



The Force D20 / Control Energy

Control Energy (WIS)

Requires Force-Sensitive, Sense and Dissipate Energy Feats

Check: This was the second half of the Dissipate Energy force power which was forgotten long ago. New developments have turned it up. Upon a successful check 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 Dissipate Energy 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 Battlemind roll is needed with the DC mentioned below, the vitality point cost for battlemind is subtracted from the amount of energy gained. If the user succeeds they get a bonus to the next force power they use equal to the damage absorbed, minus the cost of Battlemind (example: Corran Horn is in the middle of an intense explosion and uses dissipate energy to stop the fire's effects. Because it's a powerful blast let's assume it does 4d6 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 4d6 to his affect mind roll sending all the energy into that force power)

Energy Source

Intense Sun (DC Up to 10)

Fire (DC 11 - 15)

Blaster Bolts/Force Lightining (DC 16 - 20)

Solar Wind (DC 21 - 25)

Radiation Storm (DC 26 - 30)

Note: A charchter 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 charcter using this power to enhance an offensive force power also recieves a Dark Side Point.

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