# SWRPG

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**FORCE POWER NOTECARDS**
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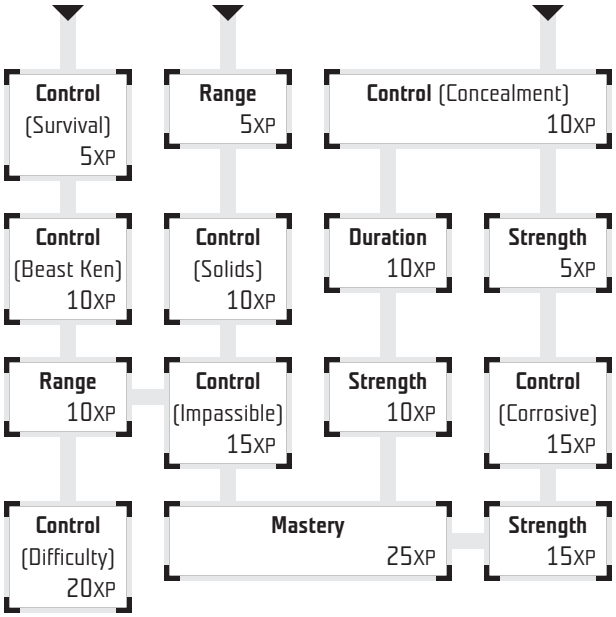
**Format**: Letter Paper
**Weight**: 95-110lb
**Margins**: None/Ignore
**Duplex**: Long Edge

## Alter

[FR **1+**] [**15**XP]

*Tap into the Force to change the qualities and nature of your surrounding environment and terrain.*

Spend ◑ to make all terrain within a short range of you either difficult or normal terrain until the end of your next turn. The base power only affects loose terrain (e.g. dirt, sand, mud, or thick vegetation, but not stone or deep solid ice).



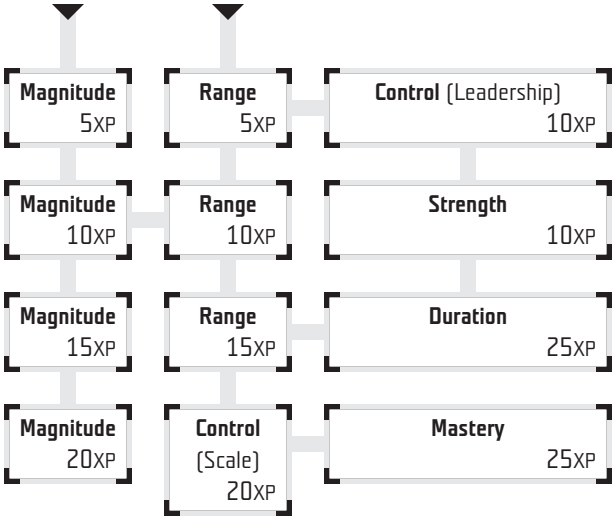

***Source:*** *Unlimited Power, p.42*

## Battle Meditation [FR 2+] [15XP]

*Influence and coordinate groups of allies, guiding their actions to help them work as a unified whole.*

Spend ◑ to add one automatic ✡ to all checks made by a number of engaged friendly targets up to your presence rating before the end of your next turn.

If you use any ●, reduce each target's Willpower once (to a minimum of 1) until the end of the encounter. You may only activate this feature once.



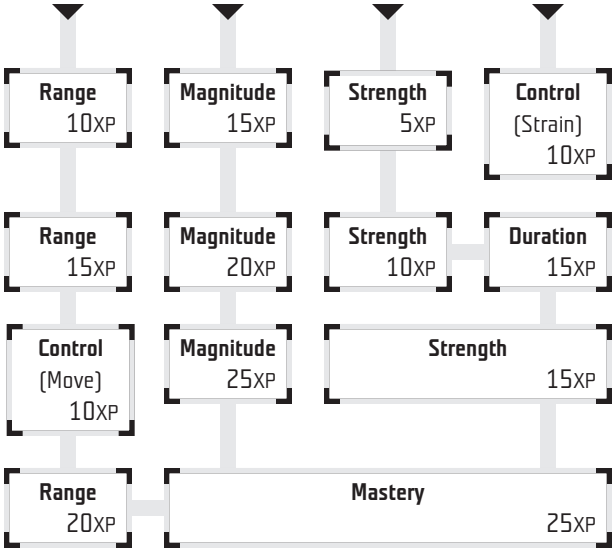

***Source:*** *Force and Destiny, p.284*

## Bind [FR 2+] [15XP]

*Restrain the movement of those nearby, preventing them from harming others and/or themselves.*

Spend ◑ to **immobilize a target** (Force and Destiny p.226) within **short range** until the end of your next turn.

If you use any ●, the target suffers 1 wound (ignoring soak) for each ◑ spent on the check. You may only activate this feature once.



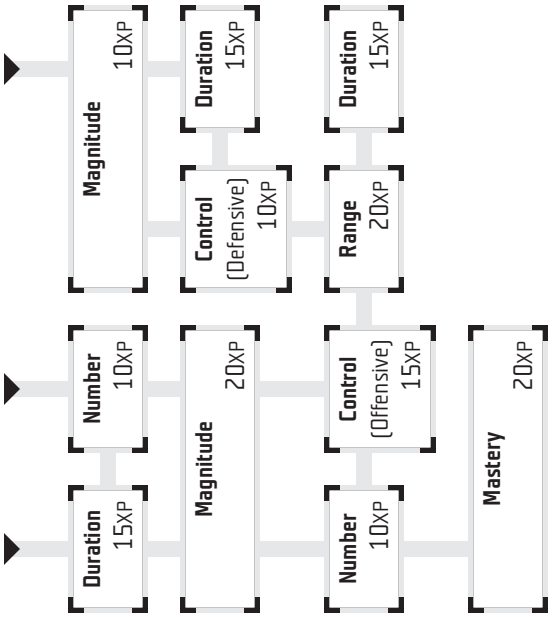

***Source:*** *Force and Destiny, p.286*

## Conjure [FR 1+] [20XP]

*For a short time, conjure forth a spectral object from the Force swirling around you.*

Spend ◑ to create the facsimile of a Brawl or Melee weapon within engaged range, lasting to the end of your next turn.

At the gamemaster's discretion, you may instead conjure a simple tool or primitive item with maximum encumbrance 1.




***Source:*** *Unlimited Power, p.39*

## Ebb/Flow

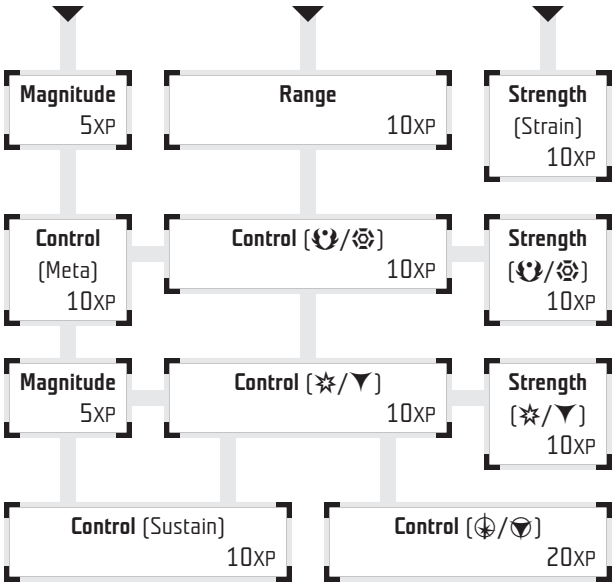
[FR **1+**] [**10**XP]

*Redirect the currents of the Force to empower yourself or sap stamina from your foes.*

Neither of these paired powers is stacking.

**Ebb**: Spend ◑ when making a skill check to suffer 1 strain and then inflict 1 strain on each engaged character.

**Flow**: Spend ◑ when making a skill check to heal 1 strain.



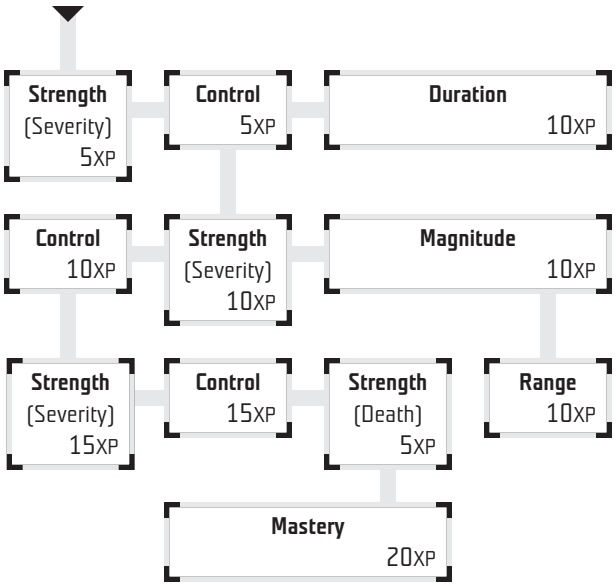

***Source:*** *Disciples of Harmony, p.38*

## Endure

[FR **1+**] [**10**XP]

*Trust in the Force to temporarily overcome and ignore the pain and agony caused by a critical injury.*

When you suffer a Critical Injury with severity no greater than **Easy (◆)**, activate Endure as an out-of-turn incidental and commit ⬡ to temporarily ignore the injury's effects: do not apply its mechanical effects and do not add 10 to further Critical Injury rolls for as long as ⬡ remains committed.



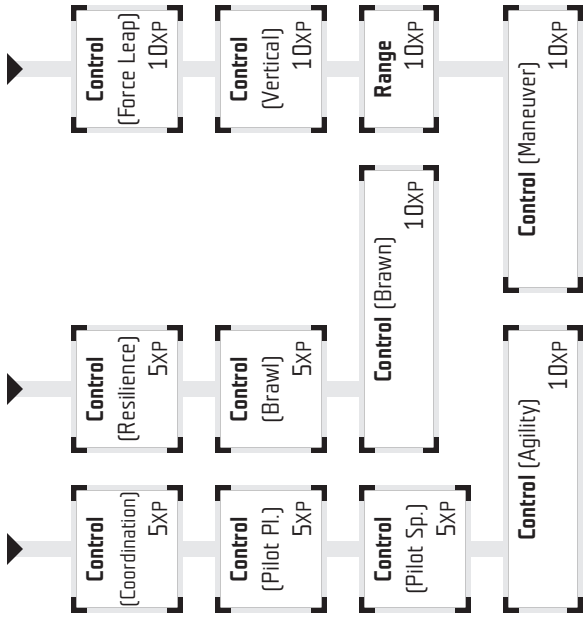

***Source:*** *Knights of Fate, p.36*

## Enhance

[FR **1+**] [**10**XP]

*Use the Force to perform athletic and physical feats beyond the scope of your natural abilities.*

When making an **Athletics check**, you may roll an **Enhance power check** as part of the pool. Spend ◑ to gain ✲ or ⚙ (your choice, stacking) on the check. Remember, you must spend at least one Force Point to activate the **Enhance power** before gaining any ✲ or ⚙.



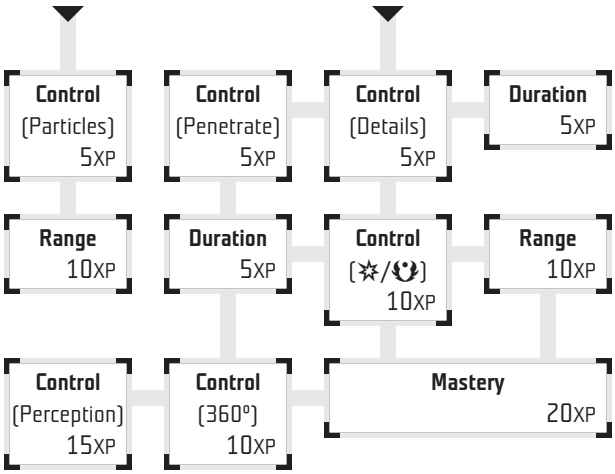

***Source:*** *Force and Destiny, p.288*

## Farsight

[FR **1+**] [**5**XP]

*Connect to the Force to expand your visual senses.*

Spend ◑ to ignore the effects of darkness or blindness, seeing normally within a Medium range until the end of your next turn (or 1 minute out of combat). This vision is equivalent to what most beings could see on a bright day.



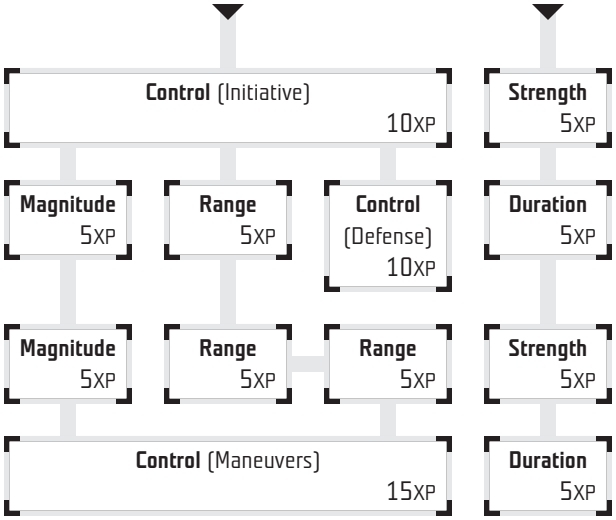

***Source:*** *Savage Spirits, p.36*

## Forsee

[FR **1+**] [**10**XP]

*Look into the Force to see vague hints of your near future: blurry images, brief sounds, or emotions.*

Spend ◑ to gain vague hints of events to come in the next day of your own, personal future. This basic power cannot see anything further than one day ahead.




***Source:*** *Force and Destiny, p.290*

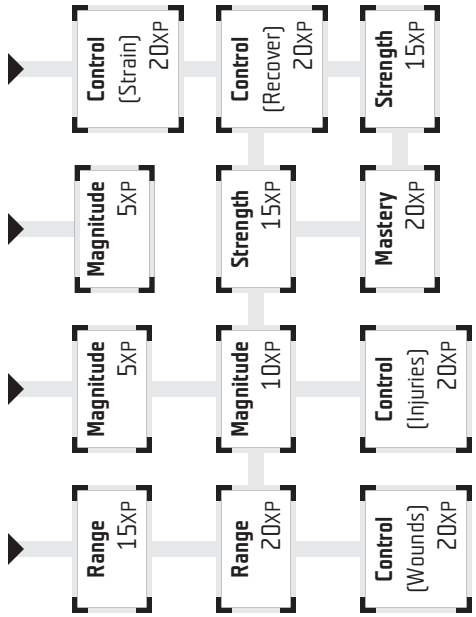
## Heal/Harm

[FR **1+**] [**15**XP]

*Channel the Force to bolster allies with renewed vigor or sap the vital energy from foes.*

**Heal** (light side Force user only): Spend ◑ to heal wounds on an engaged living creature (including self). Wounds healed are equal to your Intellect. Using the **Heal power** counts against the target's daily count of stimpacks used.

**Harm**: **Stacking**. Spend ◑ to inflict a number of wounds (ignoring soak) equal to your Intellect on an engaged living target. Gain 1 Conflict.




***Source:*** *Force and Destiny, p.292*

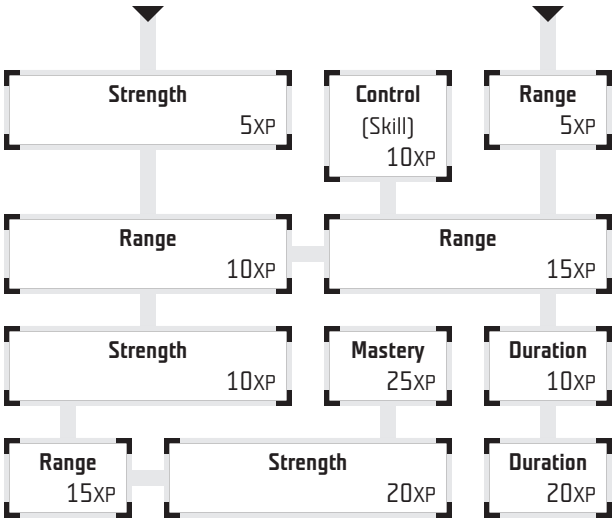
## Imbue

[FR **2+**] [**15**XP]

*Imbue your allies with the living Force, making them more potent, resourceful, or resilient for a time.*

Spend ◑◑ to increase another engaged character's characteristic once (max of 6) until the end of your next turn.

Limit of once per character per encounter. If you use any ●, increase another of the engaged character's characteristics once (max of 6) until the end of your next turn, but both you and the character suffer 3 strain.




***Source:*** *Disciples of Harmony, p.36*

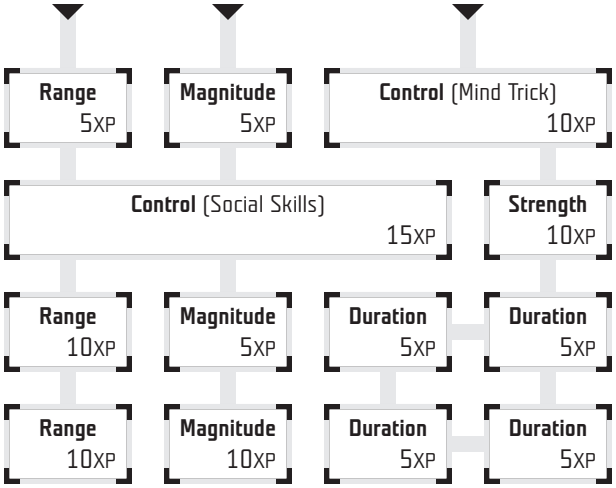
## Influence

[FR **1+**] [**10**XP]

*Attempt to guide, shape, and even twist the thoughts and feelings of others through the Force.*

Spend ◑ to stress the mind of an engaged living target, inflicting 1 strain. The basic effect does not implant cogent thoughts or emotions (see the Control (Mind Trick) upgrade).

**Note**: When spending ◑ to guide thoughts and feelings, ● are used for negative emotions (e.g. rage, fear, hate) while ○ are used for positive emotions (e.g. equanimity, hope, goodwill). Some emotions (e.g. confusion) can come from either type of ◑.



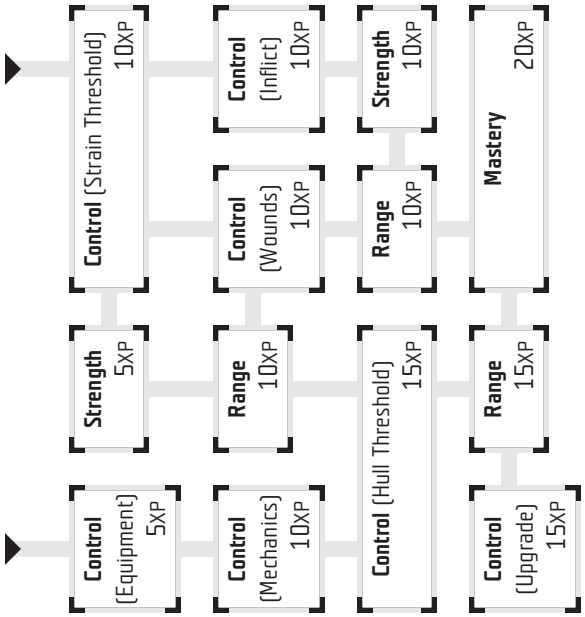

***Source:*** *Force and Destiny, p.294*

## Manipulate

[FR **1+**] [**10**XP]

*Wield the Force at a molecular level to mend and repair mechanical items and technology.*

Spend ◑ (stacking) to recover 1 point of system strain on a vehicle or starship at Engaged range.

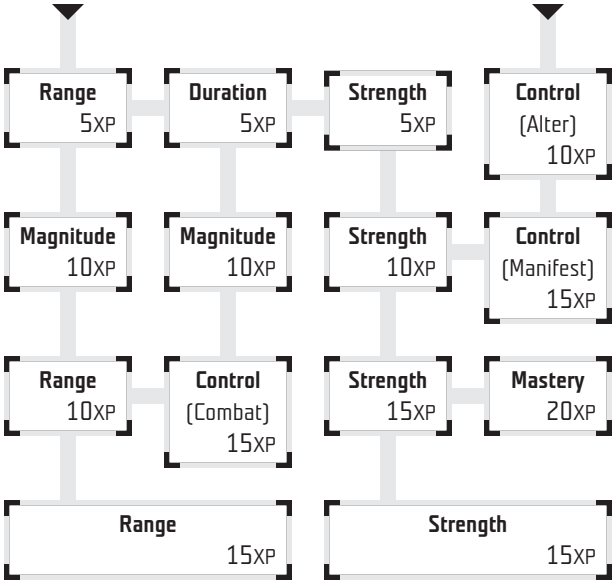



***Source:*** *Endless Vigil, p.36*

## Misdirect [FR **1+**] [**15**XP]

*Sculpt with the Force to create visages and illusions, fooling living beings in the vicinity.*

Spend ◑ to make a target within **short range** unable to see another target (living or object) of **silhouette 1** or smaller until the end of the deceived target's next turn.

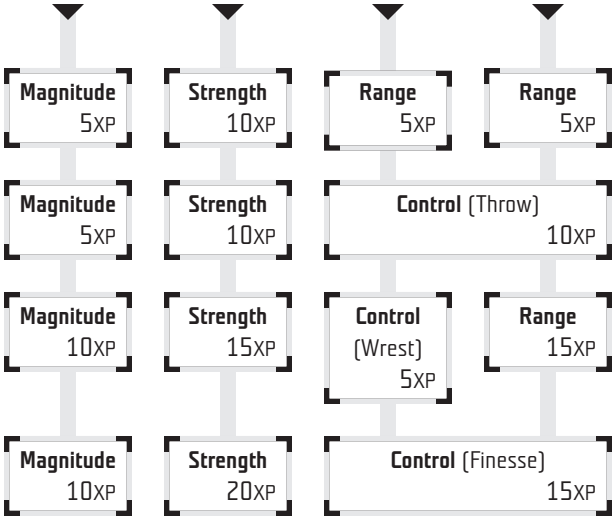



***Source:*** *Force and Destiny, p.296*

## Move [FR **1+**] [**10**XP]

*Move small or large objects with the Force.*

Spend ◑ to move a single **silhouette 0** target object located within a **short range** up to the power's maximum range (without upgrades, the default is also **short range**).




***Source:*** *Force and Destiny, p.298*

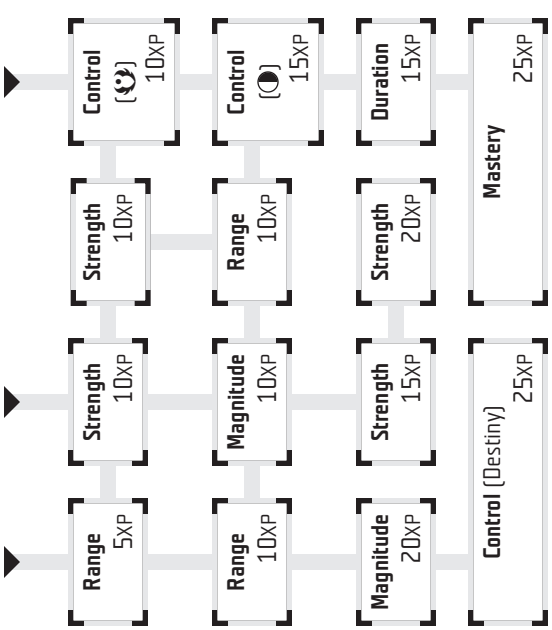
## Protect/Unleash [FR **3+**] [**20**XP]

*Guide the flow of energy with the Force, protecting yourself or unleashing blasts of power against foes.*

Both are part of an **Average (◆◆) Discipline check**.

**Protect**: Spend ◑◑ to reduce damage from energy attacks against an engaged target (can be self) before your next turn by WP + ✲s rolled. Dark siders may only protect themselves.

**Unleash**: Spend ◑◑ and succeed on the Discipline checkto activate a ranged attack: [Dmg. = Wp; Crit. 4; Short range].




***Source:*** *Force and Destiny, p.300*

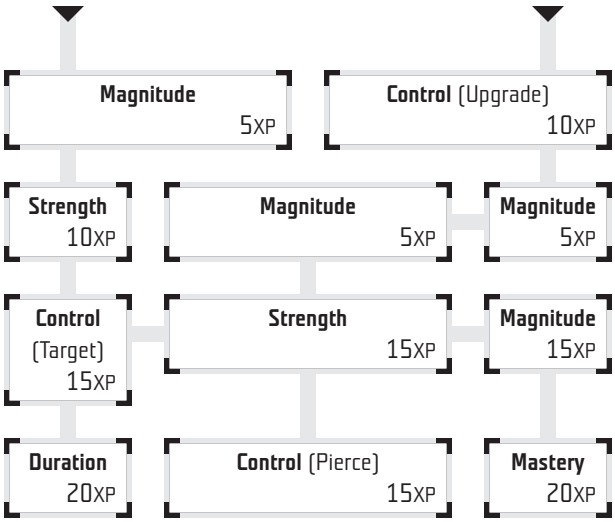
## Seek

[FR **1+**] [**10**XP]

*Follow the will of the Force to find something or someone lost, missing, or forgotten.*

Spend ◑◑ to gain insight about the general location or relative direction of someone or something you know about (the existence of), independent of its distance from you.

Spend ◑ and succeed at an **Average (◆◆) Vigilance check** (or an opposed **Vigilance versus Discipline check**) to see through illusions created by the Force.




***Source:*** *Force and Destiny, p.302*

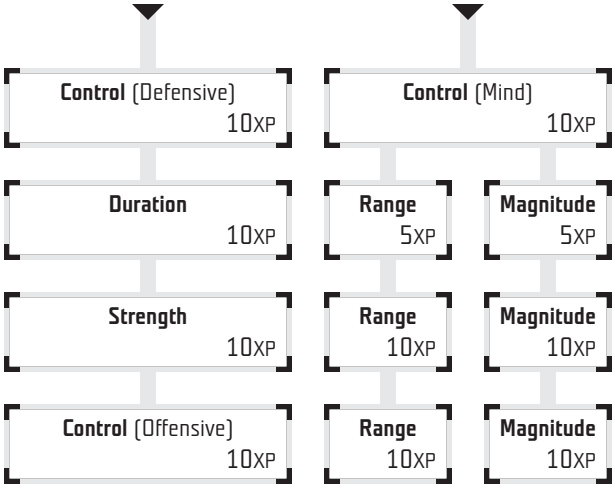
## Sense

[FR **1+**] [**10**XP]

*Sense the Force interacting with the world.*

Spend ◑ to sense all living things within a short range (including sentient and non-sentient beings).

Spend ◑ to sense the current emotional state of one engaged living target.



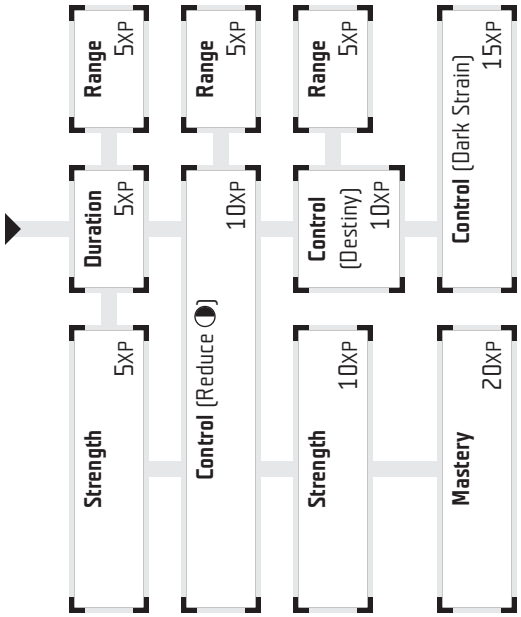

***Source:*** *Force and Destiny, p.304*

## Suppress

[FR **1+**] [**10**XP]

*Dampen the presence of the Force around you, diminishing the effects of incoming powers.*

Spend ◑ to add automatic ➤ to Force power checks made against yourself or an ally within a short range until the end of your next turn.




***Source:*** *Keeping the Peace, p.38*