**Empathic Manipulation**

**Highlights:**

* Great heal
* Lots of utility for social/manipulative characters
* Low energy costs
* Many powers have multiple uses
* Very powerful (if limited) mental attack

**Super Stats:**

* Charisma
* Intuition

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Apathy | Att | A | Mental | 10” | 0 | 1 target | 4u/10s | * In combat -- Apathetic (WIL, INU 20) * Out of combat -- -4 perception and -2 skill rolls (this costs 10s) | 6 |
| Aura Sight | Utl | N | -- | -- | -- | Self | 6s | * Can see the empathic auras of people, giving a general idea of their personality | 6 |
| Direct Anger | Att | A | Mental | 10” | 0 | 1 target | 4r | * Causes target to attack a specific enemy, but this must be someone the target would normally fight (INT, INU 20) | 10 |
| Empathic Healing\* | Buff | A | Direct | 10” | -- | 1 target | 4u | * Give target up to 15 hit points * Heal self for 1d6 hit points if you transferred 3 or more points | 10 |
| Fear | Att | A | Mental | 10” | 0 | 1 target | 6r | * Target flees until he saves or leaves the line of sight of the caster (WIL, INU 20) | 10 |
| Pacify\* | Att | A | Mental | 10” | 0 | 1 target | 6u | * 3d8 mental control * Command: stop hostile actions * Once control is established, it decays 1d6/round * If victim is attacked once he is pacified, the effect is cancelled as is all mental control | 10 |
| Project Emotions | Utl | M | Direct | 10” | -- | 1 target | 6s | * Project feelings onto others for +4 to personal skills * GM’s discretion as to other RP effects * Victims with mental defenses or armor can save (INT, INU 20) | 10 |
| Rage | Att | A | Mental | 10” | 0 | 1 target | 4u/10s | * In combat -- Enraged (WIL, INU 20) * Out of combat – Cause people to argue, inflame people to anger | 6 |
| Read Emotions | Utl | M | Direct | 10” | -- | 1 target | 6s | * Read emotions and get feel for target’s mental state * +2 personal skills | 6 |

**Additional Information**

**Apathy**

* Out of combat, this power makes the target lazy and disinterested. He will still act, but will do so slowly and sluggishly. If used on sentries, they get a -4 to their perception rolls and at the GM’s discretion might have a chance to fall asleep if they fail a willpower save vs. DL 20. When used in this fashion, Apathy costs 10 sustained energy.
* If used on others, they suffer a -2 to their skill rolls. When used in this fashion, Apathy costs 10 sustained energy.
* As an attack, the power will give the target the apathetic status until he can make a willpower or intuition save vs. DL 20. Used in this fashion, Apathy costs 4 energy each time it is used.
* As a buff, this power requires no saving throw and the target suffers all the penalties of being apathetic. However, he also gets the double chance to recover. A willing target need not save until he wishes to break out of the apathetic status, but once he indicates his desire to save, he starts rolling each round as normal.
* *Increased Penalty –* Increases the skill and perception penalty by 1 (5)

**Aura Sight**

* Aura Sight allows you to see the empathic auras of the characters around you. This gives you a general idea of their personality. The aura will not give exact details about an individual, nor will it indicate their mental state at that moment. The exact description of an NPC’s aura is up to the GM, but at least 4 descriptive words should be used.

**Direct Anger**

* This mental attack allows the empath to focus an enemy’s rage on a specific target. This must be someone who the victim is already fighting, or who he would naturally want to fight given the circumstances. So, if the empath and his team are fighting a villain, the empath can use this power to cause the villain to attack any of the heroes, or even a policeman that just arrived on the scene, but he could not turn the villain’s rage toward a bystander. The target of this power is compelled to attack the designated target until he makes his intelligence or intuition save.
* This power can also be used to buff an ally, giving him a +1 to hit and a +1 damage/die bonus against a designated target. No save is required, until your ally wants to break off the attack. At that time, they are allowed a save each round as normal, and once they succeed, they can take other actions.

**Empathic Healing (signature)**

* The empath draws the pain of his target into himself, giving his ally up to 15 hit points from his total. Once the transfer is complete, the empath heals himself of 1d6 hit points, but only if he transferred at least 3 points of damage from a target.
* *Damage Transfer –* Transfer 3 more points of damage (10)
* *Self-Heal –* Increase heal by 1 point (and 1d6 once 3 points are obtained) (5)
* *No Transfer –* Can use the self-heal without transferring damage (15)
* *Unwilling Transfer –* You can transfer damage to unwilling enemies, turning this power into an attack. The target gets to save (WIL, INU 20) to avoid the effects and gets the self-heal as well as the transfer (20)

**Fear**

* This mental attack causes the target to gain the afraid status which will cause him to flee until he can make his saving throw, or until he is out of the line of sight of the attacker.

**Pacify (signature)**

* The empath takes mental control of a target and can give him a single command “stop fighting”. If the victim is attacked while pacified, he is automatically freed and all mental control is lost. Otherwise, this power works like other mental attacks.

**Project Emotions**

* The empath can project emotions into others. He has the ability to make others uneasy, afraid, angry, uncomfortable, and so on. The feelings are generally not overwhelming, but they are strong enough to affect people’s reactions. The exact effects are up to the GM, but in general a +2-4 should be given to the caster’s attempts at using personal skills due to his ability to manipulate his targets.
* Victims of Project Emotions can save if they have any power that provides a bonus to mental defenses, or mental armor. If they have neither of these types of powers or perks, they cannot save.

**Rage**

* The target becomes enraged unless he can make a willpower or intuition save vs. DL 20.
* This power can also be used out of combat to cause people to argue, or incite them to violence. Rage will not drive a peaceful situation to anger, but if there is a seed there, Rage can be used to inflame it. When used in this fashion, Rage costs 10 sustained energy.
* This power can also be used as a buff, giving your ally the enraged status, which increases his damage at great cost to his accuracy, defenses and tactical options. As with all empathy “buffs”, your ally need not save unless he wants to try to break the status, at which point he starts saving every round as usual.

**Read Emotions**

* The empath can read the emotions of those around him, getting a feel for their mental state. The information gained is up to the GM. In general, the empath gets a +2 to various personal skills based on his ability to read them.
* *Detect Lie –* Your ability to detect emotions is so acute, you can tell when people are lying to you (15)