

# EXPANDED CONTENT: FORCE POWERS

|                 |                  |                  |                  |
|-----------------|------------------|------------------|------------------|
| <b>AT-WILL</b>  | <b>1ST-LEVEL</b> | <b>4TH-LEVEL</b> | <b>7TH-LEVEL</b> |
| Necrotic Charge | <b>2ND-LEVEL</b> | <b>5TH-LEVEL</b> | <b>8TH-LEVEL</b> |
| Psychic Charge  | <b>3RD-LEVEL</b> | <b>6TH-LEVEL</b> | <b>9TH-LEVEL</b> |
| Sonic Charge    |                  |                  |                  |

## NECROTIC CHARGE

*At-will dark side power*

**Casting Time:** 1 action

**Range:** 5 feet

**Duration:** 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you can choose to deal up to 1d8 of necrotic damage, which you suffer as well. This damage can't be reduced or negated in any way.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and you can increase the secondary damage to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

## PSYCHIC CHARGE

*At-will dark side power*

**Casting Time:** 1 action

**Range:** 5 feet

**Duration:** 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and its mouth is covered by a violet veil until the start of your next turn. If the target willingly speaks before then, it immediately takes 1d8 psychic damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target takes for speaking increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

## SONIC CHARGE

*At-will universal power*

**Casting Time:** 1 action

**Range:** 5 feet

**Duration:** 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you begin to emanate a disturbing hum until the start of your next turn. If a hostile creature ends its turn within 5 feet of you, it takes 1d4 sonic damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 sonic damage to the target, and the secondary damage increases by 1d4. Both damage rolls increase by 1d8 and 1d4, respectively, at 11th level and 17th level.