The Force D20 / Calm Another

Calm Another (CHA)
Trained Only; Requires the Force-Sensitive and Alter feats

Required Skills: Calmness, Empathy, and Telepathy

Check: 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 aggrivate the targets to have them forcibly calmed but for some reason it only comes out as minor agitation.... In the case of an unwilling target, the target must roll Will saving throw. If the jedi is successful, the margin between the Jedi's Calm Another skill roll and the targets Will roll determines the effectiveness of the skill. However, if it is a willing target, the Jedi's relationship with the target may add bonuses to the roll. These bonuses are left to GM judgement.

DC	Emotional State
Up to 10	Minor Agitation
11 - 15	Marginal Fear, Anger or Hatred
16 - 20	Horror and Deeply Routed Fears.
21 - 25	Absolute Terror or Hatred
26 - 30	Aboslute Revulsion, Terror, or characters enveloped in the Dark Side

---

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
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.