The Force D6 / Hallucination

Hallucination

Control Difficulty: Difficult.
Sense Difficulty: Target's Control or Perception roll.
Alter Difficulty: Heroic, modified inversely by relationship.
Required Powers: Affect Mind, Dim Other's Senses, Magnify Senses, Projective Telepathy, Shift Sense.
This power is kept up for as long as the hallucination lasts.
Effect: Allows a Jedi to make someone within 10 meters of them in sight start hallucinating. The Jedi can decide how major the hallucination is, but not the specifics of the hallucination. The nature of the hallucination depends on the alignment of the Jedi, light, dark, or gray.
As an added note, a Jedi can use this against himself.

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