# The Force D6 / Force Push



Name: Force Push
Alter Difficulty: Target's control or Strength roll, +3 to difficulty for every 5 meters away from target, line of sight only.
Description: Force push was a telekinetic ability of the Force that was used in an offensive or defensive manner. It could be used to varying degrees, from simply nudging or softly moving targets away from the user, to shoving and knocking them back, to sending them flying through the air, potentially causing serious injury. This power was employed by both the Jedi and the Sith.

Required Powers: Concentration, life detection, telekinesis.

Effect: With this power, a Jedi may use the Force to push several adjacent targets backwards, knocking them prone or banging them against a wall. Each target past the first incurs a -1D penalty on the Jedi using the power (ie, 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty…). Each target makes either a control or Strength roll to resist, and the acting Jedi's alter roll result is compared to each result in turn to determine the effects. A target that is knocked back into a wall or other solid object takes the listed damage. If a Jedi kills a living being as a result of this power he immediately receives a Dark Side Point; as such, he may roll less than his full alter score if he so chooses.

| Alter Roll | Distance pushed back | Collision Damage |
|---|---|---|
| 0-5 | 2 meters | 2D |
| 6-10 | 3 meters | 3D |
| 11-15 | 5 meters | 4D |
| 16-20 | 10 meters | 5D |
| 21+ | 15 meters | 6D |

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