Illusions

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 |
| 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 | 20 | 100 | -- | 30 cubic meters | 0 | * Can illuminate the chosen area from dim candlelight to bright spotlights |  |
| 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 |  | * 1d6 + Power Die Psychic Damage * Daze (Reflex, Wit) |  |
| 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 |  |
| Stink Bomb | Ar | A | 20 | 20 | -- | 2 rad | 6 | * Sickened (Power, Toughness) |  |
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