

Force Power	Time	Range	Target	Utf check vs.	Effect	Force Point / Destiny Point
Ballistakinesis (T)	standard	12 & los	all in 2x2 area	ref	3d8 bludgeoning, piercing, or slashing damage, area attack; til B, target takes -2 attack	deal half damage to targets you missed
Battle Strike	swift	personal	you	-	for next attack (before E), +1 force bonus to attack; if attack hits, damage bonus 田	+2d6 damage bonus
Blind (T)	swift	12 & los	1 target	ref	til B, target flat-footed & all creatures have concealment from target (doesn't work on Miraluka)	use power as free action instead of swift
Cloak (MstC)	standard	personal	you	-	til B, invis./total concealment (-5 to attack; -10 to notice & -5 for every 10 sq between); Stealth bonus 田. Listening for you is a standard action; if not, then must guess your sq	+5 Stealth bonus
Combustion (H)	standard	12 & los	all in 2x2 area	fort	4d6 fire dmg & catch fire (unless you missed); your Utf check = atk bonus of fire each round	move target hit by power -1 CT
Convection (MswC)	swift	personal	you	-	til B, unarmed attacks deal fire damage 田, targets catch on fire if damaged	deal fire dmg to any who atk u unarmed
Corruption (D)	standard	12 & los	1 target	fort+size <sup>1</sup>	force dmg 田 and extra half dmg at start of target's next turn if exceeded fort by 5 or more	all adj.to targt hit take ½ dmg(1 rnd only)
Crucitorn	reaction	personal	you	-	gain force bonus to damage threshold 田 against any dmg you take from attack or force power	+5 damage threshold bonus
Cryokinesis (Msw)	standard	12 & los	1 unattnded obj	-	til E, reduce object's DR 田. If it's a mechanical or electronic device, it automatically moves -1 CT	-5 DR penalty
Dark Rage (D)	swift	personal	you	-	til end of your turn, attack & dmg bonus 田. (can't use skills requiring patience or concentration)	extend duration til encounter's end
Dark Transfer (D)	standard	touch	1 creature	-	target heals HP = your level times 田; you move -1 CT until you rest for 8h	avoid -1 CT;DP to revive cr who just died*
Detonate (T)	standard	12 & los	1 unattnded obj	-	object takes 田 damage	+2d6 damage
Drain Energy	standard	6 & los	1 powered obj	-	drain energy from a 田 powered weapon or object, making it unusable til energy cell is replaced	increase target object by 1 size category
Enrgy Resistance (Msw)	standard	personal	you	-	til B, gain DR 田 vs. energy, fire, sonic, cold, electric	use power as swift action
Enlighten (A,L)	swft/react	12 & los	1 ally	-	til B, target may use your Utf check result instead of 1 attack roll, skill check, or defense	prolong until end of your next turn
Farseeing	full-round	none	someone u met	will	sense target is alive or dead (dead=DC30), vague sense of current surroundings, emotions*	see target's surroundings within 6sq
Fear (A,D)	swift	12 & los	1 creature	will	target can take only 田 action on its next turn	til B, -2 to all of the creature's defenses
Fold Space	full-round	6 & los	1 held/unatt.obj	-	teleport 1 held/unattended object or vehicle you occupy; max size & max distance 田	inc. max size by 2 or double distance
Force Blast	standard	12 & los	1 target	ref	deal 田 damage	add half heroic level as damage bonus
Force Disarm (T)	standard	12 & los	1 held wpn/obj	ref (Utf-10)	take wpn w/free hand,else drop in target's space(-5 penalty if 2-h; declare FP use before rolling)	damage weapon (dmg=Utf result)
Force Grip (H,MstC,T)	standard	12 & los	1 target	fort+size <sup>1</sup>	damage 田; target reduced to 1 swift action only on its next turn (unless you missed)	+2d6 damage
Force Light (L, MstC)	standard	all cr within 6 sq of you		-	til E, all cr with DSS 1+ that begin their turn automatically take force damage 田 and -1 attack	+1d6 damage
Force Lightning (D,H)	standard	6 & los	1 target	ref	8d6 force damage & -1 CT. Otherwise half damage and no CT penalty	additional -1 CT if successfully hit
Force Scream (D)	standard	all targets within 12sq		fort+size <sup>1</sup>	til E, -5 damage threshold; force dmg 田	damage threshold -10 instead of -5
Force Shield (Mst,T)	reaction	personal	you	-	til B, gain SR 田; if damage exceeds your SR, then your SR is depleted by 5, cannot recharge	increase SR by 5
Force Slam (H,T)	standard	los	all in 6sq-cone	fort+size <sup>1</sup>	4d6 force damage and knock prone. If missed, half damage and not prone. Area effect	+2d6 damage
Force Storm 1 (D,T)	standard	adjacent	all adjacent	-	2d6 damage to all adjacent targets at the end of your turn, lasts for # of rounds 田	+2d6 damage
Force Storm 2 (D,MstC)	standard	12 & los	area (see table)	-	til E, 田 area provides conceal. & deals 2d6 acid dmg & -5 perception to any who begin turn in it	+2d6 acid damage
Force Stun	standard	6 or los	1 creature	fort+size <sup>1</sup>	move creature -1 CT, and an additional -1 for every 5 points you exceed his fort	additional -1 CT
Force Thrust (T)	standard	12 & los	1 target/obj	str+BAB+s&s <sup>2</sup>	push 1sq back, +1sq for every 5 over; target takes 1d6 dmg if pushed into larger object	-5 to str check; dmg from 1d6 to 2d6
Force Track	swift	los	1 creature	-	track cr you designate w/o needing Survival check for 1h if it passed thru within the last 田	track 2 targets simultaneously
Force Whrlwnd(MmC,T)	standard	12 & los	1 target	fort+size <sup>1</sup>	til B,lift ½m.& force dmg 田;atks & skills -5;prone at end (ends if target is damaged by another)	attacks and skills -10 instead of -5
Hatred (D,MswC)	standard	all targets within 6sq		-	til E, any creature that starts its turn within 6sq of you takes 田 force damage & -1 defenses	+1d6 damage
Inertia	move	personal	you	-	move up to ½ speed along the wall. If you don't end your move on the ground, you fall	increase "wall" speed by 2 squares
Inspire (L,MswC)	swift	all allies w/in 6sq & los		-	til E, allies gain 田 force bonus to Will vs. mind-affecting & fear effects	grant allies 2d6 bonus HP
Intercept (T)	reaction	1 ranged atk targeting U		atk roll or Utf	negate ranged attack, Move Object*, or Move Light Object if equal or exceed attack roll or Utf	vs autofire: take ½ dmg or no dmg if miss
Ionize	standard	6 & los	1 target	ref	target takes half ion dmg 田. For elec. systems & droids: if total ion dmg > DT, then -2 CT	+2d6 ion damage
Kinetic Cmbt (Msw/st,T)	standard	12	1 held melee w*	DC20	1st rnd:move 12 & atk, use BAB+cha(instead of str). After 1st rnd: move 6 & atk(can make AoO)	+1 attack bonus
Levitate (Mm)	move	personal	you	-	gain vertical fly speed 田;if end move adj. to horizontal surface, can move 1 free square onto it	reaction when falling,reduce by fly speed
LightngBurst(D,H,MstC)	standard	adjacent	all adj. targets	ref	3d6 force damage & -1 CT. Can maintain only if you don't move	+2d6 damage
Malacia (MstC)	standard	6 & los	1 creature	fort	target moves -1 CT; til E, -5 DT (can maintain DT penalty only)	increase DT penalty to -10
Memry Walk (A,D,MstC)	standard	6 & los	1cr (INT 3+)	will	target takes 2d6 force damage and loses its 田 action on its next turn	+2d6 damage
Mind Shard (A)	standard	12 & los	1 creature	will	target takes force damage 田 and -1 CT (it cannot improve its own CT til E, but another can)	+2d8 damage

Force Power	Time	Range	Target	UtF check vs.	Effect	Force Point / Destiny Point
Mind Trick (A)	standard	12 & los	1cr (INT 3+)	will	lose dex bonus to ref vs your next atk ; flee for 1 min. (only lower level NPCs); distract target to use Stealth if its aware of you; make unpalatable suggestion reasonable (can't threaten his life)*	improve attitude by 1 step, +1 for every 5 over his Will
Morichro (MstC)	standard	1 cr grabbed/grappled		fort	-1 CT; if moved to bottom of CT, can kill target or place in force trance*	-
Move Object (MstC,T)	standard	12 & los	1 creature/obj	will(cr)/ref	move 6sq & dmg/size Ⓜ; hurl onto 2nd target (vs.ref) to dmg both (can't maintain if did dmg)*	+1 size,+2d6 dmg; DP +3 size +6d6 dmg
Negate Energy	reaction	personal	1 attack	damage taken	negate energy dmg & take no dmg, ex: blaster,lightsaber (must be aware not flat-footed)	absorb damage as HP
Obscure (A)	reaction	12 & los	1 attacking trgt	will	-5 atk penalty; if target misses, you can choose to reroll atk against a target adjacent to it at -5	extend penalty til start of target's next turn
Phase (Mm)	move	personal	you	-	til B, gain phasing speed Ⓜ (which can't exceed your base speed), must end in legal space; may move up to your phasing speed as part of the activation of this power	+2 sq. of phasing speed
Plant Surge (MswC)	standard	12 & los	1 target	fort	til E, speed is 0. Escape by making grapple (std action) vs UtF. Plants must be adj. to target	-10 to target's grapple check to escape
Prescience	swift	los	1 target	-	til E, insight bonus Ⓜ to all def against atks/effects from target, & atk bonus vs target	affect 1 additional enemy within los
Rebuke	reaction	personal	1 force power	UtF check	negate force power;can redirect back to creator if 5 over(if rebuked 2nd time, both suffer effects)	not suffer effects of 2nd rebuke
Rend (D)	standard	6 & los	1 target	ref	3d6 damage; critical on natural 20 (double damage); if reduce creature to 0 HP, auto-kill	+2d6 damage
Repulse (T)	standard	adjacent	all adjacent	str+BAB+s&s <sup>2</sup>	push 1sq back, +1sq for every 5 over; 1d6 dmg if pushed into larger object	dmg from 1d6 to 2d6; -5 to str check
Resist Force (Msw,X)	standard	personal	you	-	til B, Ⓜ bonus to 1 defense score vs. force powers	apply bonus to 2 defenses instead of 1
Sever Force (L)	standard	12 & los	forceuser dss1+	will	DC25:can't use FP for hrs=DSS; DC30:as 25, -1 CT if he uses the force power; DC35:as 30, -2 CT	double duration; DP change hours->days
Shatterpoint	swift	personal	1 target	-	your next attack that hits before encounter's end, treat target's DT as if lower by Ⓜ	ignore target's DR
Slow (T)	standard	12 & los	1 target	fort+size <sup>1</sup>	til B -10 acrobatics,climb,endurance,initiative,jump,stealth,swim & reduce speed by Ⓜ	-5 to fort defense vs. power
Stagger (T)	swift	adjacent	1 adj target	fort	target takes 2d6 force damage & is pushed 1 sq away from you (doesn't provoke AoO's)	affect all adjacent enemies
Surge	free	personal	you	-	til B, gain jump bonus/speed bonus Ⓜ	jmp+10,spd+2;DP spd+4,jump anywhere
Technometry	standard	touch	1 droid/device	will	discover 1 piece of info* Ⓜ +1 for every 5 over (alt;droid flees for 2 turns at top speed;until end of your next turn, jam droid's senses to make Stealth checks even tho it's aware of you;deny its Dex bonus to Ref against next attack before E)	+2 pieces of info learned or extend droid-specific effects +1 round
Thought Bomb (A)	standard	all enemies within 2sq		will	target takes 2d6 force dmg and loses its swift action on its next turn. This is an area effect.	+2d6 damage
UtF: Breath Control	reaction?	personal	you	DC15	hold your breath for # of rounds = 2x your CON score before needing to make Endurance checks	-
UtF:Move Light Object	move/std	los	1 obj up to 5kg	ref (to dmg)	DC10:move obj. 6sq any direction; DC15:hurl vs.ref for 1d6 blugdn dmg; catch a thrown wpn or obj.* & move it 6sq away from you DC = atk roll of thrown weapon (requires readied action)	-
UtF:Sense Force	full-round	100km	force-users	DC15	sense other force-users & approx. locations, vs. target's UtF if he attempts to conceal himself; can choose to sense only force-users with DSS 1+ (other applications*)	-
UtF:Sense Surroundings	swift	?	any	DC15/DC20	til B, ignore cover+concealment when using Perception to detect presense & location of targets (size modifiers apply). DC20 vs.total cover. This does not grant los	-
UtF: Telepathy	standard	see text	1 cr INT 2+	see text	exchange emotions/single thought (ex: help!); against unwilling cr*, check vs. Will or distance DC, whichever is higher (if fail, cannot contact again for 24h unless becomes willing). Distance DC15=same planet;DC20=same system;DC25=same quadrant;DC30=dif quadrnt	
Valor (L,Msw,X)	standard	12 & los	1 ally	-	til B, Ⓜ will bonus vs. mind-affecting effects and fear	will bonus vs. all effects
Vital Transfer (L)	standard	touch	1 creature	-	heal target's level times Ⓜ, you take half damage healed, round down (can choose to heal less)	take no dmg; DP target +5 CT
Wound (D)	standard	6 & los	1 creature	fort+size <sup>1</sup>	4d6 force dmg (if target reduced in CT, becomes persistent until surgery Treat Inj. DC20)	+2d6 damage

	DC10	DC15	DC20	DC25	DC30	DC35	DC40
Battle Strike		+1d6	+2d6	+3d6			
Cloak (MstC)			+2	+3	+5		
Convection (MswC)		+1d6	+2d6	+3d6	+4d6		
Corruption (D)		2d6	3d6	4d6	5d6		
Crucitorn		+5	+10	+15	+20		
Cryokinesis (Msw)			-5	-10	-15	-20	
Dark Rage (D)		+2	+4	+6			
Dark Transfer (D)		x1	x2	x3	x4		
Detonate (T)			4d6	6d6	8d6	10d6	
Drain Energy			S	M	L	H or generator	
Energy Resistance (Msw)			DR 5	DR 10	DR 15	DR 20	
Fear (A,D)		stnd	move	swift	none		
Fold Space			M,6sq	L,12sq	H,18sq	G,24sq	C,30sq
Force Blast		2d6	3d6	4d6	5d6		
Force Grip (H,MstC,T)		2d6	4d6	6d6			
Force Light (L, MstC)			1d6	2d6	3d6	4d6	
Force Scream (D)		1d6	2d6	3d6	4d6		
Force Shield (Mst,T)		SR 5	SR 10	SR 15	SR 20		
Force Storm 1 (D,T)			2 rnds	4 rnds	6 rnds	8 rnds	
Force Storm 2 (D,MstC)			3x3	4x4	5x5	6x6	
Force Track		1 min.	10min.	1 hr.	1 day		
ForceWhirlwnd (MmC,T)		1d6	2d6	3d6	4d6		
Hatred (D,MswC)		1d6	2d6	3d6	4d6		
Inspire (L,MswC)			+2	+5	+10	immune	
Ionize			4d6	5d6	6d6		
Levitate (Mm)		2 sq	4 sq	6 sq			
Memory Walk (A,D,MstC)			swift	move	stndrd	stndrd & swift	
Mind Shard (A)		2d8	3d8	4d8	5d8		
Move Object (MstC,T)		2d6 M	4d6 L	6d6 H	8d6 G	10d6 C	
Phase (Mm)				2 sq	4 sq	6 sq	8 sq
Prescience		+1	+2	+3			
Resist Force (Msw,X)		+1	+2	+5			
Slow (T)		1 sq	2 sq	3 sq	4 sq		
Shatterpoint				-5	-10	-15	-20
Surge	+10,+2	+20,+4	+30,+6				
Technometry		general	specific	private	secret		
Valor (L,Msw,X)		+1	+2	+5	+10		
Vital Transfer (L)		x2	x3	x4			

Key
A=mind-affecting, no effect on creatures with no int. score, no effect on droids
D=dark side power, use incurs +1 DSS
H=half damage if failed to exceed defense, no additional effects incurred, cannot maintain
L=light side power; if you have DSS of 1+, can't use FP to modify roll to use this power
M= can maintain with (m)ove, (st)andard, (sw)ift action. C=make new check each round. If suffer damage while maintaining, make check DC=15+damage taken to keep maintaining
T=telekinetic power; enemies with cover/concealment gain relevant benefits
X=multiple instances possible,requires separate activation+1 swift action to maintain each
size1=size mod: C+50, G+20, H+10, L+5, M-F+0
s&s2=size & stability check: 1d20 + stability mod.(+5 if more than 2 legs or exceptionally stable) + size mod (C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20)

Abbreviations
los = line of sight
-1 CT = move -1 down the condition track
☐ = see table
til E = until the end of your next turn
til B = until the beginning of your next turn
* see book for additional important details
DP = destiny point
DT = damage threshold
cr = living creature, not a droid
AoO = attack of opportunity

Lightsaber Form Power	Effect
<b>Assured Strike</b> <b>Time:</b> Standard <b>Target:</b> 1 enemy within reach	<b>DC15:</b> Make 1 attack, roll twice & keep higher result with -5 damage <b>DC20:</b> Make 1 attack, roll twice & keep higher result with -2 damage <b>DC25:</b> Make 1 attack, roll twice & keep higher result with -1 damage <b>DC30:</b> Make 1 attack, roll twice & keep higher result with no damage penalty <b>Lightsaber form (Juyo):</b> If you miss with both attacks, the power remains in your suite <b>FP:</b> Roll 3 times, keep higher result
<b>Barrier of Blades</b> <b>Time:</b> Swift <b>Target:</b> You	Til B, can use UtF check in place of Ref against non-area ranged attacks <b>Lightsaber form (Shien):</b> Can Redirect Shot 1 blaster bolt that misses while this power is in effect <b>FP:</b> Apply benefits to autofire. If attack hits, take half damage, if miss, no damage
<b>Circle of Shelter</b> <b>Time:</b> Standard <b>Target:</b> You & all adjacent	<b>DC20:</b> Til E, gain +1 deflection to Ref <b>DC25:</b> Til E, gain +2 deflection to Ref <b>DC30:</b> Til E, gain +5 deflection to Ref <b>Lightsaber form (Soresu):</b> Til E, add bonus to UtF checks to Block & Deflect <b>FP:</b> Apply bonus to all adjacent allies
<b>Contentious Opportunity</b> <b>Time:</b> Free, when you make AoO <b>Target:</b> 1 enemy within reach	<b>DC20:</b> When hit with AoO, deal +1 die damage <b>DC25:</b> When hit with AoO, deal +2 dice damage <b>DC30:</b> When hit with AoO, deal +3 dice damage <b>DC35:</b> When hit with AoO, deal +4 dice damage <b>Lightsaber form (Makashi):</b> Til E, gain +2 force bonus on AoO <b>FP:</b> If hit, reduce target's speed by 2 til the end of its next turn
<b>Deflecting Slash</b> <b>Time:</b> Reaction when targeted by non-area ranged attack <b>Target:</b> You + 1 enemy within reach	<b>DC15:</b> Make UtF vs attack roll. Attack deals half damage on a hit. After damage is resolved, make 1 lightsaber attack against target within reach <b>DC20:</b> As DC15, +1 damage to lightsaber attack <b>DC25:</b> As DC15, +3 damage to lightsaber attack <b>DC30:</b> As DC15, +5 damage to lightsaber attack <b>Lightsaber form (Soresu):</b> Spend FP to Redirect Shot to any target within 6sq <b>FP:</b> Take no damage on hit
<b>Disarming Slash</b> <b>Time:</b> Standard <b>Target:</b> 1 enemy within reach	<b>DC15:</b> 1 lightsaber attack vs adjacent opponent. If damage, use UtF check to disarm. If succeed, take weapon with free hand, or else drops <b>DC20:</b> As DC15, except target gets only +5 Ref to resist disarm (instead of +10) <b>DC25:</b> As DC15, except target gets only +2 Ref to resist disarm (instead of +10) <b>DC30:</b> As DC15, except target gets no Ref bonus to resist disarm (instead of +10) <b>Lightsaber form (Shii-Cho):</b> Use power as reaction to being attacked by adjacent opponent <b>FP:</b> On successful disarm, deal damage to target's weapon equal to damage done to target
<b>Draw Closer (T)</b> <b>Time:</b> Standard <b>Target:</b> 1 enemy within 6sq & los	<b>DC15:</b> Pull Medium or smaller target (not grabbed/grappled) to nearest unoccupied adjacent space; then make 1 lightsaber attack <b>DC20:</b> As DC15, except target may be Large or smaller <b>DC25:</b> As DC15, except target may be Huge or smaller <b>DC30:</b> As DC15, except target may be Gargantuan or smaller <b>Lightsaber form (Niman):</b> Target creature within 12 sq instead of 6sq <b>FP:</b> Pull target into any adjacent space
<b>Falling Avalanche</b> <b>Time:</b> Standard <b>Target:</b> You + 1 enemy within reach that is not more than 1 size more than you	<b>DC15:</b> Make 1 lightsaber attack vs target (not grabbed/grappled). If damage, push target 1sq away & move into space he vacated, no AoO's provoked <b>DC20:</b> As DC15, except you can push target 2sq <b>DC25:</b> As DC15, except you can push target 3sq <b>DC30:</b> As DC15, except you can push target 4sq <b>Lightsaber form (Djem So):</b> Gain temporary FP to activate Djem So. <b>FP:</b> Knock opponent prone at end of its movement

<p><b>Fluid Riposte</b>  <b>Time:</b> Reaction when adjacent enemy makes melee atk against you  <b>Target:</b> You + 1 enemy within reach</p>	<p>Make UtF check vs attack; if equal or more, take half damage and move to any sq adjacent to attacker &amp; make 1 lightsaber attack (no AoO provoked)  <b>Lightsaber form (Djem So):</b> If successful, gain temporary FP to activate Djem So.  <b>FP:</b> Treat opponent as flat-footed against your attack</p>
<p><b>Hawk-Bat Swoop</b>  <b>Time:</b> Standard  <b>Target:</b> You + 1 enemy within reach</p>	<p><b>DC15:</b> Move up to 2sq (no AoO provoked). If end move adjacent to target, make 1 lightsaber attack  <b>DC20:</b> As DC15, except you can 4sq  <b>DC25:</b> As DC15, except you can 6sq  <b>DC30:</b> As DC15, except you can 8sq  <b>Lightsaber form (Ataru):</b> Move 2sq after your attack, no AoO provoked  <b>FP:</b> +2 dice damage</p>
<p><b>High Ground Defense</b>  <b>Time:</b> Swift  <b>Target:</b> You</p>	<p><b>DC15:</b> Til B, if you're standing on a low object or difficult terrain, anyone moving adjacent to you provokes AoO  <b>DC20:</b> As DC15 and gain +1 force bonus on AoO's til B  <b>DC25:</b> As DC15 and gain +2 force bonus on AoO's til B  <b>DC30:</b> As DC15 and gain +5 force bonus on AoO's til B  <b>Lightsaber form (Sokan):</b> Til B, deal +1 die damage on AoO's  <b>FP:</b> Til B, move 1sq each time you make AoO, no AoO provoked</p>
<p><b>Makashi Riposte</b>  <b>Time:</b> Reaction when adjacent enemy makes melee atk against you  <b>Target:</b> You + 1 enemy within reach</p>	<p>Make UtF check vs attack; if equal or more, take half damage &amp; make 1 lightsaber attack after damage is resolved, dealing half damage on miss  <b>Lightsaber form (Makashi):</b> Til E, target provokes AoO if it attacks and is within reach  <b>FP:</b> Take no damage if UtF equals or exceeds attack roll</p>
<p><b>Pass the Blade</b>  <b>Time:</b> Standard  <b>Target:</b> You + 1 enemy within reach</p>	<p><b>DC15:</b> Make 1 lightsaber attack, opponent takes -2 penalty to Block  <b>DC20:</b> As DC15, except -5 penalty  <b>DC25:</b> As DC15, except -10 penalty  <b>DC30:</b> As DC15, except target cannot Block attack  <b>Lightsaber form (Trakata):</b> Ignore target's Lightsaber Defense deflection bonus  <b>FP:</b> +2 dice damage</p>
<p><b>Pushing Slash (T)</b>  <b>Time:</b> Standard  <b>Target:</b> 1 enemy within reach</p>	<p><b>DC15:</b> Make 1 lightsaber attack. If hit, compare UtF to Fort to push target 2sq away from you (no AoO provoked) (cannot use against grabbed/grappled)  <b>DC20:</b> As DC15, except push 3sq  <b>DC25:</b> As DC15, except push 4sq  <b>DC30:</b> As DC15, except push 5sq  <b>Lightsaber form (Niman):</b> Compare UtF vs Fort of all adjacent enemies to push 1sq away. Area effect.  <b>FP:</b> Knock target or lightsaber attack prone at end of its forced movement</p>
<p><b>Rising Whirlwind</b>  <b>Time:</b> Standard  <b>Target:</b> 2 enemies within reach  NOTE: Must be wielding 2 lightsabers</p>	<p><b>DC15:</b> Can make 2 lightsaber attacks, each against different target. If both hit, gain 10 bonus HP  <b>DC20:</b> As DC15, except gain 15 bonus HP  <b>DC25:</b> As DC15, except gain 20 bonus HP  <b>DC30:</b> As DC15, except gain 25 bonus HP  <b>Lightsaber form (Jar'Kai):</b> Move 2sq between 2 attacks (no AoO provoked)  <b>FP:</b> +1d6 damage to each target</p>
<p><b>Saber Swarm</b>  <b>Time:</b> Standard  <b>Target:</b> 1 enemy within reach</p>	<p><b>DC20:</b> Make 2 lightsaber attacks against 1 target, each at -5 penalty  <b>DC25:</b> As DC20, except -2 penalty  <b>DC30:</b> As DC20, except -1 penalty  <b>DC35:</b> As DC20, except no penalty  <b>Lightsaber form (Ataru):</b> Opponent takes -5 to UtF to Block or use Makashi Riposte power against your attacks  <b>FP:</b> Move 2sq before or after use power, no AoO provoked</p>

<b>Sarlacc Sweep</b> <b>Time:</b> Standard <b>Target:</b> 2 enemies within reach	<b>DC15:</b> Make 1 lightsaber attack against primary target. Normal damage dealt to primary target &, deal 5 damage to secondary target if attack hits <b>DC20:</b> As DC15, except secondary target takes 5+1d6 damage <b>DC25:</b> As DC15, except secondary target takes 5+2d6 damage <b>DC30:</b> As DC15, except secondary target takes 5+3d6 damage <b>Lightsaber form (Shii-Cho):</b> Use power at end of charge & gain benefits of Powerful Charge feat (ie, additional +2 attack & +1/2 level damage). <b>FP:</b> Affect 2 secondary targets within reach (must be adjacent to primary target)
<b>Shien Deflection</b> <b>Time:</b> Reaction when targeted by non-area ranged attack <b>Target:</b> You + 1 enemy within reach	<b>DC15:</b> UtF vs incoming attack roll. If equal or more, take half damage. Then move up to your speed towards attacker & make lightsaber attack if within reach <b>DC20:</b> As DC15, except can move your speed +2sq <b>DC25:</b> As DC15, except can move your speed +4sq <b>DC30:</b> As DC15, except can move your speed +6sq <b>Lightsaber form (Shien):</b> Til B, take no cumulative UtF penalties for multiple Deflects <b>FP:</b> Take no damage if UtF equals or exceeds attack roll
<b>Swift Flank</b> <b>Time:</b> Standard <b>Target:</b> You + 1 adjacent enemy	<b>DC20:</b> Move up to half speed (no AoO's) & make 1 attack against adjacent target. If space you started & space you ended flank opponent, opponent considered flanked <b>DC25:</b> As DC20, except can move your speed <b>DC30:</b> As DC20, except can move your speed +2sq <b>DC35:</b> As DC20, except can move your speed +4sq <b>Lightsaber form (Vaapad):</b> Til E, target is considered flat-footed against you <b>FP:</b> Increase movement +2sq
<b>Tempered Aggression (D)</b> <b>Time:</b> Standard <b>Target:</b> 1 enemy within reach	<b>DC30:</b> Make 1 attack, if beat Ref by 10 or more, it's a critical hit <b>DC35:</b> Make 1 attack, if beat Ref by 5 or more, it's a critical hit <b>DC40:</b> Make 1 attack, if beat Ref by 2 or more, it's a critical hit <b>Lightsaber form (Vaapad):</b> Power is not considered dark side power <b>FP:</b> +2 dice damage if attack hits. Add these dice after damage is doubled for critical hit
<b>Twin Strike</b> <b>Time:</b> Standard <b>Target:</b> 1 enemy within reach NOTE: Must be wielding 2 lightsabers	<b>DC15:</b> Make 1 attack, if hit, add base dice damage of your other lightsaber to damage roll <b>DC20:</b> As DC15, except can gain +1 force bonus on attack <b>DC25:</b> As DC15, except can gain +2 force bonus on attack <b>Lightsaber form (Jar'Kai):</b> Til E, triple bonus to Ref from Lightsaber Defense talent <b>FP:</b> +1 die damage
<b>Unbalancing Block</b> <b>Time:</b> Reaction when adjacent enemy makes melee atk against you <b>Target:</b> You	Make UtF check vs incoming attack roll. If equal or more, take half damage. If exceed Will, target flat-footed til E <b>Lightsaber form (Trakata):</b> +2 dice damage with first attack made on your next turn against attacker <b>FP:</b> Take no damage if UtF equals or exceeds attack roll
<b>Unhindered Charge</b> <b>Time:</b> Standard <b>Target:</b> You + 1 adjacent enemy	<b>DC15:</b> Move up to speed towards enemy, ignoring difficult terrain & low obstacles, then can make attack if within reach <b>DC20:</b> As DC15, except can move your speed +2sq <b>DC25:</b> As DC15, except can move your speed +4sq <b>DC30:</b> As DC15, except can move your speed +6sq <b>Lightsaber form (Sokan):</b> +5 force bonus to Ref against AoO made against you during this movement <b>FP:</b> Move +2sq
<b>Vornskr's Ferocity (D)</b> <b>Time:</b> Standard <b>Target:</b> 1 enemy within reach	<b>DC20:</b> Make 1 attack & deal +1 die damage <b>DC25:</b> Make 1 attack & deal +2 dice damage <b>DC30:</b> Make 1 attack & deal +3 dice damage <b>DC35:</b> Make 1 attack & deal +4 die damage <b>Lightsaber form (Juyo):</b> Power is not considered dark side power <b>FP:</b> Use this power at end of a charge