your next turn.

Death Touch

Prerequisites: Sense 3 and Dark Side 5

When you touch a character within Close range, you can spend three Force Points to attempt to sever their connection to life. Make a FOR + Sense check opposed by the target’s STR + Stamina, KNO + Willpower, or FOR + Control. If your check exceeds theirs by at least 7, the target immediately dies or chooses a Fallen Fate. Otherwise, the target loses Resolve equal to double your Dark Side rank.

Enhanced Senses

Prerequisites: Sense 2

Add your Sense rank to your Initiative. During the first round of an encounter, you can move an additional zone and gain a +1D bonus to attribute checks and attack rolls. When you spend a Force Point to reroll a Perception attribute check, gain a +2D bonus.

Harmony

Prerequisites: Sense 3 and Redemption 3

You can use an action to spend two Force Points and bathe yourself and allies within Medium range in celestial illumination. You can affect a number of characters equal to your FOR rank this way, each of whom increases their Defense against Force Attacks by 5 and gains a +2D bonus to resist opposed Force checks while within Medium range. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Sense Power

Prerequisites: Sense 3

You can use an action to spend a Force Point to attempt to sense a target’s capabilities. Make a FOR + Sense attribute check opposed by the target’s KNO + Willpower or FOR + Control. On a success, the GM reveals the target’s Attributes, Skills, and Derived Statistics to you. If you spend an additional Force Point, the GM also reveals their equipment, Edges, Burdens, and special abilities.

Static Flood

Prerequisites: Sense 2 and Dark Side 4

If you do not attack on your turn, you can use an action to spend two Force Points to flood a zone within Long range with overwhelming emotion and Force energy. Characters who aren’t Force Sensitive immediately lose Resolve equal to your Dark Side rank. All Force Sensitive characters must make an opposed KNO + Willpower or FOR + Control check against your FOR + Sense check or suffer a -2D to FOR checks and cannot spend Force Points for the effect's duration. For each additional Force Point you spend, target another zone within range. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.