



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

All text and stats by Paul Hattrem, Set Anu-Bith, HTML and logos done by FreddyB

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