

Telekinetic Basketweaving (Int)
Requires the Alter and/or Move Object Force Abilities

DC	Example
5	All materials present and easily molded/bound
10	All materials present and not easily molded/bound
15	All materials present and difficult to mold/bind
20	Not all materials present and not easily molded/bound
25	Not all materials present and difficult to mold/bind
30	Not all materials present and almost immposible to mold/bind

Allows the Jedi to bind materials together, such as in conventional basketweaving. However, this power can also be used repair and make new armors using available materials. When the Jedi is repairing armor, reduce the difficulty by 1 level(Min 5).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by Paul Hattrem, Set Anu-Bith, HTML and logos done by FreddyB Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.