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.

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