



# The Force D6 / Jedi Link

## Jedi Link

Control Difficulty: Very Difficult

Sense Difficulty: Difficulty modified by relationship

Required Powers: Absorb/Dissipate Energy, Control Energy, Affect Mind, Dim Other's Senses, Life Detection, Life Sense,

Magnify Senses, Projective Telepathy, Receptive Telepathy, Sense Force, Shift Sense

This power is kept up until the initiator breaks it.

Effect: This power allows force users to join together and share power to use the force to a greater extent than they

could alone. All characters involved must have this force power and must be willing. One force user, usually the strongest,

is the 'leader'. Upon successful linking all of the force is directed through the leader, all use of the force is done by

him/her and a force power the leader does not know may not be used. In game terms all the linked characters control sense

and alter dice are resolved to averages, then 1D for each person in the link beyond the first is added to all three.

Normal multi-action occurs from keeping the link up and only the leader may choose to break the link.

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