



The Force D6 / Exorcism

Exorcism

Sense Difficulty: Moderate, modified by relationship.

Alter Difficulty: Easy, or the being being exorcized's control or willpower.

Required Powers: Affect Mind, Concentration, Emptiness, Life Sense, Transfer Force,

Effect: Allows a Jedi to remove an invading presence from another's mind, such as a Dark Jedi or a Sithspawn. The Jedi using the power must be in physical contact with the character. When exorcised successfully, the being vanishes into oblivion. However, it is unknown what effect releasing this being will have on the immediate surroundings. This power can be used to uproot the only consciousness from a body, although the Alter difficulty is increased by one step and the Jedi will then receive a DSP.

Note: A Jedi can attempt to move the exorcised being into another close-by being for a difficulty increase of +5 to the Alter roll. They can also attempt to exorcise themselves or someone inside their mind with an additional +5 difficulty increase.

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

All text and stats by Paul Hattrem, 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](#).