



# The Force D6 / Calm Another

Calm Another

Required powers: Concentration, Hibernation trance, Calmness, Receptive Telepathy, Projective Telepathy

Control Difficulty:

Easy for minor agitation, Moderate for marginal fear, anger or hatred

Difficult for horror and deeply routed fears. Very difficult for absolute terror or hatred

Heroic for absolute revulsion, terror, or characters enveloped in the dark side

Alter Difficulty: Easy modified by relationship

Effect: This power works just like calmness on another person. It takes away all the character's negative emotions leaving a deep calm over them so they can focus on what's going on around them. It's been known to slightly aggravate the targets to have them forcibly calmed but for some reason it only comes out as minor agitation....

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

All text and stats by Dave Maloney, Set Anu-Bith, HTML and logos done by FreddyB

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