**Illusions**

**Highlights:**

* Direct targeted blindness
* Great disguise and illusion utility powers
* Invisibility

**Super Stats:**

* Charisma
* Perception

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Flash | Att | A | Direct | 10” | -- | 1 target | 6u | * Blind (SPD 20) | 10 |
| Illusion | Utl | N | Area | 20” | -- | 30 cubic meters | 1-3r | * Create a visual, audible and olfactory illusion * Illusion is intangible and touching will dispel it | 10 |
| Immersive Illusion | Att | A | Mental | 24” | 0 | 1 target | 6u | * 2d8 mental control * Immersive illusion * Target gets mental recovery when major change is made to the scene | 10 |
| Invisibility | Utl | N | -- | -- | -- | Self | 4r | * Invisible * +2 defense vs. melee * +8 defense vs. missile * Can be spotted by indirect means (PER 24) | 20 |
| Light | Utl | N | Area | 100” | -- | 20” | 3s | * Illuminate the chosen hexes | 6 |
| Mirror Image | Def | N | -- | -- | -- | Self | 2r + 1r/decoy | * Create 1d3+1 decoys * Decoys are indistinguishable from the character but keep close to him (2” max distance) * Decoys take a single hit then disappear | 10 |
| Quick Change | Utl | -- | -- | -- | -- | Self | 12s | * Change appearance to any race, gender, clothing * Illusion has visual, auditory and tactile elements * Devices look and feel convincing, but do not function | 10 |
| Stink Bomb | Att | A | Area | 10” | -- | 3’ diameter | 8u | * Sickened (TOU, WIL 20) | 10 |
| Targeting Flare | Att | A | Bolt | 8/ | 0 | 1 target | 2u/1r | * -1 dodge * -10 conceal, stealth * Negates invisibility | 10 |

**Additional Information**

**Flash**

* You create a blinding flash of light directly into your target’s eyes. If they do not turn away in time, they are blinded.

**Illusion**

* The hero creates a visible, audible and olfactory illusion up to the size of a small room. However, the illusion is intangible and simply trying to touch it will reveal its true nature. A smaller illusion (say 10 cubic meters) might cost only 2 energy/rd, and a tiny illusion (1 cubic meter or less) costs 1 energy/rd.

**Immersive Illusion**

* The hero gains 2d8 mental control points on his target. Once the hero’s mental control exceeds the targets mental HP, he can place the target in a fully immersive illusion of his choosing. The target still moves and can affect reality, but their perceptions are entirely in the control of the illusionist.
* Unlike mind control, the target does not get a mental recovery when a “command” is given. However, very jarring changes to the illusion will allow a recovery roll, so taking the character from the streets into the depths of space will give him a recovery roll. In addition, taking damage from the outside world will give the target a recovery roll each round he is hit.

**Invisibility**

* The hero becomes invisible. This makes him very hard to hit, giving him a +2 to parry and a +8 to dodge. He can be detected by his effect on the world (footprints, ripples in the water, steam from his breath). If he can be detected using one of these methods, his bonuses are negated.

**Light**

* The hero can create light ranging from candlelight to a powerful spotlight on the target hexes.

**Mirror Image**

* You create 2-4 decoys near you. Any attack that would normally hit you has a chance to hit a decoy instead, causing it to instantly disappear.
* *Enhance Number of Decoys –* You get one additional decoy, but must pay energy for it (10)

**Quick Change**

* The hero can change his appearance to be any race, gender and have any clothing as long as he stays approximately the same size. This illusion has visual, auditory, and tactile elements. Any devices he copies are non-functional, but feel and look convincing.

**Stink Bomb**

* You create a disturbing illusion which could be a smell, or a horrifying vision. Your targets must save with toughness or willpower vs. a DL 20 or be sickened.

**Targeting Flare**

* The hero “attacks” a target with a flare. If the flare hits, the target glows and finds it very hard to hide, even with invisibility powers. In addition, the target is easier to hit with missile attacks. This power costs 2 energy to use and 1 per round to maintain.