

LIGHTSABER FORM POWERS

The following Force powers are part of a new group of abilities called lightsaber form powers. These powers are tagged with the *[lightsaber form]* descriptor. Each power represents a single technique associated with one of the Jedi lightsaber combat forms. Each power uses some Force manipulation, and most also involve a lightsaber attack; additionally, each power has an special added benefit that you gain as a result of having the appropriate lightsaber form talent for that power. You must be wielding an activated lightsaber to use any power with the *[lightsaber form]* descriptor. You cannot *rebuke* a lightsaber form power, with two exceptions: *draw closer* and *pushing slash*.

Lightsaber form powers are intended to help Jedi (and Sith) characters make use of special attacks associated with the various lightsaber forms well before they are able to take the talent. They are also a good way for a character to say that he or she is a practitioner of a certain form without necessarily having spent a precious talent on that form. Many famous Jedi are regarded as students of multiple forms, and with these lightsaber form powers, your heroes can dabble in several different forms, even if they are only considered masters of a small few.

ASSURED STRIKE [LIGHTSABER FORM]

You trade power for accuracy. **Time:** Standard action. **Target:** One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 15: You make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a -5 penalty on your damage roll.

DC 20: As DC 15, except you take a -2 penalty on your damage roll.

DC 25: As DC 15, except you take a -1 penalty on your damage roll.

DC 30: As DC 15, except you take no penalty on your damage roll.

Lightsaber Form (Juyo): If you have the Juyo talent and miss with both attack rolls, this power remains in your Force suite instead of being spent as normal.

Special: You can spend a Force Point to roll your attack roll three times, keeping the highest result.

BARRIER OF BLADES [LIGHTSABER FORM]

You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates. **Time:** Swift action. **Target:** You.

Make a Use the Force Check. Until the start of your next turn, you can use the result of your Use the Force check in the place of your Reflex Defense against incoming non-area ranged attacks.

Lightsaber Form (Shien): If you have the Shien talent, you can redirect (as per the Redirect Shot talent) one blaster bolt that misses you while this power is in effect.

Special: You can spend a Force Point to have the benefits of this power also apply to attacks from ranged weapons set on autofire. If such an attack hits you while this power is in effect, you take half damage; if it misses you, you take no damage.

CIRCLE OF SHELTER [LIGHTSABER FORM]

You create a protected area around yourself, through which enemies have difficulty reaching you or your allies. **Time:** Standard. **Targets:** You plus all allies adjacent to you.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: Until the end of your next turn, you and all adjacent allies gain a +1 deflection bonus to Reflex Defense.

DC 25: As DC 20, except the bonus increases to +2.

DC 30: As DC 20, except the bonus increases to +5.

Lightsaber Form (Soresu): If you have the Soresu talent, you can add the deflection bonus on Use the Force checks made to use the Block and Deflect talents until the end of your next turn.

Special: You can spend a Force Point to also apply the deflection bonus from this talent to the Fortitude Defense of all adjacent allies.

CONTENTIOUS OPPORTUNITY [LIGHTSABER FORM]

You seize the moment when your opponent gives you an opening, darting in to strike. **Time:** Free action (when you make an attack of opportunity).

Target: One enemy within your reach.

Make a Use the Force Check. The result of the check determines the result, if any.

DC 20: If you hit with your attack of opportunity, you deal an additional +1 die of damage.

DC 25: As DC 20, except you deal an additional +2 dice of damage.

DC 30: As DC 20, except you deal an additional +3 dice of damage.

DC 35: As DC 20, except you deal an additional +4 dice of damage.

Lightsaber Form (Makashi): If you have the Makashi talent, you gain a +2 Force bonus on attacks of opportunity (including this one) until the end of your next turn.

Special: If you hit with the attack of opportunity, you can immediately spend a Force Point to reduce the target's speed by 2 squares until the end of its next turn.