

Forsake Fear Apprentice Power

Fear. Fear can be a powerful ally as well as a powerful enemy. Forsake Fear allows the user to enter a mild meditative state, allowing them to view their situation objectively and without apprehension. While Forsake Fear may be held active for extended periods of time, it does count towards multiple action cost, but does not reduce the number of actions available per round. When active, Forsake Fear allows the user to add their Control roll to any Willpower checks required to pass any fearful experience, allowing a focus that allows them to better accomplish a task. Control Difficulty: Moderate (Modified by situation) *This Power may be "Kept Up"*

Note: Forsake Fear may be used in one of two ways. The user may draw on either the light or dark side of the Force in order to use this ability. The user's mental state and the emotions that they use to tap into this ability are the key to whether or not this ability grants a dark side point.

Requires: Clarity of Focus

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Joe St Laurent, HTML and logos done by FreddyB

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](#).