The Force D20 / Fohnokinesis

Fohnokinesis (WIS)
Requires Force-Sensative and Alter

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.

Warning: Although using the power itself doesn't grant a Dark Side Point, the destruction it causes might.

DC	Movement Increase
Up to 5	Small Breeze
6 - 10	Gust of Wind
11 - 15	Small Eddies
16 - 20	Strong Windstorm, a Tornado or Hurricane
21 - 25	Huge Storm, or a Group of Tornados.

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