Mind Control

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Mental Attack | Arz | A | 20 | 6/ | 0 | 1 tgt | 6 | * 1d8 + Power Die Psychic Damage |  |
| Mind Block | R | N | 20 | 24 | -- | Self/Ally | 1 / 4 | * Armor 0/0/4 * +2 Mental Saves * Can be used on others |  |
| Mind Control | Arz | A | 30 | 6/ | 0 | 1 tgt | 8 | * Target in Controlled (Charisma, Power) |  |
| Project Thoughts | U | N | 20 | 200 | -- | 1 tgt | 0 | * Mental communication * Can send/receive words, images, etc. * Cannot read minds that are unwilling |  |
| Psychic Seed | Ar | A | 20 | 24 | -- | 1 tgt | M | * Allows you to place a single, simple command into the mind of a defeated opponent, or an opponent who is Controlled and out of combat * The target can resist (Charisma, Power) * Target gets an ongoing save every hour, or scene (GM’s discretion), but unlike ongoing saves in combat, his save chance never increases |  |
| Sense Life | T | N | 20 | -- | -- | 10 rad | 0 | * Can sense the living within 10 hexes * Can be used as a targeting sense |  |
| Snap Out of It | D | H | 20 | 24 | -- | Ally | E | * Gives ally an immediate save against Controlled, Possessed, Smitten |  |
| Vertigo | Ar+ | + | 20 | -- | 0 | 1 tgt | 4 | * Stun (Power, Toughness) |  |