Empathy

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Ally Link | U | N | 20 | 10 | -- | 1 ally | -- | * You may give a link to one of your allies * You may each put 3 energy into a linked pool * Either of you can use this energy as if it were your own * If there is any energy in the pool, you and your ally get +1 accuracy, +1 defense and +1 saves |  |
| Apathy | Arz | A | 20 | 10 | 0 | 1 tgt | 4/M | * Target is Apathetic (Power-2) * This power can be maintained out of combat, giving -4 to skills and searches |  |
| Aura Sight | U | N | 20 | -- | -- | Self | -- | * You can see the empathic auras of people * You get a general sense of someone’s personality traits * You get a general idea of their current disposition * You get a +1 to all social checks |  |
| Burn Links | Ar | A | 20 | 10 | -- | All links | E | * You burn one energy and do your Power or Charisma die of penetrating psychic damage to all your linked targets |  |
| Defensive Links | V | C | 20 | 10 | -- | Self | -- | * Each linked character gives you +1 to your defenses |  |
| Direct Anger | Arz | A | 20 | 10 | 0 | 1 tgt | 6 | * Target is Taunted by one of HIS enemies of your choosing * Target is Smitten with one of HIS enemies of your choosing * Both effects are negated by a save (Wit-2) |  |
| Empathic Heal | B | H | 20 | 10 | -- | 1 tgt | 4 | * Give your target up to 15 of your hit points * If you transfer 3 or more points, you heal 1d6 after the transfer |  |
| Empathic Links | V | C | 30 | 10 | -- | 4 links | 0 | * You have a mental link with any character who is in range, and has one of your powers or status effects on him * Links can be used/consumed by other powers * Consuming a link also ends the power or status effect upon which it is based |  |
| Energy Drain | Arz | A | 20 | 10 | -- | 1 tgt | 2 | * You can make this attack against linked enemies only * You take an energy from your target and add it to yours |  |
| Enrage | Arz | A | 20 | 10 | 0 | 1 tgt | 5/M | * Target is Enraged (Power-2) * Out of combat, this power can be maintained and causes people to argue and fight |  |
| Fear | Arz | A | 20 | 10 | 0 | 1 tgt | 8 | * Target flees until he saves, or leaves the line of sight of the caster (Power, Charisma) | * Range +4 / x3 / -- / 6P * Save DL +2 / x3 / +1B / 10P |
| Pacify | Arz | A | 20 | 10 | 0 | 1 tgt | 8 | * Target is Pacified (Charisma-2, Power-2) |  |
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