The Force D6 / Fohnokinesis

Fohnokinesis

Alter Difficulty: Very Easy if creating a small breeze; Easy if making a gust of wind; Moderate if making a small 'tornadette'; Difficult if making a strong windstorm or a tornado or hurricane; Very Difficult if making a huge storm, or a group of tornados.
Required Power: Telekinesis
Warning: Although using the power itself doesn't grant a Dark Side Point, the destruction it causes might.
Effect: This power allows the Jedi to create movements of air, and make variable sized winds. If the pressure is right, you can also start a rainstorm with it.

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