Empathy

Special Mechanics

* Empathic Links – When you cause any status effect with one of your empathy powers, you can choose to create an empathic link with that character. That link will remain in place until is it consumed, voluntarily broken by you, or until the target moves outside of the range of the link. Links are used and consumed by link powers in the set. You can have up to 4 links at one time. Additional links can be bought at a cost of 10P.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Ally Link | U | N | 20 | 10 | -- | 1 ally | -- | * At the beginning of your action, you may assign one of your empathic links 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 |  |
| Amp Link | V | C | 20 | 10 | -- | Self | -- | * You can burn one or more of your links * Each linked burned gives either +1 Accuracy or +2 Damage to your next attack * You may choose one of your linked allies to get the bonuses instead of you |  |
| 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 | * By burning one energy, you may do your Power or Charisma die of penetrating psychic damage to all your linked targets * All links are burned * Linked allies may join the attack by spending an energy, adding 1d6 to the attack |  |
| Defensive Links | V | C | 20 | 10 | -- | Self | -- | * Each linked enemy gives you +1 to your defenses * Your linked allies are also affected |  |
| 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) |  |
| Drain Link | V | C | 20 | 10 | -- | 1 tgt | 2 | * You burn one of your links and take 2d4 penetrating psychic damage * You take one energy from the victim and add it to your pool |  |
| 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 Wave | A+ | + | 20 | -- | -- | 3 cone | 4 | * Power becomes a 3 hex cone * You must roll to hit each target separately |  |
| 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 |
| Masochist Link | V | C | 20 | 10 | -- | Self | -- | * When any of your linked targets takes damage, you may take 1d6 penetrating damage, but your Burn for that round decreases by that amount * Your linked allies can choose to do this as well |  |
| Pacify | Arz | A | 20 | 10 | 0 | 1 tgt | 8 | * Target is Pacified (Charisma-2, Power-2) |  |
| Project | U | H | 20 | 10 | -- | 1 tgt | E | * Project your feelings onto others and get +4 to social skills against this target for the rest of the scene * Other RP effects at the GM’s discretion * At the GM’s discretion, targets may get a save (Charisma-2, Power-2) | * Save DL +2 / x3 / +1B / 10P |