

# FORCE POWER: Psychometry

FORCE ABILITY

Prerequisite: Force Rating 2+

## PSYCHOMETRY BASIC POWER

The Force user can touch an object and read impressions left on it by its owner or the most recent user.

The user may spend 1 to gain a sense of the emotional state of the object's user during its most recent use, up to one day in the past.

Cost: 10

### MAGNITUDE (MONTH)

Spend 1 to enable the user to perceive feelings or events regarding the object up to one month in the past.

Cost: 10

### MAGNITUDE (WEEK)

Spend 1 to enable the user to perceive feelings or events regarding the object up to one week in the past.

Cost: 10

### RANGE

Spend 1 to enable the user to perceive details about feelings or events regarding the object up to an additional range band per rank of Range upgrade purchased.

Cost: 5

### RANGE

Spend 1 to enable the user to perceive details about feelings or events regarding the object up to an additional range band per rank of Range upgrade purchased.

Cost: 5

### MAGNITUDE (YEAR)

Spend 1 to enable the user to perceive feelings or events regarding the object up to one year in the past.

Cost: 15

### MAGNITUDE (DECADE)

Spend 1 to enable the user to perceive feelings or events regarding the object up to one decade in the past.

Cost: 15

### RANGE

Spend 1 to enable the user to perceive details about feelings or events regarding the object up to an additional range band per rank of Range upgrade purchased.

Cost: 5

### RANGE

Spend 1 to enable the user to perceive details about feelings or events regarding the object up to an additional range band per rank of Range upgrade purchased.

Cost: 5

### MAGNITUDE (CENTURY)

Spend 1 to enable the user to perceive feelings or events regarding the object up to one century in the past.

Cost: 15

### CONTROL: SIGHT

The user can perceive images of the events surrounding the object's use.

Cost: 10

### CONTROL: SOUND

The user can perceive sounds of the events surrounding the object's use.

Cost: 10

## MASTERY

The user can perceive a full sensory illusion of events surrounding the object's use throughout its lifetime.

Cost: 20