The Force D20 / Inspiration

Inspiration (WIS)
Requires the Force-Sensitive and Control feats

When using this power, the Jedi is open to the force and the force gives him inspiration on whatever he is pondering on. This power adds +4 synergy to rolls for any Craft, Knowledge, and other skills that require insight.

DC*	Environment and Emotional State
Up to 5	few or no distractions and completely meditative.
6 - 10	relaxed and small distractions .
11 - 15	mildly emotional and highly distracted
16 - 20	emotional and near chaos
21 +	overcome with emotion and the area is pure chaos.

*Add +5 to the difficulty for each Dark Side Point the Jedi has.

Note: Characters who have turned to the Dark Side are unable to use this power. This power may be kept up as long as the character takes no other actions during the rounds. If a Jedi uses this skill for Intimidation, Forgery, or similar skills, she must make sure that her reasons are pure, or she will get a Dark Side Point.

Vitality Point Cost: 4

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