**Mind Control**

**Highlights:**

* Attacks that stun
* AoE stun
* Mental attacks and defenses
* The ability to turn your foes against one another

**Super Stats:**

* Intuition
* Willpower
* Charisma

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Mental Attack | Att | A | Mental | 24” | 0 | 1 target | 4u | * 3d10 mental damage | 10 |
| Mind Block | Arm | N | Direct | 24” | -- | Self or 1 target | 1r or 5r | * 0/0/10 armor * +2 mental defenses * Can be used on others at a cost of 5r | 10 |
| Mind Control\* | Att | A | Mental | 24” | 0 | 1 target | 6u | * 3d10 mental control * Once control is established, it decays 1d6/round * Mind control | 10 |
| Mind Link\* | Att | A | Mental | 24” | -2 | 1 target | 6u | * Establishes mental link with victim * All mental attacks against your victim now get Piercing(6) until the link is broken * All mental powers have 5x range against the victim until the link is broken * The link can be broken by the victim succeeding in a mental attack against you, but your defenses are +2 against this attack because of the link * Once the target breaks the link, he gets a mental recovery | 10 |
| Project Thoughts | Utl | N | Direct | 250” | -- | 1 target | -- | * Mental communication link | 6 |
| Psychic Scream | Att | A | Area | 0” | -- | 4” cone | 10u | * 2d8 mental damage * Stun (WIL, INU 18) | 10 |
| Vertigo\* | Att | A | Mental | 24” | 0 | 1 target | 6u | * 2d8 mental damage * Stun (WIL, INU 18) | 10 |

**Additional Information**

**Mental Attack**

* You send a wave of mental energy at your foe doing 3d8 mental damage.
* *Daze* – When you hit with this power, you daze your target (WIL, INU 18) (15)

**Mind Block**

* Your mind is steeled from other mentalists and if you concentrate, you can share your mental defenses with your allies. However, this is tiring.
* *Numbers* – You may increase the number of people defended (10)

**Mind Control**

* The hero gains 3d10 mental control points on his target. Once the hero’s mental control exceeds the targets mental HP, the target is under his control as per the control rules. This power can also be used as a form of telepathy by gaining control and issuing a command such as, “Tell me where your secret base is.”

**Mind Link**

* This power creates a link between you and your target if you can succeed with a hit roll against his mental defense.
* The mental link acts as a tunnel through the victim’s mental defense, giving all of your subsequent attacks an 6/12 chance to pierce his mental defenses until the link is broken. Also, any mental powers used against the subject of the link have their range increased by 5 times.
* To break a mind link, the victim must take a free action and “hit” you with his mental combat style even if he has no mental attacks. A successful hit breaks the mind link and allows him an immediate mental recovery.

**Project Thoughts**

* The hero can project and read surface thoughts from a willing participant. Once a mental link is established with a character in the hero’s line of sight, communication can be maintained even if the line of sight is broken, as long as the two characters do not go more than 250 hexes from each other.

**Psychic Scream**

* You project a cone of powerful psychic energy that does 2d6 mental damage and has a chance to stun. Unlike physical cones, you have to hit everyone in the area of effect separately.
* *Psychic Bleed* – Anyone stunned by this power loses 1 mental hit point each round (10)

**Vertigo**

* The hero causes his foe to experience extreme vertigo, stunning him for 1 round.
* *Psychic Bleed* – Anyone stunned by this power loses 1 mental hit point each round (10)