The Force D20 / Hallucination

Hallucination (An Application of the Illusion skill)
Requires the Force-Sensitive and Alter feats

Allows a Jedi to make someone within 10 meters of them start hallucinating, the target must be in line of sight the Jedi. 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.

Notes: This power is kept up for as long as the hallucination lasts. For the Will saving throw DC, please reference: the Illusion skill, Pg. 15, Dark Side Source Book.

Vitality Point Cost: 3

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