



The Force D6 / Control Energy

Control Energy

Required powers: absorb dissipate energy, control pain

Control Difficulty:

Intense Sun 8

Solar Wind 14

Fire 16

Radiation Storm 18

Blaster Bolts/Force Lightning 12

Note: This power can be kept up.

Effect: This was the second half of the absorb/dissipate energy force power which was forgotten long ago. New developments have turned it up. Upon a successful use of absorb/dissipate energy a Jedi may use this power to direct the energy elsewhere or use it to add to his own power. In game terms a Jedi may use this to move the energy elsewhere along lines it would be able to travel (example: Corran Horn is being jabbed by a stun baton. he uses absorb/dissipate and sends the current through the metal decking. a Bothan walking by has his fur stand on end for a second) Or they may use it to power another force skill. In this case a second control roll is needed with the difficulties mentioned above. If the user succeeds they get a bonus to the next force power they use equal to the damage absorbed. (example: Corran Horn is in the middle of an intense explosion and uses absorb/dissipate energy to stop the fire's effects. Because it's a powerful blast let's assume it does 4D damage. he successfully controls the fire's energy and uses it to send an image out to everyone in the area of him walking from the flames. he gets to add 4D to his affect mind roll sending all the energy into that force power)

Note: A character inflicting damage, or having another person inflict damage for him, upon himself for the purposes of using this power to drain energy receives a Dark side Point. any character using this power to enhance an offensive force power also receives a dark Side point.

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).