

The Force D6 / Fohnokinesis

Fohnokinesis

Alter Difficulty: Very Easy if creating a small breeze;
Easy if making a gust of wind; Moderate if making a small
'tornadette'; Difficult if making a strong windstorm or a
tornado or hurricane; Very Difficult if making a huge

storm, or a group of tornados. Required Power: Telekinesis

Warning: Although using the power itself doesn't grant a

Dark Side Point, the destruction it causes might.

Effect: This power allows the Jedi to create movements of air, and make variable sized winds. If the pressure is right,

you can also start a rainstorm with it.

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