The Force D6 / Channel the Netherworld of th



Name: Channel the Netherworld of the Force
Purpose: Opening the target's mind to the horrors of the Netherworld of the Force. The victim experiences terrifying hallucinations, impossible nightmares and visions of chaos so real that they struggle to distinguish them from reality.

Game Effects:

The Force user makes an opposed Willpower roll against the target. If successful, the target experiences terrifying hallucinations of horror, chaos and despair. Although these visions exist only within the victim's mind, they are utterly convincing.

While affected, the target suffers a penalty to all skill and attribute rolls based on the margin by which the Force user's roll exceeded the target's resistance roll.

This power may be used against targets at any range permitted by the standard Force power range rules. It may also be maintained ("kept up") normally. The Force user may affect multiple targets by applying the standard multiple-target modifiers for Force powers.

While the power is maintained, the target may attempt another opposed Willpower roll once per round as an action. Success ends the effect.

Margin of Success	Penalty
1-4	-1D
5-9	-2D
10-14	-3D
15+	-4D

Complete Mental Collapse:

If the target rolls a 1 on the Wild Die while making a resistance roll against this power, they completely succumb to the visions. Rather than merely suffering the normal dice penalty, they become incapable of independent thought while the power is maintained. They cower, flee, babble incoherently, or obey simple commands from the Force user, as determined by the GM.

Description: The Netherworld of the Force, also known as the Mist-Beyond, the afterlife, or the Garden Beyond, was the place the souls of every being and creature were thought to ascend to after their physical bodies died. Another mythical place, known as Chaos or "Hell," was said to be an unpleasant location where sinners were sent after death.

History

Sometime between 40 and 32 BBY, a cult known as the Final Occultation entered into the Dark Lord of the Sith Darth Sidious's radar. The cult was said to have been aided by chaotic forces from

the Netherworld. The cult sought to replace the systems of order in the Force with chaos, bringing madness and screams to the Galaxy. However, Sidious's apprentice at the time, Darth Maul, destroyed them before they were able to do so.

The Jedi Master Qui-Gon Jinn went to the Netherworld after he was killed by Darth Maul in 32 BBY, but, thanks to the help of the Force Priestesses, he was able to return to the physical universe as a Force spirit. For Force spirits like Jinn, they existed as one with the Force in a state beyond time itself, having let go of their individual existence. However, they could re-establish themselves as an individual consciousness and appear as a Force spirit as needed.

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