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.

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