



The Force D20 / Calmness

Calmness (WIS)

Trained Only; Requires the Force Sensitive and Control feats

You can use the Force to remove any fear, anger, or hatred replacing it with a deep calm.

Check: A Calmness check can calm you down to help you focus on tasks at hand, and even to avoid the dark side. The result of a calmness check determines to what extent calmness is achieved.

DC	Emotional State
Up to 10	Minor Agitation
11 - 15	Marginal Fear, Anger or Hatred
16 - 20	Horror and Deeply Routed Fears.
21 - 25	Absolute Terror or Hatred
26 - 30	Aboslute Revulsion, Terror, or characters enveloped in the Dark Side

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, Set Anu-Bith, HTML and logos done by FreddyB

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