Illusions

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Mentalist | MS+0 | RW+1 | SW+2 | RW+3 | PW+4 |
| Trickster | MR+1 | SW+2 | SW+2 | CR+3 | CW+2 |
| Wily | MW+1 | RS+2 | RW+2 | SW+3 | CW+2 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Flash | Ars | A | 20 | 4/ | 0 | 1 tgt | 6 | * Blind (Reflex) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Grandeur | U | N | 20 | -- | -- | Self | M | * You create subtle illusions around you as you interact with people, making you seem more attractive, trustworthy, etc. * Social checks +2 | * None |
| Illusion | U | N | 20 | 30 | -- | 30 cubic meters | M | * Create a visual, audible and olfactory illusion * Illusion is intangible and cannot interact at all with the world * Touching the illusion dispels it * Someone looking for problems with the illusion can make a Search check to spot something wrong | * Area x2 / x3 / -- / 10P * Range x2 / x5 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Immersive Illusion | Arz | A | 30 | 24 | 0 | 1 tgt | 8 | * Immersed (Reflex, Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Invisibility | D | T | 30 | -- | -- | Self | M/4 | * Invisible * Can be maintained out of combat * Enemies are considered Blind when attacking and defending against you | * Burn -1 / x3 / -- / 10P |
| Light | U | N | 10 | 100 | -- | 30 cubic meters | 0 | * Can illuminate the chosen area from dim candlelight to bright spotlights | * Area x2 / x5 / +0B / 10P |
| Mirror Image | D | T | 30 | -- | -- | Self | 1+ | * Create 1d3+1 decoys * Decoys are indistinguishable from you, and keep within 2 hexes * Decoys each cost 1 burn * Decoys disappear in a single hit * When you are hit, there is only a 1/x chance to hit you and if not, one of your decoys is hit | * Decoys Step / x2 / 0B / 20P |
| Mind Terrors | Arz | A | 20 | 4/ | 0 | 1 tgt | 7 | * 1d6 + Power Die Psychic Damage * Daze (Reflex, Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / +1B / 10P * Dmg Step / x3 / -2A / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Now You See Me | D | R | 20 | -- | -- | Self | E | * Once per combat, when you are attacked (but before the attack is resolved), you can spend an energy and make an immediate, free ½ move to your “true position” * Your opponent’s attack does not happen, and his turn ends * The opponent can negate this move by making a Wit save | * Uses +1 / x3 / +0B / 20P |
| Quick Change | U | N | 20 | -- | -- | Self | M | * Change appearance to any race, gender, clothing * Illusion has visual, auditory and tactile elements * Devices look and feel convincing, but do not function * You are proficient in Disguise * Disguise +4 | * None |
| Stink Bomb | Ar | A | 20 | 20 | -- | 2 rad | 6 | * Sickened (Power, Toughness) | * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |