The Force D6 / Dark Tendrils

Dark Tendrils **Master Power (Dark Side Power)**

A pure weapon of hate, Dark Tendrils are literal extensions of dark side energy, used to lash and bind an opponent. While not paticularly lethal, the tendrils had a tendancy to be extremely painful. A master of this ability could generate multiple tendrils of dark energy; He would summon them from his fingertips or from the ground itself to bind his opponent. A victim trapped in Dark Tendrils must roll 1D. If the roll is 1-2, the victim falls unconscious unless he makes a successful Difficult stamina check. If the roll is 3-6, the victim is conscious and may attempt to escape by rolling a successul Control roll against the attacker's Alter. Alter Difficulty: Difficult

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