

Prerequisites: Force Rating 1 +

## INFLUENCE BASIC POWER

The character may attempt to guide, shape, and even twist the thoughts and feelings of others.

Special Rule (○/● use): When guiding and shaping thoughts, only ● may be used to generate negative emotions such as rage, fear, and hatred. Only ○ may be used to generate positive emotions such as peace, tranquility, and friendliness. Other emotions such as confusion can be generated with either ○ or ●.

The character may spend ○ to stress the mind of one living target he is engaged with, inflicting 1 strain.

**COST 10**

### RANGE

Spend ○ to increase power's range by a number of range bands equal to range upgrades purchased.

**COST 5**

### MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

**COST 5**

### CONTROL

The Force user may make an opposed Discipline vs. Discipline check combined with an Influence Power check. If the user sends ○ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

**COST 10**

### CONTROL

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ○ to gain ☆ or ☹ (user's choice) on the check.

**COST 15**

### STRENGTH

When stressing the mind of a target, the character inflicts 2 strain.

**COST 10**

### RANGE

Spend ○ to increase power's range by a number of range bands equal to range upgrades purchased.

**COST 10**

### MAGNITUDE

Spend ○ to increase targets affected equal to magnitude upgrades purchased.

**COST 5**

### DURATION

Spend ○ to increase duration by a number of rounds (or minutes) equal to duration upgrades purchased.

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