

CORRUPTION [DARK SIDE]

You use the Force to send a bolt of pure dark side vileness into an enemy. **Time:** Standard action. **Target:** One creature within 12 squares and within line of sight.

Make a Use the Force check: The result of the check determines the effect, if any. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is affected.

DC 15: The target takes 2d6 Force damage, and half that amount again at the start of its turn. If your Use the Force check equals or exceeds the target's Fortitude Defense, the target takes half that damage again in the following round.

DC 20: As DC 15, except the target takes 3d6 points of damage.

DC 25: As DC 15, except the target takes 4d6 points of damage.

DC 30: As DC 15, except the target takes 5d6 points of damage.

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FORCE BLAST

You use the Force to create a ball of compressed air and debris that you can hurl at enemy targets. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

Make a Use the Force check: Compare the result of your Use the Force check to the Reflex Defense of the target; if you exceed the target's Reflex Defense, you deal damage with the *Force blast*. The result of the Use the Force check determines the effect, if any.

DC 15: The Force blast deal 2d6 points of damage to the target.

DC 20: As DC 15, except you deal 3d6 points of damage.

DC 25: As DC 15, except you deal 4d6 points of damage.

DC 30: As DC 15, except you deal 5d6 points of damage.

Special: You can spend a Force point to add one-half your heroic level as a damage bonus on a *Force blast* just as you would with a normal weapon.

FORCE STORM [DARK SIDE, TELEKINETIC]

You use the Force to create a swirling whirlwind of dark side energy around yourself. **Time:** Standard action. **Target:** You.

Make a Use the Force check: You create a vortex of debris and dark energy around yourself that deals 2d6 points of damage to all adjacent targets at the end of your turn. The result of your Use the Force check determines the duration of the effect, if any.

DC 20: 2 rounds.

DC 25: 4 rounds.

DC 30: 6 rounds.

DC 35: 8 rounds.

Special: You can spend a Force Point to deal an extra 2d6 points of damage with a *Force storm*.

REPULSE [TELEKINETIC]

You use the Force to clear an area around yourself. **Time:** Standard action.

Target: All adjacent targets.

Make a Use the Force check: The targets make Strength checks, adding their base attack bonus. If you beat the target's Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceed the target's Strength check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds a size modifier to its Strength check: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than 2 legs or is otherwise exceptionally stable.

Special: You can spend a Force Point to apply a -5 penalty to the target's Strength check to resist your *repulse*. Additionally, after spending a Force Point, if you successfully push the target into a larger object, you deal an extra 2d6 points of damage from the extreme force of the thrust.

FORCE SHIELD [TELEKINETIC]

You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm. **Time:** Reaction. **Target:** You.

Make a use the Force check: The result of the check determines the effect, if any.

DC 15: You gain a shield rating (SR) of 5 until the beginning of your next turn. Unlike other shields, this shield is made of pure telekinetic energy and cannot be recharged by any means.

DC 20: As DC 15, except you gain SR 10.

DC 25: As DC 15, except you gain SR 15.

DC 30: As DC 15, except you gain SR 20.

Special: You can spend a Force Point when you activate this power to increase the power's SR by 5. You can maintain your concentration on a *Force shield* to continue to gain the benefit of the power's SR from round to round, extending the normal duration. Maintaining the *Force shield* power is a standard action. If the power's SR is ever reduced to 0, the power's effect ends.

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CORRUPTION - CONTINUED

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: You can spend a Force Point when you successfully damage a target by using this power to have all creatures adjacent to the target take half this damage if the Use the Force check also exceeds their Fortitude Defense. These secondary targets do not take additional damage in the following round.

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