The Force D6 / Weave of Teleportation



Weave of Teleportation

Sense Difficulty: Easy
Control Difficulty: Moderate
Alter Difficulty: Difficult

Effect: This power allows a user to move from place to place without passing through the space in between, teleporting from place to place. This is apparently a great power, but comes with limitations. It must be the Force Users only action in that round, leaving them vulnerable as the appear or disappear. They must be extremely familiar with where they are teleporting (+15 to the Sense Difficulty if they are only passingly familiar with where they are teleporting, +10 if they are barely familiar with it, +5 if they know it fairly well). And the power has only a short range (+5 to the Alter Difficulty for every 50 meters that the destination is from their current location).

Description: During the events of Star Wars Jedi: Fallen Order, Merrin materialized in front of Cal Kestis, warning him that he was trespassing and was not welcome on Dathomir. Kestis tried to explain that they didn't have to be enemies, however, his pleads fell on deaf ears, as Merrin summoned a duo of Nightbrothers to attack Cal. Empowering her brothers with ichor, Merrin de-materialised, intending for the Nightbrothers to deal with the Jedi Padawan.

Like all Nightsister magicks, the spell appeared as a green mist.

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