Mind Control

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Mentalist | MS+0 | RW+1 | SW+2 | RW+3 | PW+4 |
|  |  |  |  |  |  |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Behind the Curtain | V | C | 20 | -- | -- | Self | E | * When you control an enemy, you can spend an energy and make a free ½ move | * None |
| Cult Leader | A+ | + | 20 | -- | -- | ? tgt | ? | * For 2 burn/target you can extend your mental attacks to multiple mundane (non-super) targets | * None |
| Detect Mental Manipulation | U | N | 20 | 50 | -- | Self | 0 | * You can detect mental powers and the effects of mental manipulation that would otherwise be invisible | * Range x2 / x5 / +0B / 10P |
| Mental Attack | Arz | A | 20 | 6/ | 0 | 1 tgt | 6 | * 1d8 + Power Die Psychic Damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Step / x2 / +1B / 10P * Dmg Step / x2 / -2A / 10P |
| Mind Block | R | N | 20 | 24 | -- | Self/Ally | 1 / 4 | * Armor 0/0/4 * +2 Mental Saves * Can be used on others | * Armor / x3 / +0B / 10P * Burn -1 / x3 / +0B / 10P |
| Mind Control | Arz | A | 30 | 6/ | 0 | 1 tgt | 8 | * Target in Controlled (Charisma, Power) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Mental Master – As long as you have a controlled enemy, you get +2 defense and 1 hit point / round / x1 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Mind Lock | Arz | A | 30 | 6/ | 0 | 1 tgt | 6 | * Target is Locked (Charisma, Power) * Locked enemies must repeat the action they took on their previous round | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Project Thoughts | U | N | 20 | 200 | -- | 1 tgt | 0 | * Mental communication * Can send/receive words, images, etc. * Cannot read minds that are unwilling | * Ally Projection – Buffs, defenses, and armors that can be used on others can be used through this power / x1 / +1B / 10P * Range x2 / x3 / +0B / 10P |
| 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 | * Long Seed – Your victim gets one save each day / x1 / +0B / 20P |
| Sense Life | T | N | 20 | -- | -- | 10 rad | 0 | * Can sense the living within 10 hexes * Can be used as a targeting sense | * Radius / x3 / +0B / 10P |
| 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) | * Save DL +2 / x3 / +1B / 10P |
| Violent Echoes | D | T | 20 | -- | -- | Self | 1 | * When you are hit by an attack, do 1d4 Psychic Damage to your attacker | * None |