

Any character with the Faction (The Guild) keyword may use this Command Ability for 1 Command Point.

Mob Mentality: Make a basic MIND Roll.

Success

Add up Aces +2. The result is the number of re-rolls you may make on any single die on any roll this round.

Fail

No effect.

Critical

Add up Aces +5. The result is the number of re-rolls you may make of any single die on any roll this round.

Fumble

Character loses 1 additional Command Point.