The Force D6 / Projectile Guidance

Projectile guidance (New power)
Control Difficulty: Difficult
Sense Difficulty: Moderate
This power may be kept "up."

Effect: Force Users use this power to guide projectiles from Bows, Bowcasters, Concussion Bows, Slugthrowers, other Projectile launchers or even just thrown weapons such as spears or harpoons to their target.

This power is can be called upon during a battle and remains "up" until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back "up."

If the Jedi is successful in using this power, she adds her sense dice to her Firearms, Bow, Thrown Weapons or Bowcaster skill roll when attacking, and their control dice to the damage done by the weapon. It cannot be used with Grenades, Grenade Launchers or Missile Weapons, and the use of the power may interfere with explosive weapons (Gamesmasters call) as it propels them too quickly for the warhead to arm.

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