

meditation chamber requires schematics available only in a Sith holocron or on Sith scrolls. The materials to construct a meditation chamber cost 20,000 credits. This doesn't include any additional equipment such as life support, fusion generator for recharging weapons and armor, or communications gear. The hardness and wound point total of a meditation chamber depend upon what materials it is made out of. To complete the construction of a meditation chamber requires a DC 25 Alchemy skill check.

FOCUSING CHAMBER

During the Sith Empire, massive subterranean caverns were devoted to arrays of complex machinery with only one purpose: to amplify Force powers. These apparatus, called focusing chambers, increased the power of a Force wielder by many times. Typical focusing chambers resembled a sleek cylindrical tower with a crystalline chamber at the very top. Clever Sith sorcerers were careful to limit access to the chamber itself by providing no means of reaching it other than flying.

A typical focusing chamber amplifies the following skills and feats: Control Mind, Empathy, Farseeing, Illusion, Move Object, and Telepathy skills and Force Whirlwind, Hatred, Prolong Force, and Summon Storm feats. The vitality point cost of a skill or feat is doubled when amplified by the focusing chamber and any use of a focusing chamber gives the user an additional Dark Side Point. Using the focusing chamber to initiate an action requires total concentration for 10 rounds (one minute) during which time the user may only perform free actions. Likewise, sustaining a skill or feat requires the user's full attention.

Using a focusing chamber for 10 minutes causes the user to become fatigued. Using it for 30 minutes causes exhaustion. Evil acts performed using the focusing chamber cause users to gain Dark Side Points as they normally would.

Each of the Force skills and feats behave differently when they are amplified:

- » **Control Mind:** This skill affects 10 times the number of targets for double the listed vitality cost to maintain; The maximum range is increased by one level of mastery. (For example, untrained users use the range for those with Force Mind, users with Force Mind use the range for those with Knight Mind, etc. Master Mind allows the user to affect an entire region, such as the Core worlds or the Out Rim.)
- » **Empathy:** +10 equipment bonus to Empathy skill checks.
- » **Farseeing:** +10 equipment bonus to Farseeing skill checks.
- » **Illusion:** +10 equipment bonus to Illusion skill checks; The maximum range is increased by 10 times for double the listed vitality cost to maintain.
- » **Move Object:** +10 equipment bonus to Move Object skill checks; The maximum weight that can be moved is increased by 10 times for double the listed vitality cost; A successful Farseeing skill check (DC 20) allows the user to affect an object anywhere in the same planetary system.
- » **Telepathy:** +10 equipment bonus to Telepathy skill checks; The maximum range is increased by 10 times for double the listed vitality cost.
- » **Force Whirlwind:** The area affected, duration, and range of this feat is increased by 10 times. An amplified Force Whirlwind deals 6d6 damage and requires a DC 30 Reflex save to reduce that amount by one-half.
- » **Hatred:** Using this feat does not require a full minute of concentration; The affected area is doubled (20 m). Amplified Hatred deals 4d6 damage and invokes a -4 penalty to all attacks, skill checks, and ability checks. Damage can be reduced by one-half with a successful Fortitude saving throw (DC = 15 + 2 x user's Charisma modifier). Maintaining amplified Hatred is a free action that costs 8 vitality points per round.
- » **Prolong Force:** If the user does not have the Prolong Force feat, they may spend wound points as if they did when paying the vitality point cost of an amplified skill or feat; If the user has the Prolong Force feat, a wound point provides four times the power that a vitality point would when paying the vitality point cost of an amplified skill or feat.
- » **Summon Storm:** A successful Farseeing skill check (DC 20) allows the user to summon a storm anywhere on the same planet. The maximum and minimum storm radii are doubled, and penalties caused by an amplified storm are increased to -4. Maintaining an amplified storm is a free action that costs 1 vitality point per minute.

