

Dark Tendrils

Master Power (Dark Side Power)

A pure weapon of hate, Dark Tendrils are literal extensions of dark side energy, used to lash and bind an opponent. While not particularly lethal, the tendrils had a tendency to be extremely painful. A master of this ability could generate multiple tendrils of dark energy; He would summon them from his fingertips or from the ground itself to bind his opponent. A victim trapped in Dark Tendrils must roll 1D. If the roll is 1-2, the victim falls unconscious unless he makes a successful Difficult stamina check. If the roll is 3-6, the victim is conscious and may attempt to escape by rolling a successful Control roll against the attacker's Alter. Alter Difficulty: Difficult

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

All text and stats by Joe St Laurent, 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](#).