

Inspiration

Control Difficulty: Moderate if the Jedi is relaxed; Difficult if she is mildly emotional, anxious or slightly angry; Very Difficult if she is emotional, such as pissed off or afraid; Heroic if she is overcome with emotion, such as being livid with rage or being terrified. Add +5 to the difficulty for each Dark Side Point the Jedi has.

Sense Difficulty: Easy if the Jedi is in an area with few or no distractions; Moderate if she is in an area with some distractions, like if there is an argument in the background; Difficult if the area is in near chaos; Very Difficult if your house is on fire; and Heroic if you are under attack by Imperial Star Destroyers. Add +3 to the difficulty for every 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.

Required Powers: Concentration, Emptiness, Hibernation Trance, Magnify Senses, Life Detection, Receptive Telepathy

Effect: 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 +4D to rolls for Tactics, Art(A dexterity skill), Scholar, Languages, Intimidation, Survival, Communications, Forgery, Persuasion, Search, and other skills that require insight.

Note: If a Jedi uses this skill for Intimidation or Forgery, she must make sure that her reasons are pure, or she will get a Dark Side Point.

For every 5 points that the control and sense beat the difficulty by, add one pip to the bonus. The amount that they beat the difficulty by is NOT added together(i.e. if a Jedi beats control by 4 and sense by 1, they do NOT add together to make 5).